

Question of Gravity

CONFRONT EVIL IN A DEMON SPAWNED FORTRESS

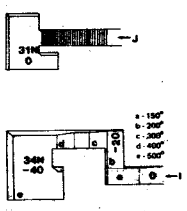
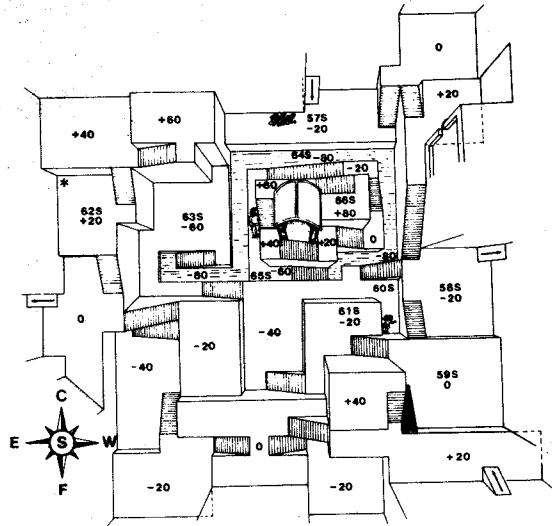
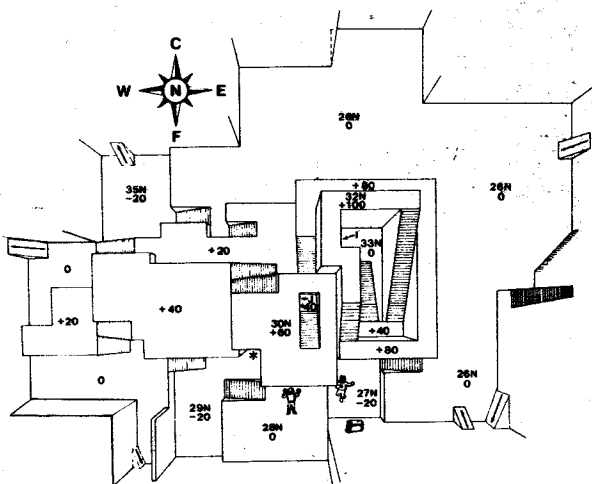
Suitable for use with Advanced Dungeons & Dragons*



A Fantasy Adventure for 3 to 8 Players
of 2nd to 5th Level of Experience

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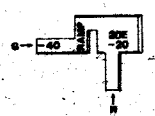
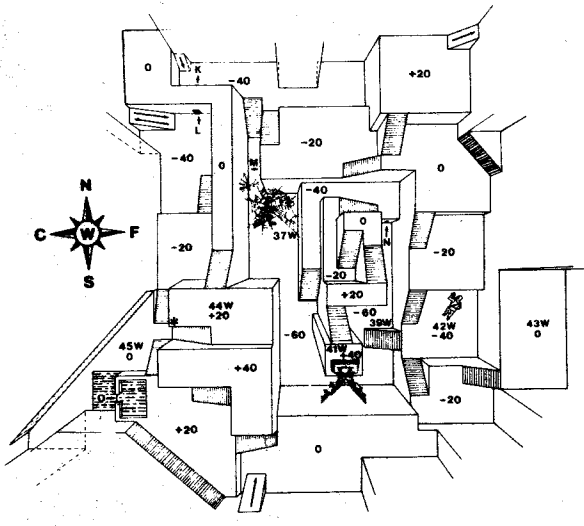
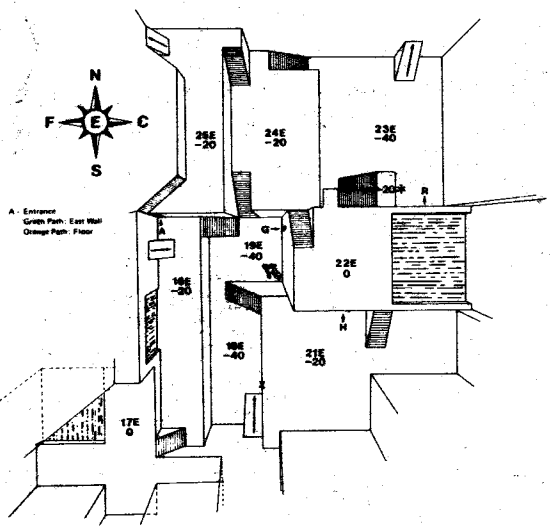


LEGEND

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		HEIGHT	-20
REFERENCE POINT	*	TRANSFER RAMP	
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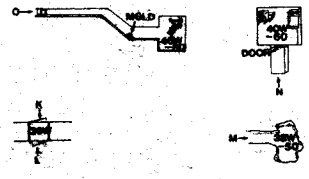
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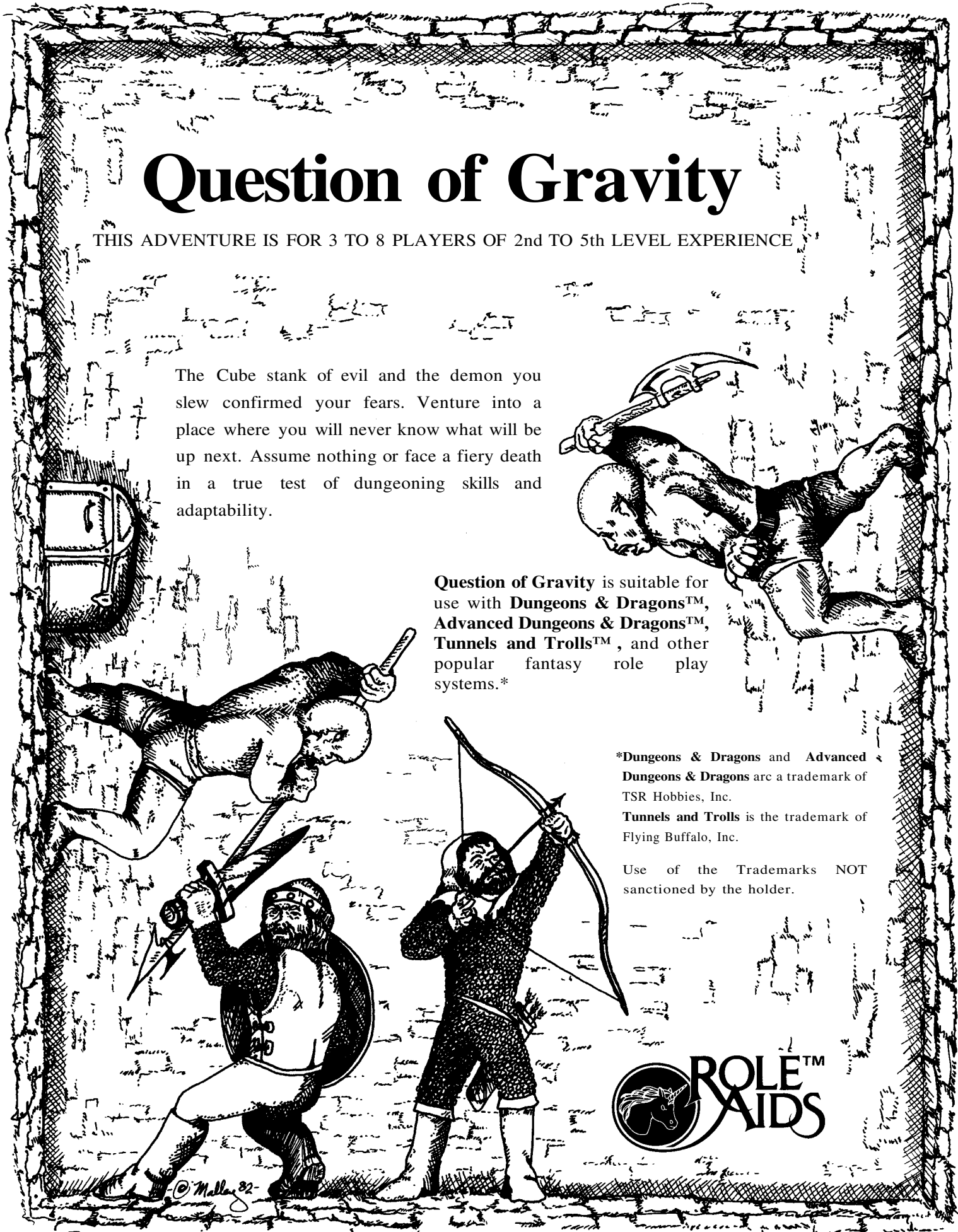
THIS ADVENTURE IS FOR 3 TO 8 PLAYERS OF 2nd TO 5th LEVEL EXPERIENCE

The Cube stank of evil and the demon you slew confirmed your fears. Venture into a place where you will never know what will be up next. Assume nothing or face a fiery death in a true test of dungeoning skills and adaptability.

Question of Gravity is suitable for use with **Dungeons & Dragons™**, **Advanced Dungeons & Dragons™**, **Tunnels and Trolls™**, and other popular fantasy role play systems.*

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QUESTION OF GRAVITY

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QUESTION OF GRAVITY

INTRODUCTION

Welcome to the mystifying realm of the Cube. What follows is for the eyes of the Dungeon Master and none other. After the entire module has been read through, read the Background to the players.

BACKGROUND

One dark night, in the summer of the seventh year of the reign of the current Tyrant, a ragged wayfarer passed through Vispera. His clothes were stained with countless layers of dust and grime and his eyes were red from sleeplessness. Over one shoulder, he carried a large sack, whose heavy contents continually seemed to overload the small man. Inglorn, on his usual rounds looking for easy marks, immediately spotted the weary traveller. He quickly positioned himself in a convenient dark corner, where he could snatch the sack and immediately disappear into the night. As the visitor shuffled past, Inglorn sprang.

As he was mid-air, Inglorn saw the man spin to face him. A staff (A STAFF!) was held in his left hand. Inglorn barely had time enough to notice that the eight-foot ebony staff was tipped and banded with gold and possessed a large gold crown studded with four large sapphires before a blast of flame stripped the flesh from his bones.

Devlin, one of the local farmers, witnessed the incident. He was about to congratulate the visitor on ridding the town of one of its more notorious citizens when the mage raised his staff. The next morning, Devlin was found babbling incoherently under the porch of the sheriff's office.

Bloomt, the local sheriff, spent the day looking for the cause of Devlin's madness and Inglorn's death. Late in the day, he discovered a wizard sitting at a small campfire amidst some ancient ruins in a meadow east of the village. He approached the wizard and was immediately filled with a sense of impending doom. As if in a drunken stupor, Bloomt returned to town, unaware that he had not spoken to the mage. Other curious villagers, observing the visitor from afar, reported that he sat at his fire meditating for two days — he did not move, eat, or drink.

