

NOTES: Designed for 5 or more characters of 4th-6th level The Four Sacred keys are 8" metallic cubes n areas 4, 7, 17, & 23. Cube keeper's crystals work teleporters and open most locked areas and cages. One-eyed orcs are standard orcs with one eye in center of forehead. Most walls/floors/ceilings are dark green marbled stone.

WANDERING MONSTERS: Check for 1 on d6 every 2 turns.

1. d6+1 One-Eyed Orcs

the local villages

2. 1 Tusken Ogre with a Cube Keeper's Crystal
3. 1 Large Adult Vapor Crane

meantime, the uncontrolled denizens of his

fortress venture forth at night to feed and plunder

- 4. d2 IOUNifiers
- 5. d4 Worker Amphorons
- 6. 1 Thelidu

LETTERED AREAS

G.R. Gravity Ramps: These ramps are used to transition from the gravity field of one Cube-face to another. When ramp is entered, travelers feel as if they are walking uphill. At center of ramp it feels like one is walking on a level surface. At ramp end it feels like walking downward.

Q. Quazar's Inner Sanctum: Large hollow sphere where Quazar is trapped. Gravity pulls outward so that one walks upon the sphere's inner surface. Inner surface is black with slow-shifting constellations & galaxies. Quazar is 8th level magic-user. REF select spells. He has staff of wizardry and Cube Master's crystal that will access and control all areas.

T. Teleporter Rooms: With Cube keeper's crystal, this room will teleport party to any desired area except area Q. Without crystal, it teleports to random numbered area.

NUMBERED AREAS

1. Entrance Tunnel: Portal at the base of the Cube is open to this tunnel.

2. Stairway: Stairs lead up to grea 3. Doors to either side of stairs are magically locked, can only be opened with Cube keeper's crystal. Clerical healing scroll hidden under 6th step.

BOTTOM FACE sealed. Only the Four Sacred Keys will unlock the Inner Sanctum," after this an IOUNifier descends from pyramid apex to attack intruders.

4. Organic Waste: Abounding trash, dung, and sludge are absorbed by a gelatinous cube. Inside gelatinous cube is 8" cube of decorated bronze. A 4' circular opening is in ceiling. Metallic Waste: Scrap metal and wire are being devoured by 2 rust monsters. d6 x 1000 g.p. worth of scrap gold is here.

There is a 4' circular opening in ceiling.

6. Wizard's Chamber: Door trapped, delivers 2d6 electrical damage on touch. Room has bed, desk. Three worker amphorons are here. Bracers of defense are hidden in desk

amphotoris are trare. Bracers or deeplied are indeer indeer indeer indeer indeer indeer indeer indeer indeer. Cubes are labelled "AU," "AG," "AE," and "Q." Near one wall is a black stand holding 8" cube of ornate gold. Opposite wall is shimmery portal that teleports to area 12.

8. Library: Many shelves of large books in foriegn/alien languages. 2 one-eyed orcs wander here, 2d20 g.p. each. 9. Secret Library: Two magic-user spell books sit atop ornate pedestals. One of the spell books is inhabited by an Inaed. A . Tsalakian has just arrived to steal these books.

10. Laboratory: Filled with strange machines, computers, and laboratory devices. Four potions of healing hidden about and one potion of poison. Clerical scroll, locate object, is tucked under a computer. Two 4' circular openings on wall are chutes to areas 4 & 5.

11. Conjuring Room: Three evil clerics (3 HD each, REF determine spells, 66 g.p. each) are conducting a ceremony. Six one-eyed orcs are assisting, 2d20 g.p. each. One cleric has a mace +3

12. Spiral Staircase: Atop the stair is a stand with fittings for the Four Sacred Keys. If placed in proper sequence (gold, silver, bronze, black), magic portal in the ceiling opens. Beyond is Quazar's Sanctum.

13. Armory: Weapon racks. Many are empty. A few contain One-eyed orc weapons and armor. One rack holds 4 Civil War era rifles. A +2 sword is hidden in panel behind this rack.

14. Control Room: Many levers and panels. Controls for transporting the entire Cube are here, they are malfunctioning, if activated roll d6:, 1 = electrical shock (2d dam.), 2 = explosion (4d6 dam.), 3 = no effect, 4 = Cube moves 100 yds. in random direction. A 4' circular opening on wall is a chute to area 4.

17. Silver Hall: Floor, walls, ceiling all of silver. At center of room is 8" inch silver cube atop a black stand. 20 one-eyed orcs, 2d20 g.p. each, guard the silver cube.

18. Storage: Rope, chain, iron spikes, metal beams, crates, barrels and many unidentifiable items. A pouch of dust of disappearance is hidden at the bottom of a cask of pipeleaf. 19. Zoo Keeper's Quarters: A tusken ogre with Cube Keeper's crystal. (NOTE: Cube Keeper's crystal can open cages.) He

wears boots of flying.
20. Aquarium: Giant Squid. Force field across top of aquarium is malfunctioning. Squid will reach out & attack. 75,000 g.p. of gold, gems, and treasure line bottom of tank.

21. Broken Cage: Something has escaped. Floor of cage is a shallow boiling pool with large boulders. Several vapor cranes were here, but are now wandering the cube. A 4' circular opening on wall behind cage is a chute to area 4. 22. Monkey Cage: Three Flying Apes.

23. Dragon Cage: Black Cube guarded by sleeping (immature) black dragon. If cube is removed from stand, dragon awakens

24. Captured Soldiers: Each cages houses 2 captured Confederate soldiers.

25. Arboretum: Scattered among strange foliage are 1 tangle weed and 2 strangle vines. A bronze horn of Valhalla is hidden in the tangled brush.

26. Captured Villagers: Each of these three cages holds several local villagers

27. Dimension Engine Room: The door to this room is magically locked. If entrance is gained, a room of limitless size is revealed. It contains endless strange conduits and devices that surge with power. If anything is touched, the offending character must save or blink out of existence.

Once Quazar is freed, he will be able to work the magic and mechanisms that will return the Cube to his own world... ...Unless he has decided not to leave!

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