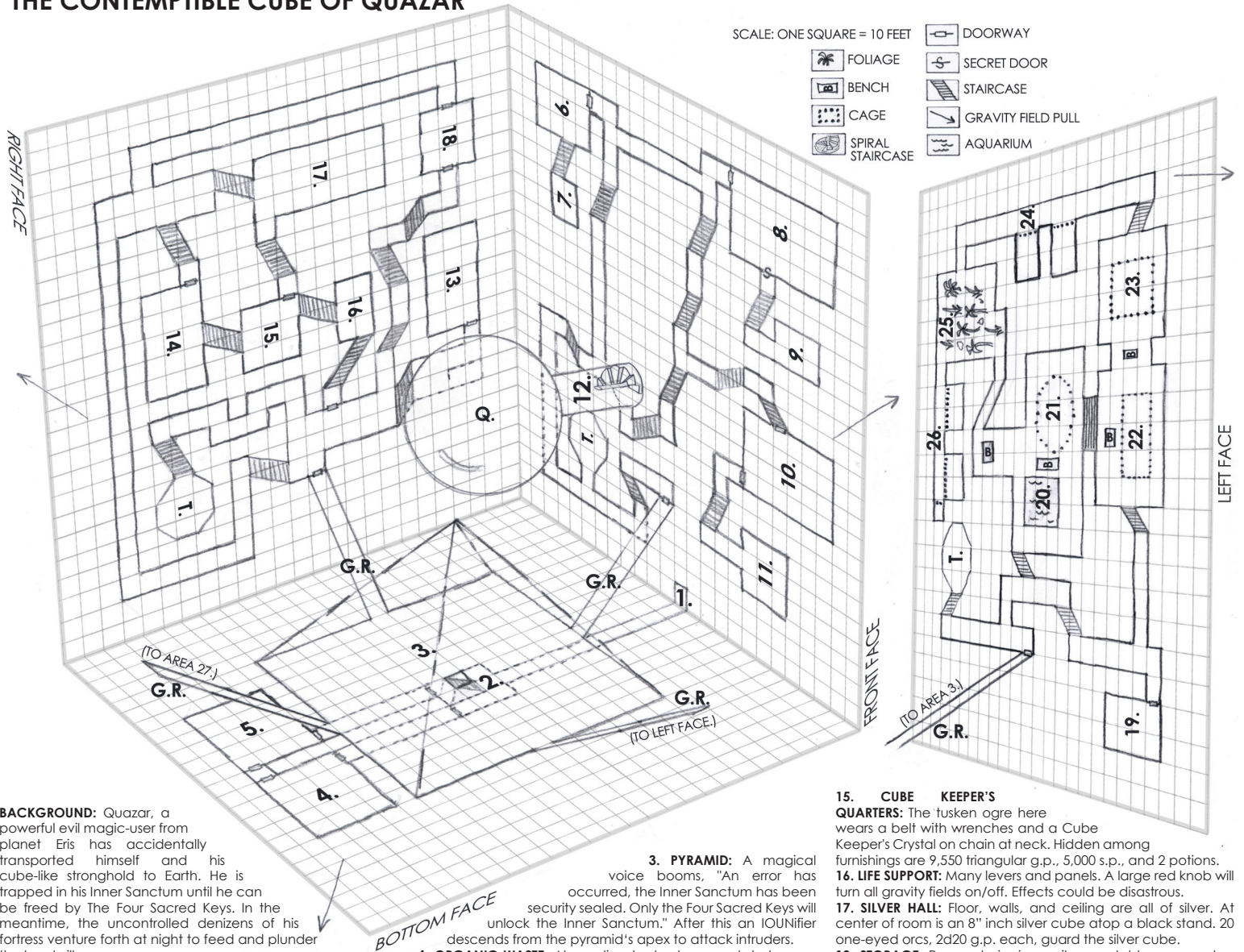


THE CONTEMPTIBLE CUBE OF QUAZAR



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 in 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 a single eye in the center of their foreheads. Most walls/floors/ceilings/doors 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 Amorphons
 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 a ramp is entered, travelers feel as if walking uphill. At center of ramp it feels like walking on a flat surface. At ramp end it feels like one is walking downward.

T. TELEPORTER ROOMS: With a Cube Keeper's Crystal these rooms will teleport a party to any desired area except area Q. Without a crystal, teleport is to a random numbered area.

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 an 8th level magic-user. (REF select spells.) He has a staff of wizardry and Cube Master's Crystal that can access and control all areas.

NUMBERED AREAS

1. **ENTRANCE TUNNEL:** A portal at the base of the Cube is open to this tunnel.
2. **STAIRWAY:** Stairs ascend 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.

3. **PYRAMID:** A magical voice booms, "An error has occurred, the Inner Sanctum has been securely sealed. Only the Four Sacred Keys will unlock the Inner Sanctum." After this an IOUNifier descends from the pyramid's apex to attack intruders.

4. **ORGANIC WASTE:** Abounding trash, dung, and sludge are absorbed by a gelatinous cube. Inside gelatinous cube is an 8" 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 x 1000 g.p. worth of scrap gold is here. There is a 4' circular opening in the ceiling.

6. **WIZARD'S CHAMBER:** Door is trapped, delivers 2d6 electrical damage on touch. Room has bed, desk, etc. Three worker amorphons are here. Bracers of defense are hidden in desk.

7. **WIZARD'S STUDY:** There is a bas relief on one wall of four stacked cubes. Cubes are labelled "AU," "AG," "AE," and "Q." Near one wall is a black stand holding an 8" cube of ornate gold. Opposite wall is shimmering portal that teleports to area 12.

8. **LIBRARY:** Many shelves of large books in foreign/alien languages. 3 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:** This room is filled with strange machines, computers, and laboratory devices. Four potions of healing are hidden about and one potion of poison. A clerical scroll, locate object, is tucked under a computer. Two 4' circular openings in the far corner are chutes to areas 4 & 5.

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

12. **SPIRAL STAIRCASE:** Atop the staircase is a stand with fittings for the Four Sacred Keys. If the Keys are placed in the proper sequence (gold, silver, bronze, black), a magic portal in the ceiling will open. Beyond is Quazar's Inner Sanctum.

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

14. **CONTROL ROOM:** Many levers and panels. Controls for transporting entire Cube are here. They are malfunctioning. If activated roll d4: 1 = electrical shock (2d6 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 5.

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., 5,000 s.p., and 2 potions.

16. LIFE SUPPORT: Many levers and panels. A large red knob will turn all gravity fields on/off. Effects could be disastrous.

17. SILVER HALL: Floor, walls, and ceiling are all of silver. At center of room is an 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 a Cube Keeper's Crystal is here. (NOTE: Cube Keeper's Crystals can open cages.) He wears boots of flying.

20. AQUARIUM: The force field across the top of the aquarium is malfunctioning. A giant squid within will reach out and attack. 75,000 g.p. of gold, gems, and treasure line bottom of tank.

21. BROKEN CAGE: Something has escaped. The floor of this 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 angry Flying Apes occupy this cage.

23. DRAGON CAGE: An 8" black cube is guarded by a sleeping (immature) black dragon. If the cube is removed from its stand, the dragon awakens.

24. CAPTURED SOLDIERS: Each of these 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 a number of 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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