On the third day, the wizard stood, raised the staff above his head, and chanted a litany of incantations. The villagers watching the mage reported that their skin began to crawl and their hair would stand on end and crackle with electricity. A feeling of extreme depression and doom swept over the watchers as unseen demon faces peered down at them. As the evil presence grew, the villagers turned and fled back to Vispera. Other curious villagers visited the site, but all returned shivering with fear.

That night, the Three Goose Tavern (the only tavern in the village) was full of villagers. Through the eastern windows, a glowing aura of light could be seen on the horizon. The aura, like a great liquid orb, would expand and contract, expand and contract, obeying some unknown forces. Each time the orb expanded, it took up a larger portion of the night sky and stayed for a longer period of time before once again retreating. After midnight, the rhythmic pulsing was accompanied by rumbling sounds, which echoed through the village. By this time, all of the villagers were in the tavern. They drank copious amounts of

ale or huddled close to the fire, hoping to purge the chill that had settled into their bones. Many stood near the eastern windows, hypnotized by the rhythmic pulsing of the globe.

As dawn drew near, the periphery of the globe began to crackle as lightning flashed across its surface. The lightning flashes grew to be more and more frequent until, with a great burst of white light, the aura vanished. Those villagers who watched the final burst of light claimed that they saw many demons floating in the air above the meadow. Those few that had looked directly into the heart of the final explosion saw naught but darkness; they would never see again.

As dawn brought light to the village, all was silent. After several hours, a few villagers ventured toward the meadow. The wizard was gone, but in his place a large stone structure, like the base of an immense monolith, remained.

When the Tyrant heard of the appearance of the monolith, he sent an officer to report on the phenomena. He talked to villagers and camped by the huge Cube for three days. He inspected all its surfaces and reported that the Cube was impenetrable and undoubtedly solid through.

Little more was thought of it until the reports that a passage had opened in one face. Soon adventurers began to come to the village to enter the Cube. Those who entered the Cube were never seen again.

Villagers who have stood in the Cube's shadow have felt a strange, terrifying chill run through them. Some of those who have dared to approach it at night returned breathless, reporting strange, dark creatures moving across the landscape in the Cube's vicinity. Others have been found torn to shreds in the morning. Now, no villager will go near it.

FOR THE DM ONLY

Bazarel created the Cube with the use of the Staff of Evil Power. Originally, this staff was in the care of Arietzal, a great, but old, good wizard. Bazarel, one of Arietzal's apprentices, was transfixed by the beauty of the staff and felt strangely drawn to it. One day, he removed it from its vault, broke away the crystal in which Arietzal had encased it, and held it in his hands. Immediately, he could see into the World of Demons. In return for this power, he has been forced to make regular sacrifices to the Dark God.

Bazarel immediately fled from Arietzal's Keep and ran for days, murdering hapless peasants to appease his new master, the Dark God. One day, exhausted by his travels, he sat down at his fire, thought about his problems, and used the staff's powers to build the Cube.

Shortly after he completed the Cube, Bazarel used the power of the staff to kidnap and terrorize a large war party of Orcs. He now maintains them as guards throughout the Cube.

Motivated by fear, the Orcs will fight with tenacity

against any foe. As there is no escape and little hope, they have no real fear of death. This is not to say they are foolhardy in their courage, merely that once committed, these Orcs will often fight long after discretion would mandate fleeing. More than death, they fear failing to do Bazarel's bidding. To do so means a fate even worse than mere death from Bazarel's demons.

Arietzal has sent his other apprentice, Balarad [Skill 4, AC: 8, HTK: 16] to find Bazarel and return the staff. He may recruit others to help him, but he will tell no one about his mission or the powers of the staff. He alone knows a spell that will encase the staff in a crystal, closing its portal to the Dark Realm and allowing only Balarad to safely transport it. Others who touch the crystal covering will take 1d6 damage per turn.

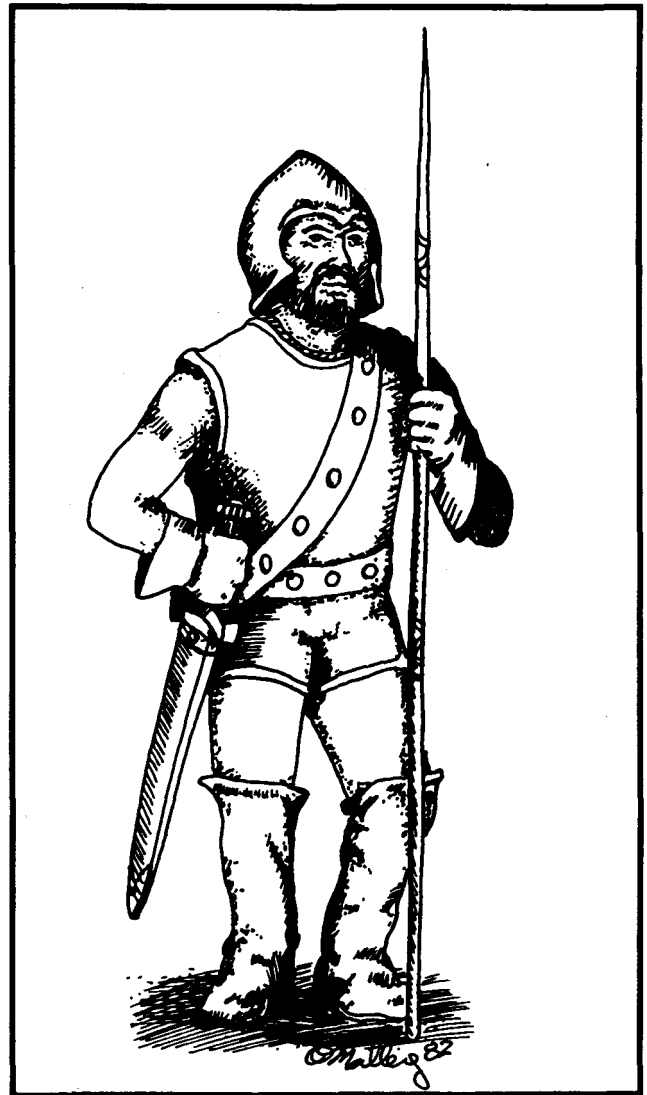
As Balarad is the only person who is able to neutralize the staff, the DM MUST have Balarad join the party as a non-player character. Perhaps the best way to do this without revealing his vital role in the adventure is to attach him to the party during a previous adventure. Balarad will have an open attitude toward the players, concealing his true mission by explaining that he is hunting some fellow wizards who he believes are imprisoned within the Cube. He will share in the combat and the risks when in the Cube and will follow the party's lead in all decisions. Balarad has an amulet which, upon his death, will teleport him to a high level Cleric. When Balarad dies, his body will disappear in a cloud of smoke. Thus, he is not unduly afraid of dying, but is anxious to not be trapped within the Cube. He will not take any treasure found within the Cube and will discourage others from even touching the magic items found therein.

If the party finds the staff (see level 66S), Balarad will immediately throw the spell to encase it (taking a full Turn to do so). Once the staff is encased within the crystal, the Salamander will turn to stone and Bazarel will become stunned for 2-8 melee rounds. Once the crystal encased staff is in Balarad's possession, he will defend it with his life. Indeed, he will commit suicide if he feels that he cannot otherwise prevent it from being taken from him. If he dies while the staff is in his possession, it will be teleported with him out of the Cube (at which time the Cube will vanish and the party will find themselves dazed in the middle of the field — those who died will vanish with the Cube).

If Balarad leaves the Cube with the party after recovering the staff, he will try to persuade them to remain with him to guard the staff as he returns it to Arietzal. Arietzal will be very grateful and generous to those who assisted Balarad in a successful recovery of the staff.

When the Tyrant heard that a door had opened in one face of the Cube and that great treasure possibly lay within, he called forth Captain Zaberiet [AC: 4, HTK: 12], a skill 3 warrior with great potential. The Tyrant ordered Zaberiet to assess the potential value of the Cube's treasure. The Captain, under the guise of an ex-army adventurer, is to gather a pack of adventurers, travel to the Cube, seek out its treasure, and unmask its secrets. He has a budget of 1,000 gp to hire such as he needs and outfit his party. If the expedition locates great treasure and many opponents, the Tyrant will send soldiers to clean out the Cube.

Captain Zaberiet knows that Balarad is an apprentice



to Arietzal and thus will not inquire deeply into Balarad's motivation to enter the Cube. Since he is also aware of the Tyrant's sincere wish and strictest orders not to antagonize or interfere with powerful mages, he will allow Balarad to join his party and to deal with the staff, without divulging his knowledge of Balarad to anyone (except the Tyrant, of course).

The Captain will offer the following terms to party members: "Each of you will get an equal share of 90% of the treasure found within the Cube. As leader of the expedition, I will choose from 1-4 magic items; the rest may be divided among the group." If possible, Zaberiet will try to collect all magic items, after first seeing their effect on the players. The Tyrant is just as pleased with cursed items he can bestow on his enemies as he is with helpful magic items. To that end, Zaberiet, upon leaving the Cube with a player who is permanently cursed with an item, will try to have the item magically removed (through a Remove Curse spell or, with valuable items, a Wish), leaving outright killing as a last resort (obtaining such items through evil acts is believed to be highly dangerous). Zaberiet will not force players to hand over magic weapons: such weapons need skilled hands to wield them and the Tyrant is willing to pay well for their services.

One of the other efforts being made to investigate (and then destroy) the Cube will has been made by the Patriarch Reumbic. Reumbic has cast a spell on the Cube that randomly reorients it. Once every 24 hours (at midnight), the Cube spins so that a random side faces the ground. Should the party dawdle or be delayed (captured perhaps) within the Cube, they will possibly find that gravity is wrong for them when they emerge. If a player moves a majority of his body outside the actual entrance, he will "fall" sideways along the earth for about 50 feet. After this distance, the natural gravity of the earth is reasserted, resulting in a damaging fall, to the ground (which is now) below. You may wish to further complicate the players' lives by causing items taken from the Cube to retain their orientation for as far as a mile from the entrance.

So far as the actual adventure is concerned, this change in orientation has no effect until the party leaves. When they do, it is possible they will find the way blocked or pointing at the sky.

