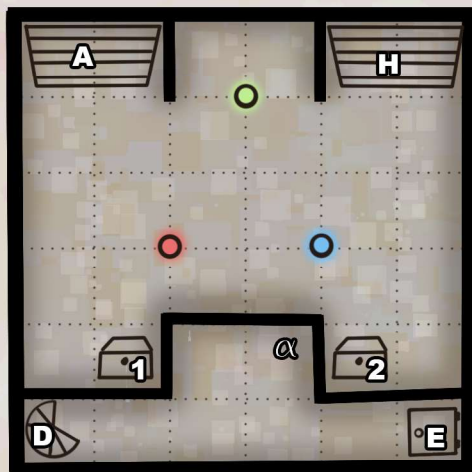
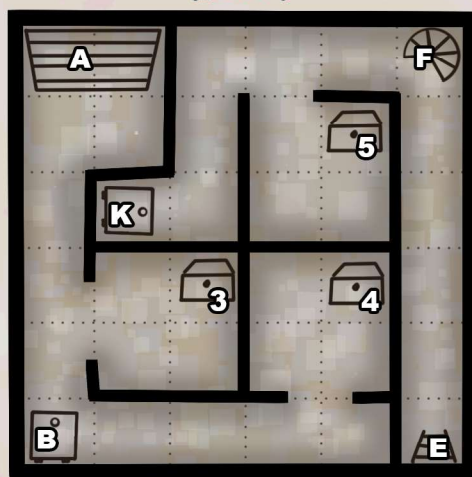


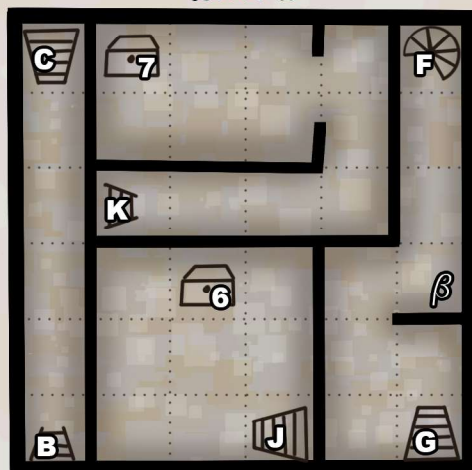
## Floor 4



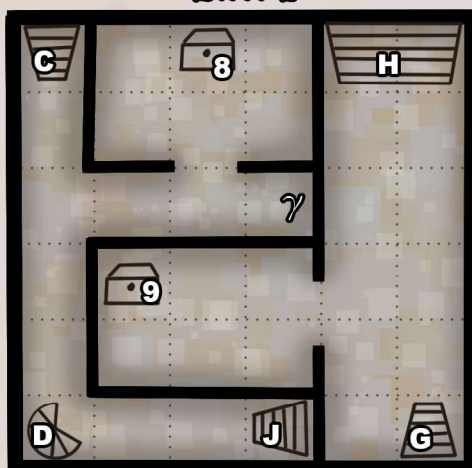
## Floor 3



## Floor 2



## Floor 1



## Infinite Tower of Irenic

Priestess Irenic patience has worn out after the heroes are responsible for yet another unnecessary violent incident. To teach them a lesson she has trapped one (or more) of the heroes in her Infinite Tower with no weapons or items.

There are nine chests hidden in the tower. Each is empty but has a riddle engraved on it. The chests can't be moved or destroyed. Placing the correct item in the chest will change it into a different item. If a hero places a wrong item in the chest or breaks an item, it will reappear where it was first found. Look at the map legend for where the first three items can be found.

1- Riddle:  
*My crooked metal teeth  
Fit like a sword in a sheath.*  
Answer: **Key**  
New item: **Snail**

2- Riddle:  
*I can carry plenty  
But I'm most useful empty.*  
Answer: **Bowl**  
New item: **Bell**

3- Riddle:  
*Symbols on a white background  
I speak without making a sound.*  
Answer: **Book**  
New item: **Dice**

4- Riddle:  
*Steady and slow  
I'm always home wherever I go.*  
Answer: **Snail**  
New item: **Pipe**

5- Riddle:  
*High in my tower  
I hum every hour.*  
Answer: **Bell**  
New item: **Boots**

6- Riddle:  
*Forty-two eyes as we tumble and scatter  
But it's only the top ones that matter.*  
Answer: **Dice**  
New item: **Apple**

7- Riddle:  
*Made from bone or made from oak  
I never burn, only smoke.*  
Answer: **Pipe**  
New item: **Red candle**

8- Riddle:  
*When one arrives the other can depart  
Always together, just one step apart.*  
Answer: **Boots**  
New item: **Green candle**

9- Riddle:  
*Red, yellow or green  
Eating me is a tasty cuisine.*  
Answer: **Apple**  
New item: **Blue candle**

Each colored pillar has a pricket on top. The candle will burn when put on the correct pillar. Place all the candles to escape the tower.

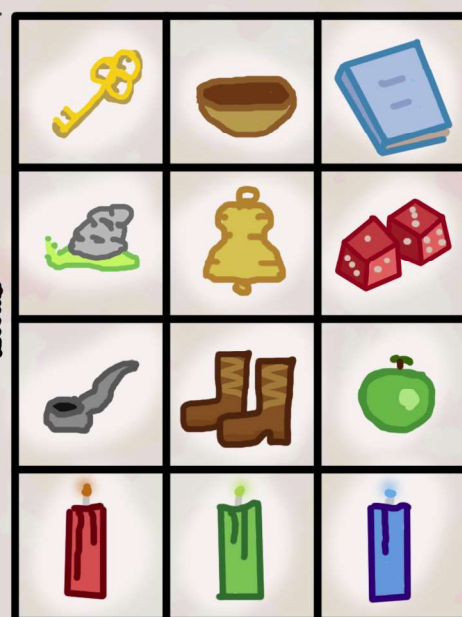
## Map Legend

- Staircase
- Spiral staircase
- Hatch door
- Rope ladder
- Stone chest
- Colored pillar

- Key
- Bowl
- Book

(Cut out)

Items



## Random encounters

- 1. Beetle (tiny)
- 2. Spider (tiny)
- 3. Rat (small)
- 4. Bat (small)
- 5. Skeleton (non-animated)
- 6. Stone gargoyle (non-animated)