

The Perpetual Tower of Al-Galar

A system-agnostic procedural dungeon
by raza6

As you roam through the nauseating streets of Al-Galar, you finally reach the building described by the priestess. It seems like any other edifice and yet you cannot take your eyes out of it. You stand before it for a moment of contemplation then push firmly on the handle of the old creaky door. You have just enough time to set foot in the entrance before being startled by the loud slam of the door locking you up. In front of you, a modest velvet covered dice track atop a pedestal is waiting for you...

What you need:

A standard dice set (1D4,1D6,1D8,2D10,1D12,1D20)

How to play:

- All the dice from the set except the D4 make the floor pool.
- PCs roll all the dice in the floor pool at once. Then, they choose one of the dice to get the floor type. That particular die is discarded. The greater the number, the easier the floor (but the lesser the reward).
- PCs can add dice remaining from the floor roll to ease the floor type. Each die added increases the floor type by half its value (rounded up) and gives one of the PCs a random curse for the rest of the game. Those dice are discarded as well.
- Defeat the current floor and rise to the next one.
- Repeat until no dice are left, then roll the D4 for the Dice-Master floor!

Curses: (1D10)

- 1 • Turn blind or deaf or lose a limb
- 2 • Turn into a were-vegetable
- 3 • Bound to a chaotic poltergeist
- 4 • Subject to anti-gravity or float in the air as if in space
- 5 • All actions by the character are slightly delayed
- 6 • Teleport at random in a small radius every now and then
- 7 • Systemically fooled by traps
- 8 • Become soluble in liquid
- 9 • Move backwards
- 10 • Make everything the character touches slippery

Dice-Master floors:

1 • The Dice Bender

A wizard capable of twisting reality, turning the room into a non-Euclidian dice world full of traps. Being smart and quick, he does not miss a beat.

2 • Marza and Azur

Twin dragons perfectly completing each other. Blood-thirsty and flawless, they can perform complex tricks to unsettle their opponents and unleash their fires.

3 • The Gloomy Eye

In a round room, a gigantic bloodshot eye controls the elements to destroy everything on sight. The ones staring for too long might be subdued by its hypnotic power and turn against their own party.

4 • Sinister Aster

A necromancer and its endless army of zombies pouring from the cemetery ground. Rodents of all sizes and shapes join the battle as well, led by the necromancer with his flute.

Floor encyclopaedia:

20 • Lam-Rej Prison

A corridor of abandoned old cells on 2 levels. No guards, some of the remaining convicts mean well, others crave violence. Shivs on the floor.

19 • Arame Prairie

A flock of sheep grazing in a calm pasture guarded by a hulky ram. One of the sheep holds a magic basic-shield ring.

18 • The Forest of Taluke

A foggy and dense forest inhabited by archers and fiery wild boars. Medicinal plants grow there.

17 • Melliadis Labyrinth

A small maze filled with traps, shortcuts and harpies' nests. A hidden golden chest holds a razor-sharp knife.

16 • Ambert Hollow

An intricate cave where gruyere-looking mushrooms grow. The smell tends to make people severely paranoid and even paralyzed.

15 • The Guard Room

A rectangular room supplied with bunk beds, tables and crates, where a group of royal guards resides. Heavy armours and weapons lie around.

14 • Rift of Comanesti

A large bottomless crevasse populated by swarms of aggressive bats. In a nook, a corpse holds a crossbow.

13 • Saarthal Cavern

A frozen cave home to a crystal golem. The gem animating it grants elemental powers.

12 • Ystor's Den

The nest of a gigantic spider. Tangled in the web is a sack full of torches.

11 • Spring O'Hesty

In a glade, a fancy fountain where a fairy lives is captured by a crew of mean imps. Grateful, the fairy grants a blessing.

10 • Lain Miracle Market

A souk supplied with wonderful items but infiltrated by thieves and assassins. You will find anything that money can buy.

9 • Maes Workshop

A workshop owned by a crazy tailor. The enchanted tools and fabrics mug passersby. On a manikin, a light yet sturdy armour rests.

8 • Daehan Roll

A complex scaffolding structure climbed by ninjas. The entire floor is spinning on itself. Their leader holds a remarkable katana.

7 • Seireos Lab

The messy laboratory of an alchemist. Various traps using poison, acid and other potions.

6 • Salmaya Library

An ominous and dusty library that serves as a lair for witches. Powerful spell scrolls are stocked on the shelves.

5 • Spilet Harbour

The floor is filled with water, piranhas and pirates sailing skiffs. A triple-barrelled musket is buried as a treasure.

4 • Pit of Lord Feyer

A burning hot cavern crossed by a lava river. Zealous demons try to jail and sacrifice trespassers. The demon king wears an amulet giving powerful fire-based spells.

3 • The Third Marsh

A noxious bubbling swamp ruled over by an eldritch creature and its lizard minions. They protect an ancient helmet capable of mind-control.

1 • The Pure Realm

An immaculate white room where each character experiences its worst nightmare. Defeating it reveals an entire combat set of lights.

Want to continue rising?
Add more dice!