THE ADVENTURE BEGINS

There are several methods that can be used to motivate the players to enter the Cube. The villagers will tell of a powerful party of adventurers who entered only three day earlier. Two of the adventurers, they will say, were Lawful Good clerics, one of whom lifted a horse clear off the ground to help the blacksmith. A third was a fighter with a sword which never left his side and the fourth was a mage with a wand in an ivory case. The villagers will also tell vague tales of other magically-equipped groups that passed through Vispera, but all of them were less memorable than the recent party. The party should be eager to enter the Cube if only to retrieve the lost magic items.

If greed fails to attract the players, then they can be recruited to join the expedition Captain Zaberiet is gathering. Zaberiet has a great charisma and will use his 1,000 gp to prove how great the reward of their exploration

will be. He will not force the party to join, but if the players refuse his offer, they will be constantly harassed by tax collectors and special tax levies (this, of course, is an effort to make them join to escape poverty). Zaberiet, of course, will deny any knowledge of what is happening and will keep his royal connection a secret. If the players are recruited by Zaberiet, he will go with them into the Cube, but, not really being an adventurer, he expects the party to make most of the decisions. One decision he will make, if Balarad is not with the party, is to include Balarad in the party.

NOTE: This Adventure should be undertaken by a minimum of 4 to 6 characters (NOT including Balarad) of at least 3rd to 6th skill levels. Do not use this (or the following) to penalize a party that is under-qualified to complete the adventure.

Finally, should the players decide that the Cube sounds too formidable, they will accidently disturb a high level Lawful Good Cleric during an incantation. The Cleric will then collapse for about 30 seconds. When he comes to, the Cleric will inform the players that they disturbed him in the middle of a Commune spell just as he was about to learn the nature of the Cube. Since the party disrupted his spell, it is now their responsibility to enter it and return with a report. He will threaten curses and a Geas, saying he'd prefer to avoid compulsion, but the job has to be done. He will further warn any other clerics and lawful good characters that a massive, unknown center of evil is seems to be in the Cube's center.

When the party agrees to undertake on the task, he will suggest they find the mage Balarad at the Three Goose Tavern and ask his assistance. He will wait near the place where he was disturbed for their report. If any of the party has any diseases or wounds, the Cleric (who never does give his name) will heal or cure them so the players start fresh on his expedition. Under no circumstances will the Cleric agree to go into the Cube himself. (He has been ordered not to by his superiors).



ADVENTURERS

It is suggested that the DM insert the Valley of the Cube somewhere in his own world and use current characters for the adventure. If none are available, the following characters are provided for your convenience and for tournament use.

They could also be used as non-player characters should the party be too weak to survive the adventure. They could be included in the party as adventurers who have already been hired by Captain Zalberiet or as adventurers who are helping Balarad on his quest.

FOELEEN
DWARVEN FIGHTER

Strength: 12
Intellect: 10
Insight: 12
Stamina: 17
Dexterity: 11
Appeal: 10
HTK: 32
Skill: 3
Age: 212
Height: 4'9"
Neutral Good



Battleaxe, Plate, Shield

Foeleen is a warrior sworn to the service of Lukeesh. He is experienced in battle and unshaken when facing new and strange opponents. His weapon of choice is a battleaxe on which he has mounted a silvered blade. Should Lukeesh be killed, it is Foeleen's duty to return the body to his feifdom for revival or burial.

ZIEGLE
HALF ELF MAGE

Strength: 09
Intellect: 17
Insight: 09
Stamina: 10
Dexterity: 15
Appeal: 13
HTK: 14
Skill: 4
Age: 37
Height: 5'5"
Chaotic Neutral
Dagger



Ziegle met Lukeesh when fleeing from a small village where magic was distrusted. He had made the mistake of getting slightly tipsy in a local tavern and then levitating the local sheriff. Lukeesh stopped the two men-at-arms from taking Zeigle back for punishment when he learned from them that only the sheriff's dignity was hurt. This incident took place two months earlier and Zeigle has since proved himself a valuable addition to the group. Ziegle is hunting for a magical weapon or item to return to the masters of his magical school. This is a requirement for further advancement beyond his current level of skill. Ziegle admits he has no desire to become involved in hand to hand combat. While quite willing to use his magic for the party, he will flee whenever he feels that he might have to melee without any help from the other characters. He is less a coward than a realist who knows how poorly trained he is, even with a dagger.

LUKEESH
HUMAN FIGHTER

Strength: 13
Intellect: 15
Insight: 09
Stamina: 11
Dexterity: 15
Appeal: 16
HTK: 30
Skill: 4
Age: 24
Height: 5'7"
Lawful Good
Sword, Plate, Shield, Longbow



Lukeesh is the youngest son of a duke whose feifdom lies in another lawful kingdom. He has been travelling for several years to learn about the world and the ways of war. When he feels he has learned enough, Lukeesh will return and lead the armies of his father. He is a very curious person and often will stay to investigate some phenomena long after discretion indicates it is time to flee. He is very close to Foeleen, his protector, and will fight with ferocity (+2 to hit) anyone who endangers him.

KOPMIK
HUMAN RANGER

Strength: 13
Intellect: 14
Insight: 14
Stamina: 16
Dexterity: 11
Appeal: 12
HTK: 19
Skill: 3
Age: 22
Height: 5'11"
Neutral Good
Longsword, Longbow, Shield, Chain



Kopmik just met the party the day before the adventure began. He spent the previous three days searching the valley, in pursuit of an evil magic user. The mage had slaughtered a family of woodcutters three weeks earlier. Kopmik estimated he was five days behind the mage when he arrived in the valley. The tracks of the evil mage led into the Cube, but Kopmik had the wisdom not to enter alone. He joined the party as a means of continuing to investigate the Cube.

GILLET
HALF ELF THIEF

Strength: 08
Intellect: 13
Insight: 10
Stamina: 12
Dexterity: 17
Appeal: 09
HTK: 14
Skill: 3
Age: 29
Height: 5'4"
Lawful Neutral
*Short Sword, Leather,
3 Daggers*



Gillet has joined the party due to a rather severe need for money. He was involved with several more skillful members of his guild in a major heist. Fate left it to him to flee with a very large bag of coins. While doing so, Gillet ran afoul of an evil mage who was journeying to the Cube. As he drifted off into an involuntary sleep, Gillet overheard a comment on the coins "making our journey to the Cube much pleasanter." So far, Gillet is more afraid of returning emptyhanded than of entering the Cube. It should be kept in mind Gillet is motivated purely to gain coins and will be anxious to leave once his share exceeds 100 gp. He couldn't care less about destroying evil.



THE VILLAGE OF VISPERA

The village of Vispera appears to be like hundreds of other, small rural villages within the Tyrant's Empire. Were it not for the presence of the Cube nearby, patrols and adventurers alike would ride by barely aware they had passed through another nameless town. This is exactly as the villagers like things to appear, although all is not exactly as it seems.

Vispera was founded about seventy years earlier, when the Tyrant's father overthrew the old Darlethian Aristocracy and established the Empire. The town's original founders were fugitives, mostly lesser sons and servitors from the capital. While some were skilled at raising crops and farming, most would have perished if this had been the villagers' sole source of survival. At first, the fugitives hoped someday to return to power. As the years passed and the first Tyrant's power continued to grow, such foolish (and suicidal) plans were forgotten. Still, the attitude of distaste for the government's authority remained, and the petty thefts and smuggling which were originally to support their revolution became an end in themselves.

For the last 50 years, Vispera has been an underground center for the fencing of stolen goods and a hiding place for criminals too well known to hide in the cities. This has provided a continuing income for the community which in turn has made the other local towns both friendly and protective of this local source of gold for them all. Its relative distance from the capital and seeming unimportance have served Vispera well; those few sheriffs and guardsmen that have been assigned to the area have been easily bribed or met with "accidents." Careful to avoid any notoriety or connection with true Evil, Vispera has evolved into an important illicit trade and supply center for most of the bandits and thieves within several days ride. This secret reputation may have been what attracted Bazarel to the area.

(Note: Stats are given in the following sequence: Strength, Intellect, Insight, Stamina, Dexterity, Appeal).

1. The Three Goose Tavern

The tavern is somewhat large for a town of Vispera's size. This is due to an occasional surge of "visitors" either dropping off loot or buying supplies. If the players appear to be "honest" folk, the price of room and board will be 5 silver pieces a day. (Payable in advance if they are entering the Cube.) Fugitives are charged as much as a gold piece a day due to the risk of their presence. There won't be any "visitors" at the tavern when the party arrives. All the commotion over the Cube has frightened most of the Three Goose's regular "visitors" away. The tavern still serves as a center for the local men to gather and there will be 1d6 of locals any evening.

Anything left by the party at the Three Goose Tavern for "safekeeping" while in the Cube will have disappeared when they emerge. The townfolk have reached the point where they assume that anyone who enters the Cube will never be seen again. To avoid any chance of discovery of their true trade, stolen items are never stored at or near the tavern.

Use of the small stables (1A), located behind the tavern, is free with the rental of a room.

2. Sheriff's Office

The local Sheriff, Bloomt, has held the post of enforcing the Tyrant's will in the area for three years. While not rich, he has been given enough bribes to live more than comfortably. Bloomt is lazy, undependable, and currently concerned that the attention the area is being given will disturb his soft and lucrative duty.

Sheriff: Bloomt

Human Fighter
Stats: 14, 10, 09,
15, 11, 08
HTK: 11
Skill: 2
Age: 41
Weight: 185
Height: 5'8"
Lawful Neutral

Sword, Crossbow, Chain



Bloomt's muscle is rapidly turning to fat from the basically inactive life he is leading. Regular bribes have whetted his appetite for easy money and he will react with greed to most occurrences. The fear of being given an honest sheriff forces the townspeople to defend Bloomt, but they usually hold him in disgust.

3. Blacksmith's Shop

The blacksmith's shop is the best maintained structure in the village. The shop is kept busy providing smithing services for most of the bandits within a hundred miles. Dremt has developed considerable skill at repairing weapons, but rarely consents to make one from scratch. Normal services such as shoeing horses and wheelwrighting can also be obtained here. While benefitting from the traffic and business the village's real purpose adds, the Smith does not participate in the fencing of stolen items.

Apprentice: Brynt Kevt

Human Fighter
Stats: 16, 08, 10,
12, 11, 11
HTK: 11
Skill: 1
Age: 17
Weight: 135
Height: 5'4"
Neutral

Spear



Brynt longs to run away and become a famous warrior. He will offer, and later badger, the party to let him join. If the players allow him to join them, he will panic just before they enter the Cube and flee. If forced to enter, he will begin gibbering and weeping, making Brynt no use in combat, but alerting any they come near.

