

BACKGROUND: Quazar, a powerful evil magic-user from planet Eris has accidentally transported himself and his cube-like stronghold to Earth. He is trapped in his inner sanctum until he can be freed by The Four Sacred Keys. In the meantime, the uncontrolled denizens of his fortress venture forth at night to feed and plunder the local villages.

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
2. 1 Tusken Ogre with a Cube Keeper's Crystal
3. 1 Large Adult Vapor Crane
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 area 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.
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OM FACE sealed. Only the Four Sacred Keen security . absorb ${ }^{\prime}$ cube of decorated bronze. A 4' circular opening is in ceiling. 5. Metallic Waste: Scrap metal and wire are being devoured by 2 rust monsters. d6 $\times 1000 \mathrm{g.p}$. worth of scrap gold is here. There is a $4^{\prime}$ circular opening in ceiling.
6. Wizard's Chamber: Door trapped, delivers 2 d 6 electrical damage on touch. Room has bed, desk. Three worker amphorons are here. Bracers of defense are hidden in desk 7. Wizard's Study: Bas relief on wall of four stacked cubes 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, $2 \mathrm{~d} 20 \mathrm{~g} . \mathrm{p}$. 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 walll 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, $2 \mathrm{~d} 20 \mathrm{~g} . \mathrm{p}$. 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 ( 4 d 6 dam.), 3 = no effect, $4=$ Cube moves 100 yds . in random direction. A 4' circular opening on walll is a chute to area 4.
15. Cube Keeper's Quarters: The tusken ogre here wears a belt with wrenches and a Cube Keeper's crystal on chain at neck. Hidden among furnishings are 9,550 triangular g.p., 5000 s.p. and 2 potions. 16. Life Support: Many levers and panels. Large red knob will turn all gravity fields on/off. Effects could be disastrous. 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 walll 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.

END NOTE
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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