Smith: Dremt Fulstod

Human Fighter
Stats: 18/45, 14, 08
17, 14, 09
HTK: 11
Skill: 2 (Hammer)
Age: 38
Weight: 170
Height: 5'7"
Lawful Neutral

Uses Smith's hammer



4. Grain Storage

A large wooden barn serves as the grain storage area. A casual examination will show this building to be full of grain. It seems a little large for the size of the town and will seem to be excessively large to the players if they take the time to survey the comparatively small amount of land being farmed around Vispera.

In reality, this is also the main storage area for loot. Much of the grain kept here has been purchased from the other villages. About a third of the fifteen bins contain a second box covered by a thin layer of grain. Inside the box is 10x3d6 gp of miscellaneous loot. Any player wandering into the barn will be accosted by one or more of the building's guards (fighter assistants to the Dagon - see building 6 for stats).

This building is also connected to two of the homes by tunnels dug years earlier. These tunnels are three feet wide and five feet high. Both of the tunnels are roofed by dirt supported with wooden beams. These are used to transfer loot in times when discovery is likely. Several small chambers are dug into the tunnel's walls; often fugitives or extremely hot loot will be kept in them.

5. Weible's House

Weible is the "mayor" of the village of Vispera. This is not to say he has any real authority. In truth, the village is run by several members of the Dagon family, who are descended from the original aristocratic leaders of the town. Weible has been willing to do their dirty work and act as mayor just to have the trappings of power. Because he is so vain, Weible is easily manipulated. The townspeople know he is easily manipulated, thus, he is not trusted and knows little of what really occurs. The mayor's home was given to him as part of the office. The main function Weible serves is as watchman for the loot in the storage bins.

Mayor: Weible

Human Thief
Stats: 10, 07, 11,
12, 14, 10
HTK: 12
Skill: 2
Age: 32
Weight: 140
Height: 5'8"
Neutral

Sword, Dagger, Leather



Weible's voice tends to quaver and break when he is excited.

6. The Dagon's House

The Dagon brothers are somewhat uncouth, but all three like to think of themselves as being the local gentry. In truth, they maintain their leadership through cunning and the support of their many other relatives. The house is by far the most ostentatious structure in the village. It has been faced with stone and miniature crenelling in an attempt to make it appear like a castle. In truth, it looks like a rural home cheaply imitating a small castle, but the brothers are inordinately proud of it. Attached to the house (unfortunately upwind) is a stable. Currently, the four horses used by the party who passed through three days earlier are stabled here. In one corner of the stable is a saddlebag off one which contains components for common first level spells.

If there are any problems with strangers, the Dagon's generally appear with 2-12 assistants. If they have less than two to one odds on their potential opponents, they will hang back until more help appears.

Kyant Dagon

Human Thief

Stats: 12, 10, 14,
11, 14, 13

HTK: 11

Skill: 3

Age: 30

Weight: 155

Height: 5'8"

Chaotic Neutral

Sword, Dagger, Leather



Boug Dagon

Human Fighter

Stats: 16, 10, 09,
10, 11, 08

HTK: 13

Skill: 2

Age: 25

Weight: 195

Height: 5'9"

Lawful Neutral

*Chain, Longsword,
Crossbow*



Deven Dagon

Human Thief

Stats: 11, 09, 12,
08, 13, 09

HTK: 10

Skill: 4

Age: 25

Weight: 145

Height: 5'6"

Neutral

Dagger, Sling, Leather



Fighter Assistants

Human Fighters

HTK: 11 each

Skill: 2

Short Sword, Leather



7. Sloon's House

Jai Sloon purchases most of the loot for the Dagon's. As such, he is both the best known to the local criminals and the holder of much of the village's wealth. This has proven to be both a wise and foolish decision. Sloon has faithfully made the best possible bargain for each piece of loot, but has also taken a little out of the proceeds each time the loot is sold. After years of skimming and kickbacks from the buyers, Sloon is now considering fleeing Vispera and the Dagon's. Sloon has over 400 gp cached throughout his house in seven different locations. If the players emerge from the Cube, Sloon may ask them to escort him out of the area. He will profess poverty, but will offer 30 gp (which he will claim is half his wealth).

Kyant Dagon is aware of Sloon's pilfering, but overlooks it as Sloon still does a sufficient job in dealing with the local bandits. If either of the other Dagon brothers found out about his pilfering, Sloon would suffer badly. The tunnel to the storage area is hidden under the only rug in Sloon's sparsely furnished home.

Jai Sloon

Human Illusionist

Stats: 10, 11, 12
07, 15, 09

HTK: 7

Skill: 2

Age: 35

Weight: 180

Height: 5'10"

Chaotic Neutral

*+1 Ring of Protection,
Dagger*



8. The Dungen's

Gern Dungen is the leader of the village's half-hearted opposition to the Dagon's. Since Gern shares in the division of the loot, he is hesitant to disturb the status quo. He is even more careful due to the intrusion of outsiders the proximity of the Cube has caused.

Gern is greying and patriarchal in his manner. When possible, he will attempt to appear as an impartial mediator of any disputes. He truly feels he does this fairly, but the townfolk have never come out on the short end of any decision.

Gern Dugin

Fighter/Mage

Stats: 12, 17 13,
08, 11 15

HTK: 14

Skill: 2/3

Age: 42

Weight: 200

Height: 5'10"

Lawful Neutral

*Sword, Chain, Shield,
+1 Ring of Protection*



Gern is assisted in his efforts to compete for control of the village by Ernjar, his son. Ernjar is totally loyal to his father and, comparatively, the most honest man in the village. Once he gives his word, he will do anything to stay to it. Hard experience has taught Ernjar to rarely give his word.

Ernjar Dugin

Human Fighter

Stats: 17, 09, 11,
15, 10, 11

HTK: 13

Skill: 2

Age: 23

Weight: 185

Height: 5'9"

Lawful Neutral

*Two-handed Sword,
Plate*



Four years earlier Gern lost a son and two cousins in an ambush sprung by the Dagon at the corral near the ruins (13) of the Ocha family villa on the north side of the village. Two of the Dagon were wounded, but lived. After another week of guerilla warfare, the rest of the villagers convinced the Dugin and the Dagon to form an uneasy truce. This truce has lasted ever since. If forced to choose, the Dugin will support even the Dagon against any outsiders.

9. Sigle's Hut

Hiding in this hut is a thief named Sigle, who escaped from a city to the South with a substantial part of the ruling Duke's treasury. He spent most of his loot before he came to Vispera, but has retained enough to buy a few months of relative quiet and obscurity. Sigle is using the time to plan his next operation.

Most evenings, Sigle will sit quietly and listen to the conversation at the Three Goose Tavern. Sigle has no interest in entering the Cube, but keeps track of strangers in town because he fears that he is still being hunted by the Southern Duke's men. If a player is too ostentatious with a large purse, Sigle is not above relieving him of part of its contents.

Above all else, Sigle desires an enchanted dagger. He once had a +2, +3 magic user's dagger, but lost it in his recent flight. Sigle will attempt to steal any such dagger.

Sigle is a very smooth talker and prefers to talk his way out of trouble to fighting.

Sigle

Half Elf Thief

Stats: 10, 16, 13,
09, 17, 17

HTK: 24

Skill: 5

Age: 50

Weight: 140

Height: 5'7"

Chaotic Neutral

*Leather, 3 Daggers,
Sling*



10. Store

Most common supplies may be bought at this store at standard or slightly greater prices. A close look will show that much of the merchandise is second hand. For instance, a suit of chain hanging in the back of the building has a patch in the center of its back. Dlave runs this store, which is controlled by the Dagon. Dlave is pleasant with customers and will explain the tattered look of his merchandise by saying he often buys items from unfortunate travellers needing silver. Dlave is also an expert pickpocket. He has recovered the very coins he just paid out to an unsuspecting traveller many times. It is unlikely he would attempt to steal from any group larger than three.

Dlave

Human Thief

Stats: 09, 13, 11,
09, 16, 13

HTK: 10

Skill: 3

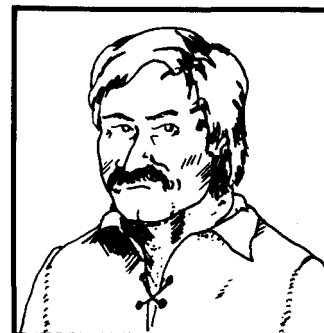
Age: 22

Weight: 145

Height: 5'6"

Neutral

*3 Daggers, Sword under
the shop's counter.*



11. Mother Dagon's

Mother Dagon lives in this cottage and rents the nearby one (12) to passersby. Both are plain peasant huts with a well between them. The older woman will offer to watch the player's supplies while they enter that "nasty box." When they return, she will have been robbed and be very upset over the loss. She is very convincing. The cottage rents for three gold pieces a week (in advance); this includes one meal each evening of a fairly well-prepared stew.

Mother Dagon also acts as the lookout for her three sons (see building 6) and spots valuable items visitors are carrying. Too much wealth will guarantee a visit by the Dagon brothers and as many villagers as are needed. Their actions are inspired both by greed and the jealousy the Dagon feel when confronted with anyone wealthier than they are.

Mother Dagon

Mage

Stats: 07, 15, 11,
09, 10, 16

HTK: 5

Skill: 2

Age: over 55

Weight: 180

Height: 5'5"

Neutral



Dagger hidden in dress.

She always keeps a Sleep spell ready and normally also uses a Detect Magic spell to spot items worth stealing.

VALLEY ENCOUNTERS

The valley near the Cube has become a very hazardous area. It is patrolled regularly by Orcs in the involuntary service of Bazarel. It is not uncommon for there to be one or more demons wandering about the valley in search of sacrifices or just plain demonic fun. The Cube's attraction for all those of evil alignment has resulted in a steady stream of evil characters entering the valley. Even the evil characters who enter the Cube disappear as Bazarel cares little who he sacrifices.

ENCOUNTER TABLE

For the Valley near the Cube

Use this table whether moving or camping

- 1-5 Six Orcs with leather, short bows and hand axes.
- 6-7 Party of 1-4 Evil Characters, Skill Levels 1-3
- 8 Troll
- 9 1-4 Zombies
- 10 1-3 Ghouls
- 11 1 Wight
- 12 1-2 Hell Hounds
- 13 1 type 1 demon
- 14 1 type 2 demon
- 15 1 type 3 demon
- 16 Young Black Dragon flying overhead
- 17 Young White Dragon flying overhead
- 18 Young Red Dragon flying overhead
- 19 Disruption of gravity causes party to float 1-3 rounds
- 20 Sideways gravity shift causes party to be pushed 1-60 feet away from the Cube

THE CUBE

The Cube is, in reality, a very simple place. When viewed from the outside, it appears to be a simple cube a thousand feet on each side. The smooth surface is of a gray, granite-like stone. The blocks composing the exterior are large, with their seams finely meshed. The material will, in short, resist all efforts that are made to impact the Cube's exterior.

An evil player will feel a strong attraction to the Cube before they can see it. When they see it, they will know where the entrance is and want to enter immediately (the

Cube attracts evil). Good players will feel a chill and will always be cold inside. If wounded, they heal slowly (at half the normal rate) when in the Cube.

There is an opening in the north wall, approximately three hundred feet from the east edge. The opening is ten feet high and ten feet wide. It would be a perfect square but for the fact that the floor is raised on two separate planes; one eighteen inches above the lower. The tunnel appears to be straight and is of the same texture and color as the exterior, except for the floor. The lower path, which is on the right side of the opening when viewed from the outside, is orange in color. The upper path, which is on the left side, is green.

Within the tunnel there seems to be a heavy mist. It has no effect upon players, but rapidly diffuses light and obscures vision. Accordingly, it is impossible to see within the tunnel further than five or ten feet ahead. As one moves down the tunnel, the nature of the tunnel changes. Corners begin to round inward. The green path begins to tilt, its left side rising against the wall, its right side slowly dropping to meet the orange path. This is the perception of one walking upon the orange path. But to one walking upon the green path, it appears as if the tunnel has started to cant toward the right and the orange path is beginning to move sideways onto the right wall. In short, the effects of gravity have now altered and all perception is relative to the path upon which the player walks.

An attempt to change from one path to the other (including the change in gravitational orientation) is possible without difficulty for the first one hundred feet. It may be accomplished 50% of the time during the next fifty feet, and it is only possible ten percent (10%) of the time the next fifty feet. Thereafter it cannot be done.

By the time one has passed two hundred feet, the tunnel has become round. The mist now clears and allows one to see forward up the tunnel fifty to one hundred feet distance. It is, however, dark and details can only be seen if torches or lanterns are used, or by creatures that see in the dark. Then it will appear that both the green and orange paths seem to spiral forward around the tube. Accordingly, another player walking forward on the same path appears to be walking first on the floor, then on the left wall, then on the roof of the tube, then to the right wall and eventually back to the floor. Somebody standing on a path, may be pulled from their path to the other, but their gravitational orientation will not be changed. Down, at this point, is always relative. It will always be back to the colored path at the point on which the player stands.

After traversing the tube for several hundred feet, the walls suddenly square again. The orange path becomes the right wall of the green path. The green path becomes the left wall of the orange path. The floor is relative. At this point, the players will notice a slight glowing mist. As they proceed further, the mist will thicken and begin to obscure their vision. The paths proceed for approximately one hundred feet until they open into the interior of the Cube on platforms 1F (orange path) and 15E (green path). When the players enter the interior of the Cube, the mist has become like a thick glowing fog, limiting the vision of the players to at most fifteen to twenty feet.

THE INTERIOR CONSTRUCTION OF THE CUBE

The interior is composed of six connecting sides. They are the walls of the Cube and meet at a 90 degree angle. For the sake of simplicity, they have been designated floor (F), east wall (E), north wall (N), west wall (W), south wall (S), and ceiling (C), but up and down are always relative. In a corner of every floor chart, a directional diagram will assist in establishing relative effect. In the center of the diagram will be the letter designating the wall to which the floor corresponds. On the points of the diagram (similar to the points of a compass) are the letters indicating the walls on that floor's edge. In other words, when standing on the west wall, the four walls would be the North and South walls and the ceiling and the floor. West would be that direction regarded as down, and east would be that direction regarded as up. To the Dungeon Master, down will always be relative to the player's position in the Cube. It is recommended that the player be guided by left, right, up, and down as they relate to him or her.

The general topography of each floor consists of raised and lowered platforms generally connected by staircases. Each platform is designated by its relative altitude; zero being the median and floors proceeding up and down from the median at intervals of twenty feet. Thus, as a player stands on a platform and looks about himself, he may see an edge dropping off to a platform anywhere from twenty to one hundred twenty feet. Staircases are ten feet wide and descend at a forty-five degree angle (thus it descends ten feet for each ten foot length). Where there is a description of the features of a platform, or its treasures or creatures, that platform will be assigned a number suffixed with a letter. The letter suffix will correspond with the designation for the wall; the numbers will be progressive. By turning to the number description, more detailed information will be provided.

There are also tunnels on the walls of the Cube. A tunnel entrance is always marked by an arrow pointing into the entrance. The arrows are sequentially labelled with a letter to distinguish the entrances from one another. The letter refers to the bottom of that map where there will be a diagram of the tunnel cut below the platforms. Unless otherwise indicated, tunnels continue on the same depth as the entrance platform. Tunnels have a height of ten feet.

The composition of the Cube's interior is similar to that of the outside and the tunnel. It consists primarily of that frustrating gray granite-type block with almost invisible seams. It is only with the greatest amount of diligence that a player may drive anything into the block, and chipping or breaking away the block is all but impossible. (Nothing, of course, is impossible.)

The interior of the Cube is filled with a glowing mist rendering visibility difficult (to at most 40'), while eliminating any need for torches or other light sources. As the center of the Cube is approached, the mist becomes thinner, while as the players descend into the depths of the various walls, the mist becomes as thick as pea soup allowing the players to see no further than ten to fifteen feet. The source of the mist is the Salamander which resides in area 34N. Unless the players are specifically looking for the source of the mist as they approach its lair, they will not notice that it is the source of the mist.

As has been previously indicated, players may walk upon the walls and ceiling of the Cube. Players may walk on the wall by transferring their gravitational relativity to the new plane (wall, ceiling or floor). Generally, this is accomplished at a transfer ramp. As you look at any of the floors or walls of the Cube, you will note the depiction of the transfer ramps. They are marked with an arrow. To the player approaching such a ramp, it appears merely a stone ramp set against a wall at a 45 degree angle. As one walks up the ramp (assuming one is walking in the direction of the arrow), the gravitational relativity changes and as the player reaches the far side, he is transferred to the plane of the wall (or ceiling or floor). Thus, to that player, what was previously a wall, has now become floor, and what was previously floor, has now become wall. A transfer ramp may be utilized in the direction in which the arrow indicates. While there are some two-way ramps, you will note that most ramps allow only single directional use. Accordingly, the player who has used the ramp to obtain access to the wall may not return down that ramp to regain access to the earlier plane (unless he is on a two-way ramp). If a player starts up a ramp and then decides to terminate his progress before reaching the half-way point, he may usually do so. There is, however, a twenty percent (20%) chance that even prior to half-way, he will have committed himself to direction and his plane will have been changed. (This should not apply to simply stepping upon or touching the ramp, at least several steps must be taken). Should a player in the middle of the ramp attempt to leave from the side of the ramp, there is a fifty percent (50%) chance of landing on either plane. He will not, under any circumstances, remain half-way between planes.

The effects of gravitation and relativity apply not only to the players, but to all things in the possession of the player; an arrow fired or missile propelled by a player on one plane will react in accordance with the gravitational characteristics of that plane. Accordingly, a player who stands on the floor and drops an object that he has maintained in his possession, will see it drop to the floor. Likewise, an object which is removed from another plane will continue to maintain gravitational characteristics of that plane. In other words, if a player is standing on the floor, reaches an object laying upon the east wall and picks that object up, he may keep that object with him. But should he drop it sometime in the future, it will fall to the east wall. This effect can be both useful and distressing to the players. (It should be noted here that this would also apply to individuals. Should an individual on the east wall be picked up and carried to some point away from the east wall, upon release, he would fall back to the east wall.) An object carried though a transfer ramp will have its plane aligned to the "new" floor.

Gravitational relativity can also be changed by magic. This magic is generally incurred through stones or gems which either cause a shift in relative gravity without changing the location of the player, or transport the player to some other place in the Cube and accordingly, change their gravitational relativity to be consistent with the place to which they have been relocated. See platforms 6F, 47C, and 66S for specific details.

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- 18 Young Red Dragon flying overhead
- 19 Disruption of gravity causes party to float 1-3 rounds
- 20 Sideways gravity shift causes party to be pushed 1-60 feet away from the Cube

RANDOM ENCOUNTERS WITHIN THE CUBE

Whenever the party stays or enters a new location which has no specific residents listed, roll on the table below to see if they encounter any of the local residents. All of these residents are aware of the nature of the Cube, the demonic forces behind it, and the possible assistance the Salamander could render should they encounter intruders. As there is a high probability that they will be killed along with the intruders if the Salamander shows up, they will be hesitant to call for its assistance unless they are obviously in dire straights.

- 1-4 No encounter
- 5 1-3 Orc guards, all armed with pikes and daggers.
- 6 1-6 Orc guards, three armed with swords, the other three armed with spears and light crossbows.
- 7 2-8 Orc guards, four with pikes, three with light crossbows and daggers, and their leader with a sword.
- 8 One Ogre (club) and four Orc guards with swords.
- 9 One Evil second skill level Cleric
- 10 Type 1 Demon

All of the Orc guards will be wearing leather armor, have a shield, if possible, and be carrying 1-6 gps. These guards are in addition to the guards which are listed at specific locations.

Should the players cause a very loud commotion or

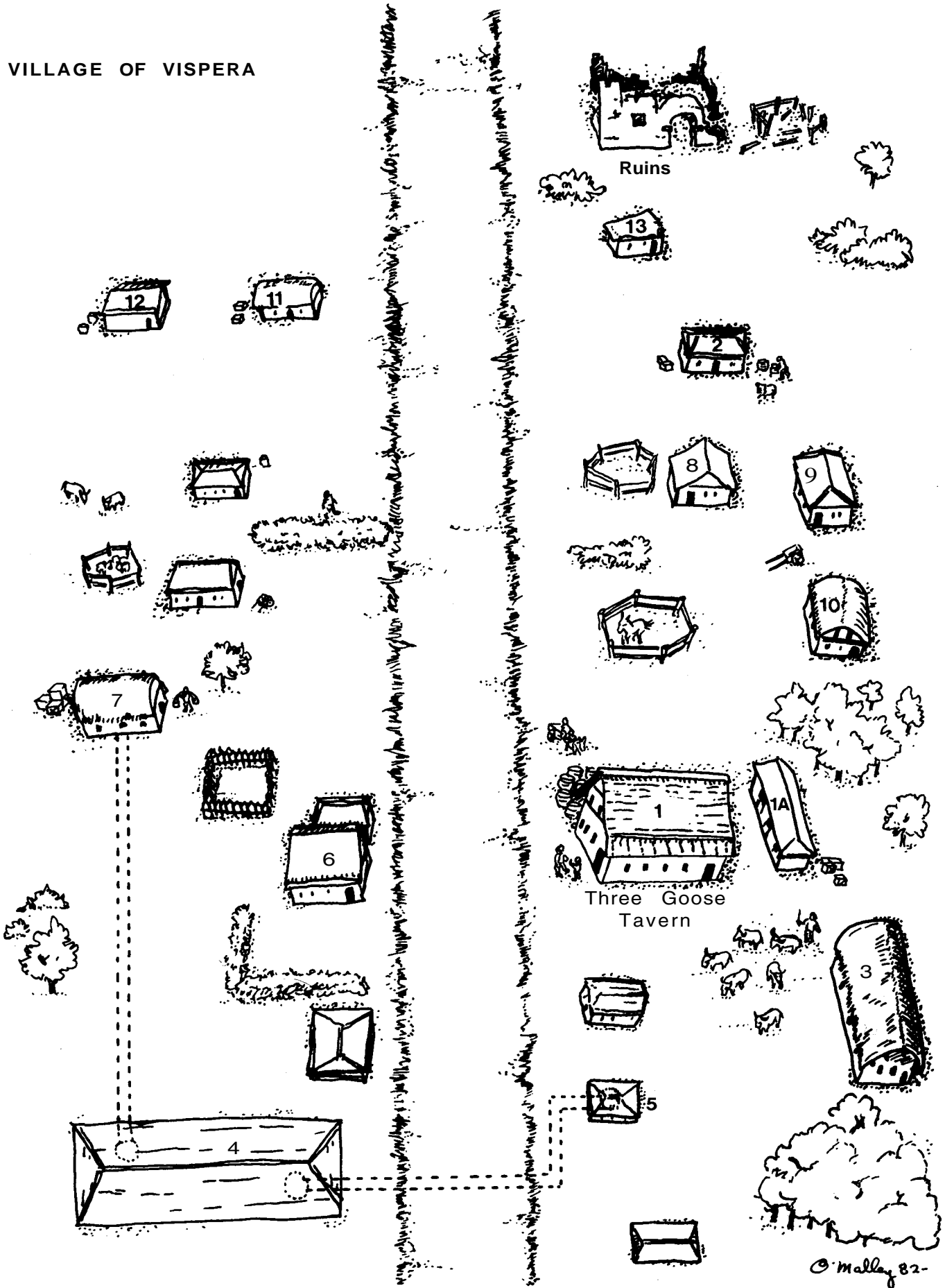
take an excessively long time (a full turn) to deal with any monster or encounter, roll on the table above to see who comes to investigate.

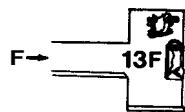
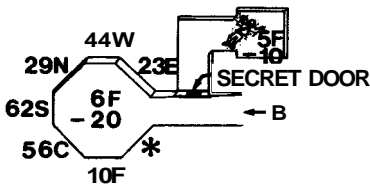
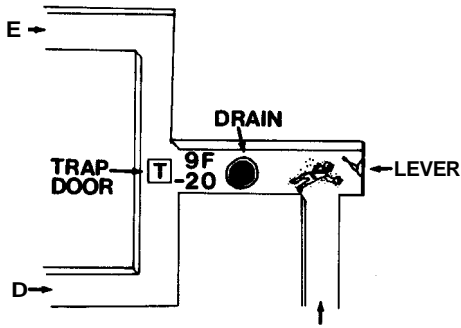
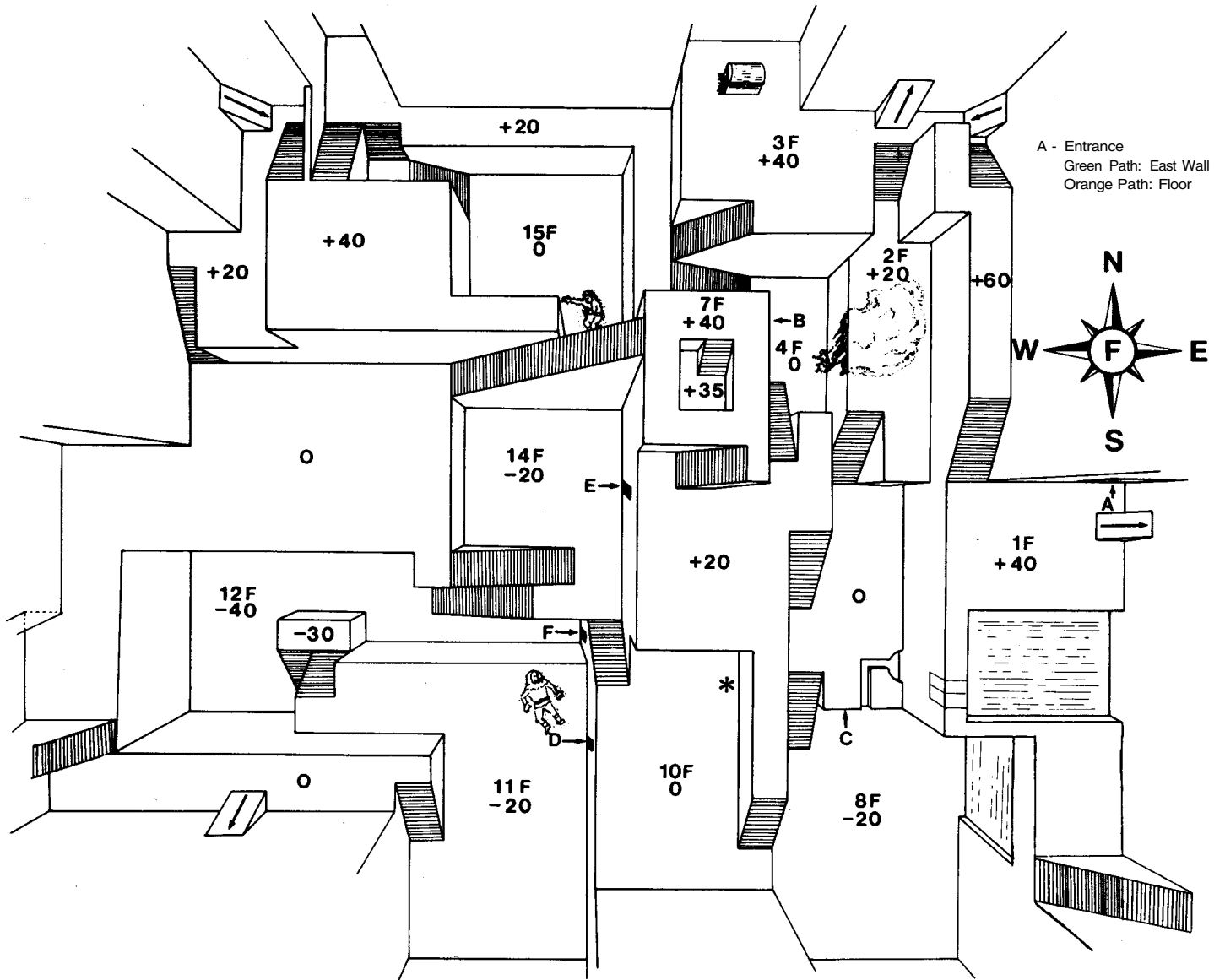
RANDOM EVENTS INSIDE THE CUBE

Due to the nature of the Cube, there are unusual events occurring that, while not necessarily affecting the players directly, add to the "color" of the adventure. These are primarily involved with the differing gravitational orientations of the Cube's contents. Once every time the players enter a room or area, roll a 1d20 on the following table.

1. The body of an Orc falls though the air onto a floor or wall near a character. This is an Orc who broke some rule and was carried by the Ogres to the opposite "floor" without using the ramps. He was then "dropped" by them to his death. Very messy. DM NOTE: Be very careful to check the direction the Orc is falling from. Be sure that it is physically possible for the Orc to come from that direction and that the players could not see the Orc before he was dropped.
2. Some item trapped under another or in a drawer has a different orientation and which then "falls" past the party doing no harm.
3. 1-6 bats oriented differently than the party fly by or are disturbed.
4. The players find a splatter mark of some liquid against a wall. It is still wet and is oriented towards the wall that is down. Wine or water (1-4) — blood (5-6).
5. The reorientation from the last ramp fails to "stick" with a minor item (a gold piece, dagger, vial of water, etc.) which begins pulling or "falls" towards its previous alignment.
6. The orientation of the players wavers, giving them the feeling of being pulled gently towards a wall.
7. All gravitational orientation on the players wavers causing them to float gently up from the "floor" as they walk or stand. This lasts for only a few seconds.
8. The lead player only catches a glimpse of a demon as it walks past a door, etc. The Demon will have gated out just before the party can rush over to look.
9. The sound of a burning fire (the Salamander or a demon) can be heard.
10. The odor of burning flesh (Orc) drifts into the room. It will be particularly noticeable by Dwarves and Elves.
- 11-20 Nothing occurs.

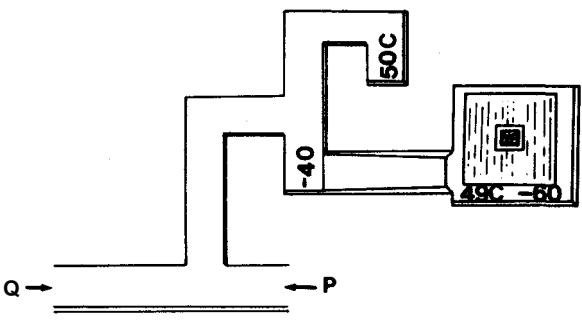
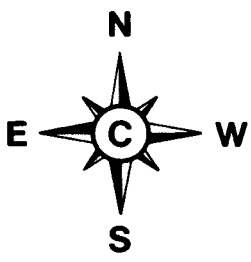
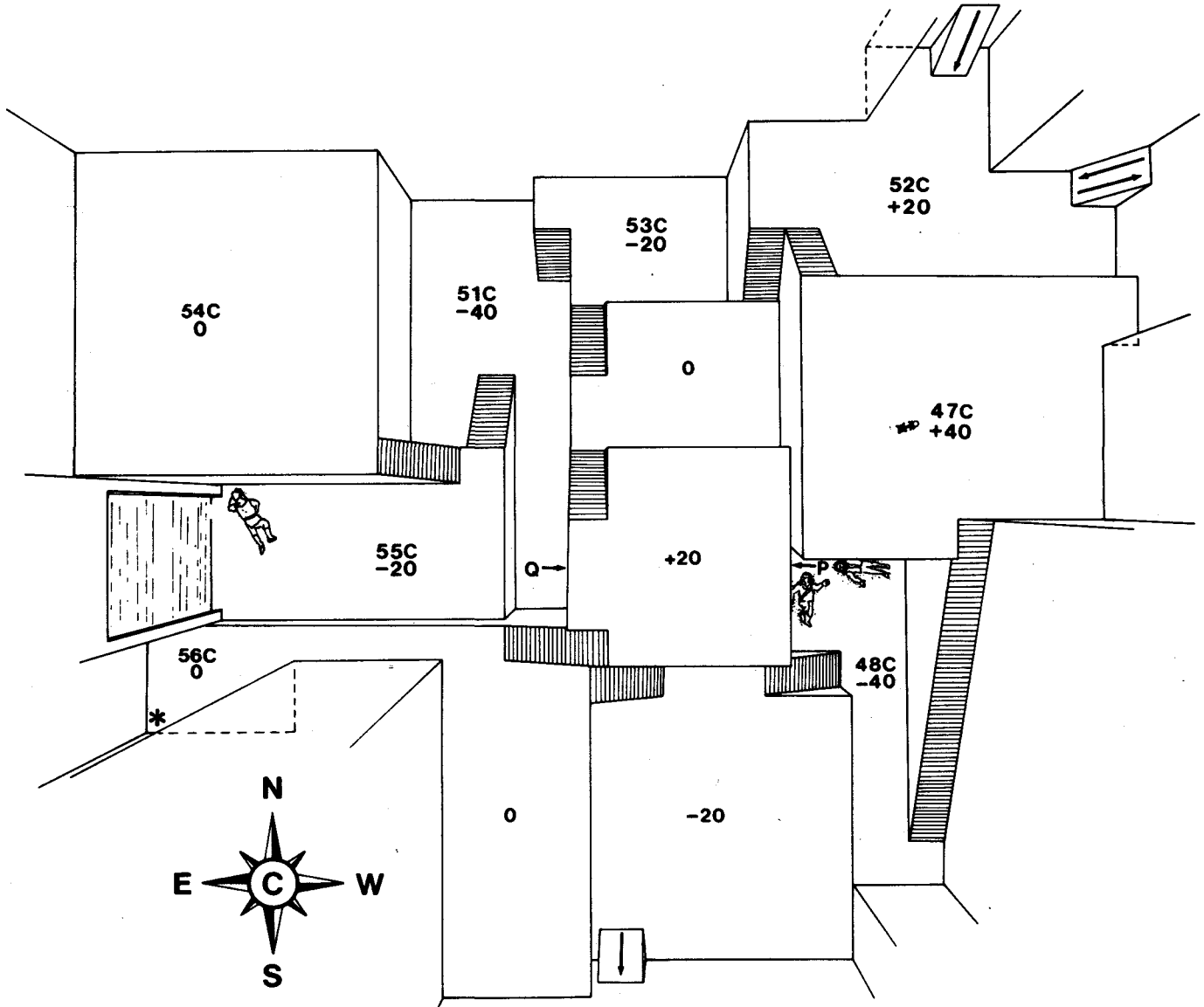
VILLAGE OF VISPERA





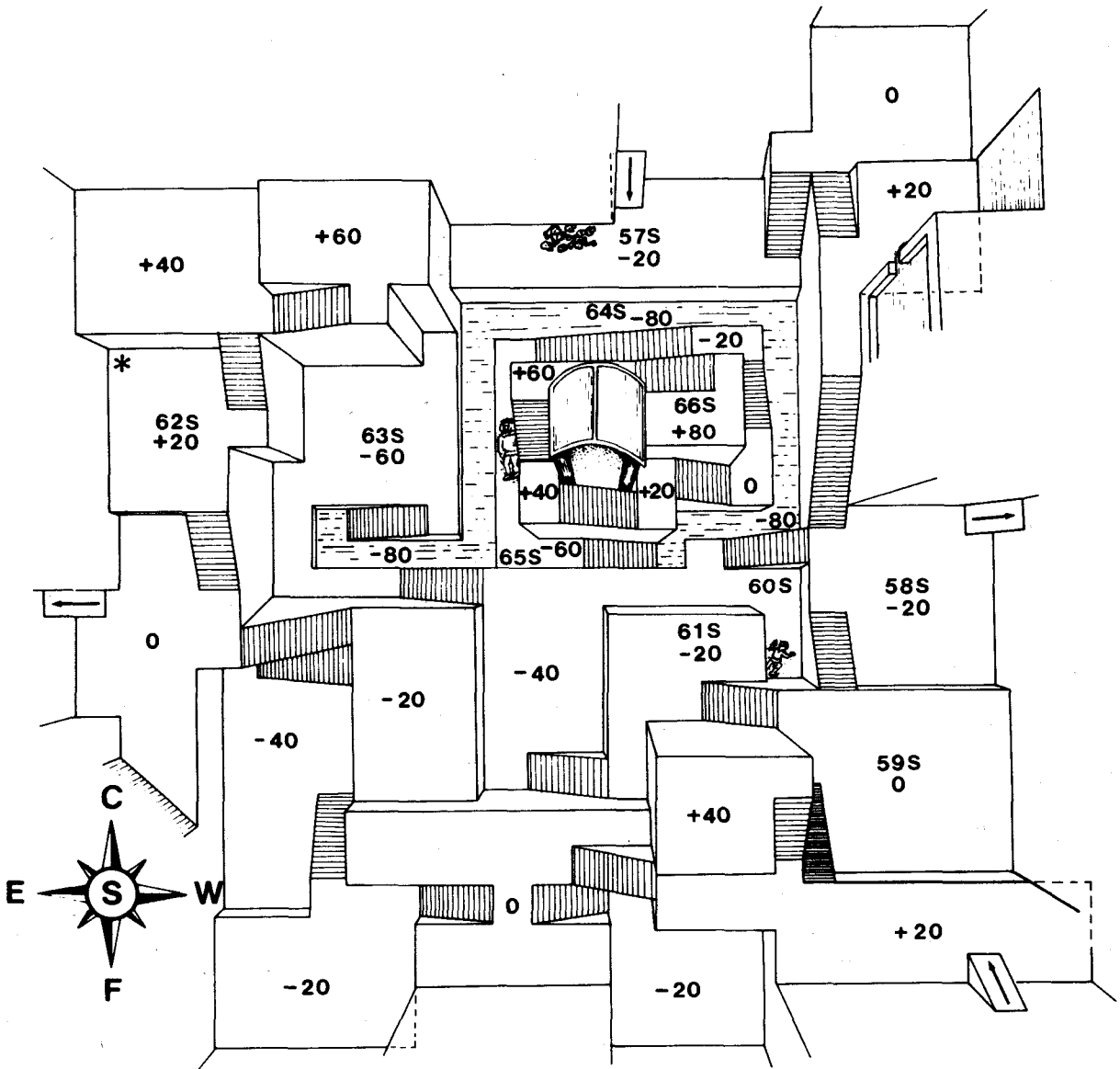
LEGEND

DOORWAY		DESCRIPTION	43W
		HEIGHT	-20
REFERENCE POINT	*	TRANSFER RAMP	
POOL			
NORTH	N		
SOUTH	S		
EAST	E	STAIRS	
WEST	W		
CEILING	C		
FLOOR	F		



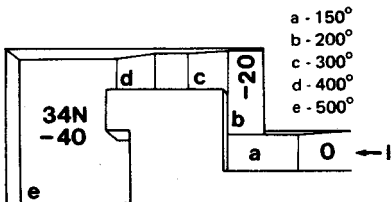
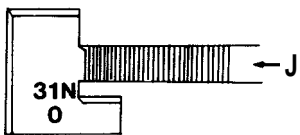
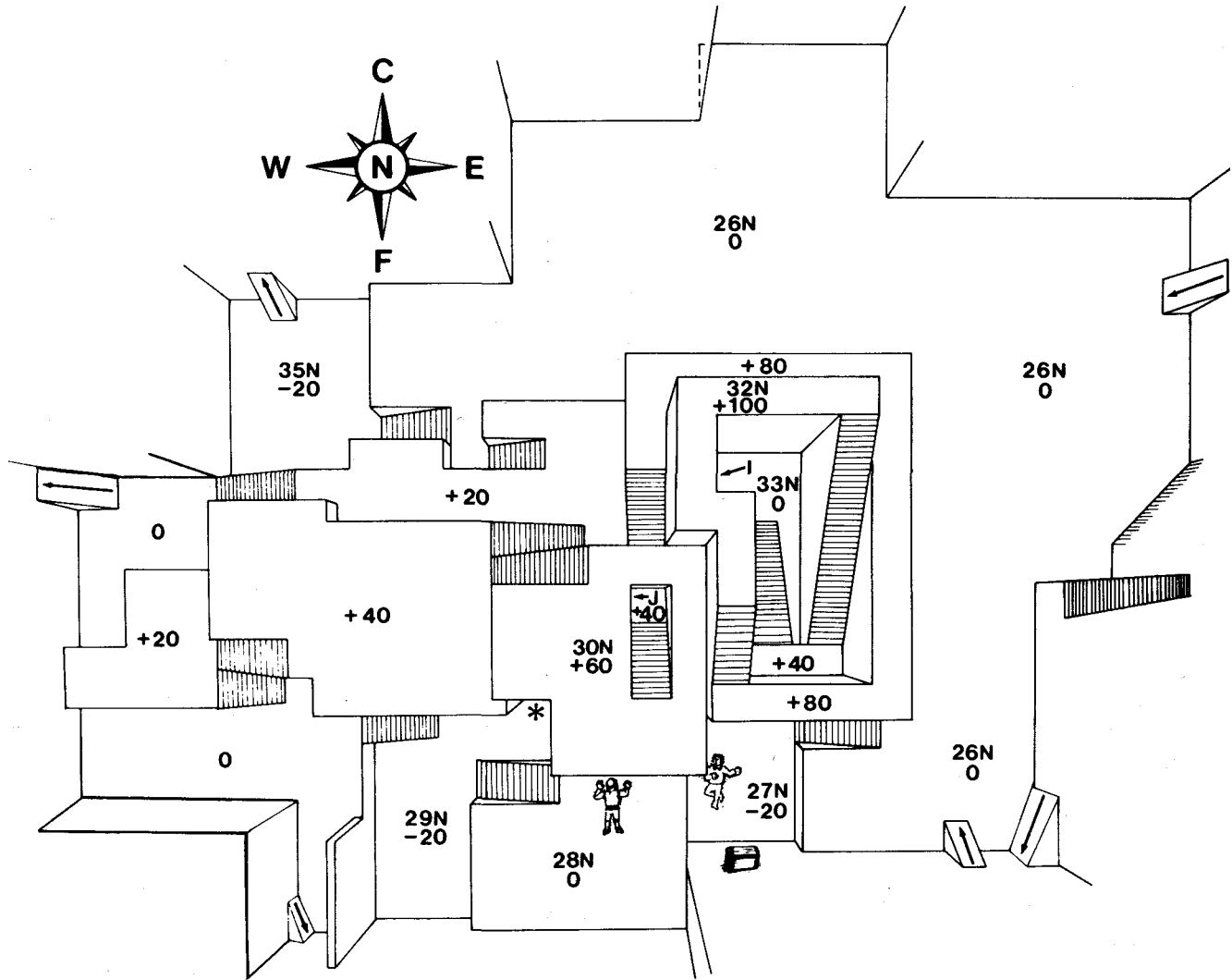
LEGEND

DOORWAY		DESCRIPTION HEIGHT	43W -20
REFERENCE POINT	*	TRANSFER RAMP	
POOL			
NORTH	N		
SOUTH	S		
EAST	E		
WEST	W		
CEILING	C		
FLOOR	F		
		STAIRS	



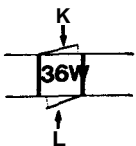
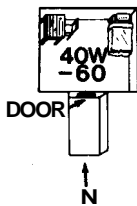
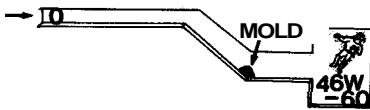
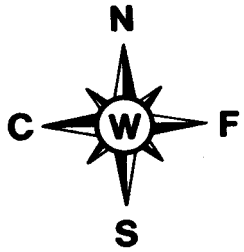
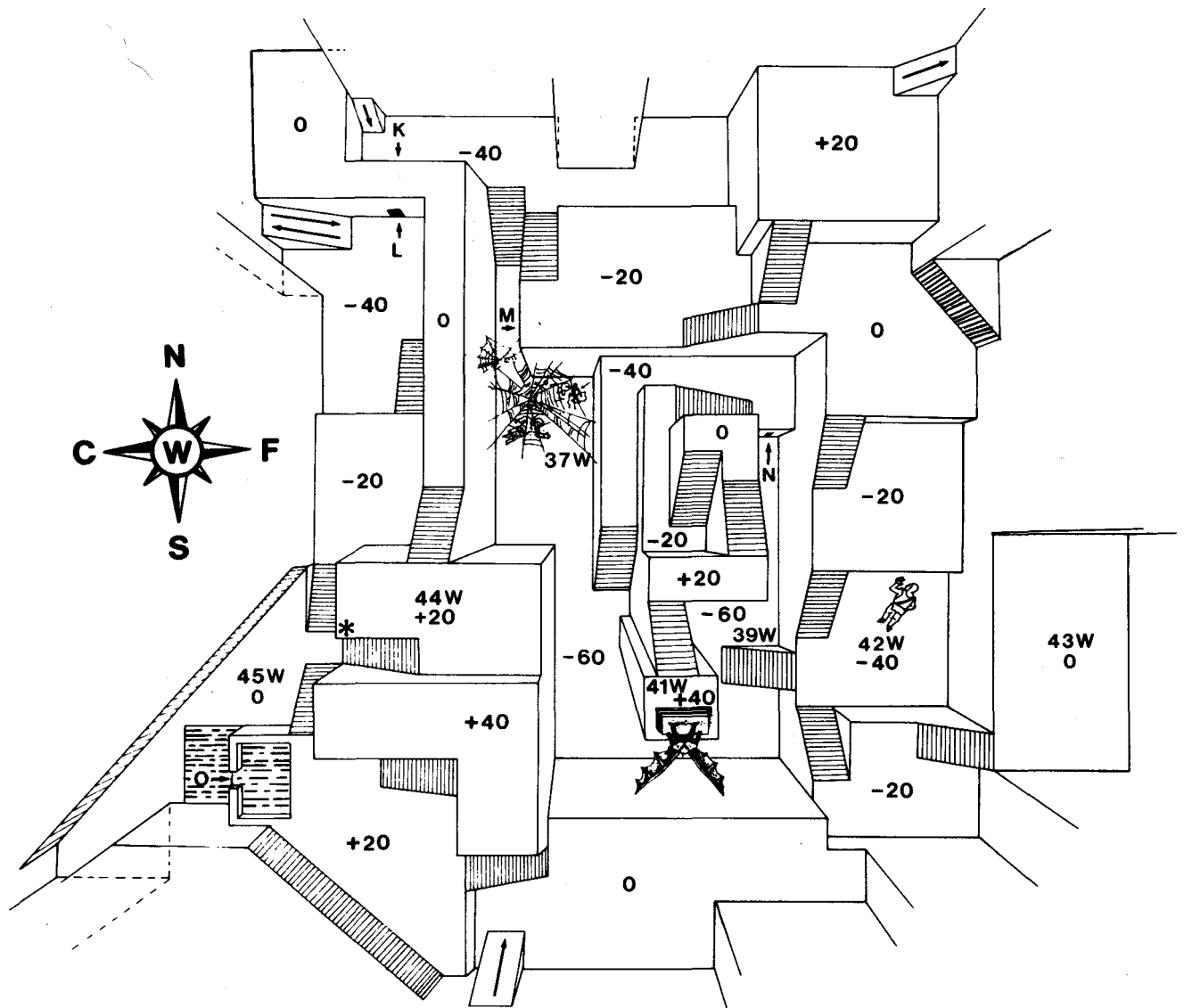
LEGEND

DOORWAY		DESCRIPTION	43W
		HEIGHT	-20
REFERENCE POINT	*	TRANSFER RAMP	
POOL			
NORTH	N	STAIRS	
SOUTH	S		
EAST	E		
WEST	W		
CEILING	C		
FLOOR	F		



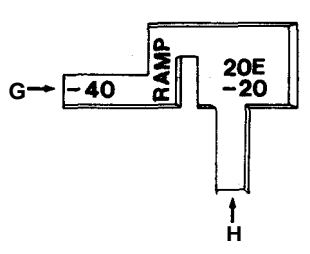
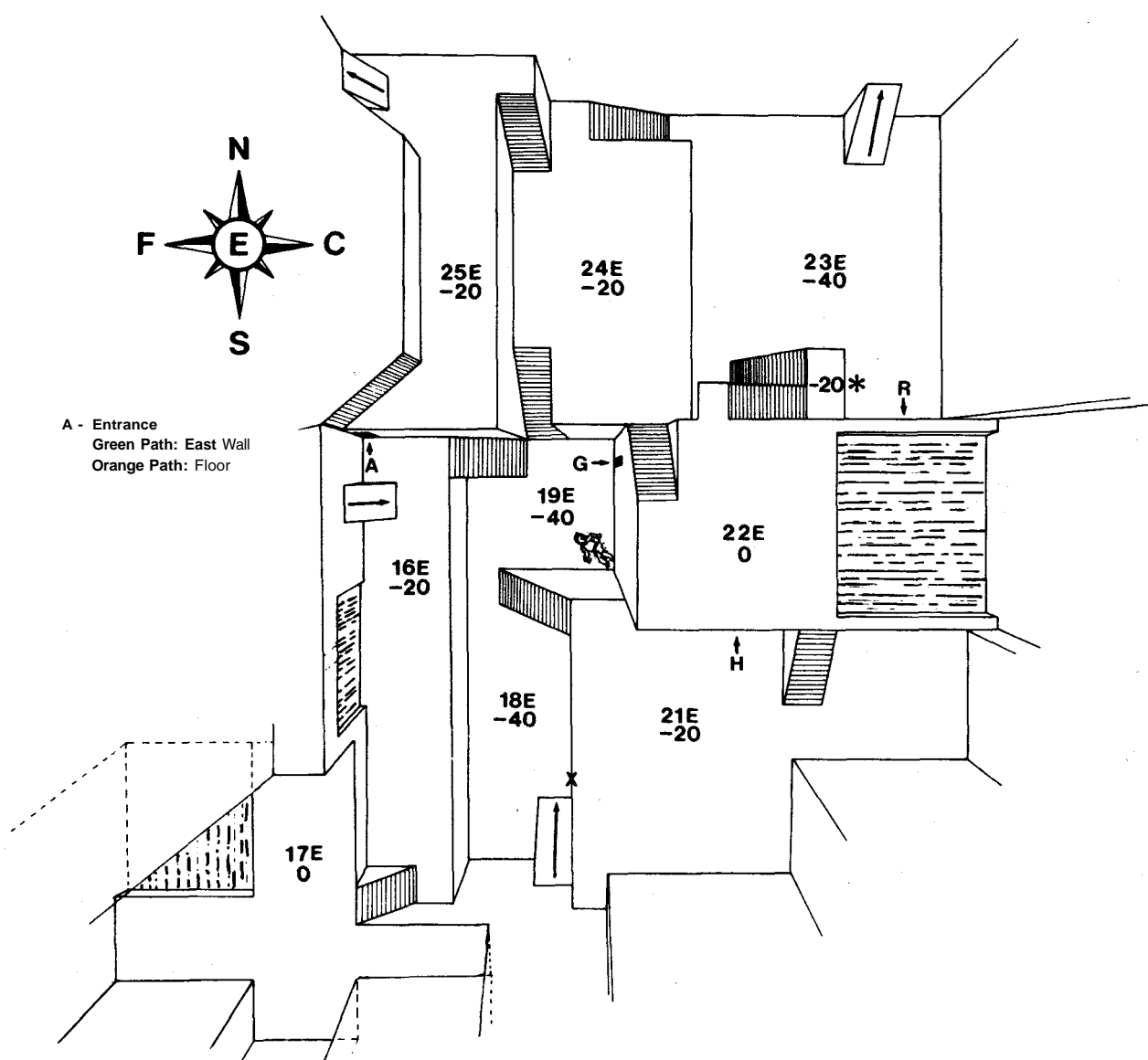
LEGEND

DOORWAY		DESCRIPTION	43W
		HEIGHT	-20
REFERENCE POINT	*	TRANSFER RAMP	
POOL			
NORTH	N	STAIRS	
SOUTH	S		
EAST	E		
WEST	W		
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FLOOR	F		



LEGEND

DOORWAY		DESCRIPTION	43W
		HEIGHT	-20
REFERENCE POINT	*	TRANSFER RAMP	
POOL			
NORTH	N	STAIRS	
SOUTH	S		
EAST	E		
WEST	W		
CEILING	C		
FLOOR	F		



LEGEND

DOORWAY		DESCRIPTION	43W
		HEIGHT	-20
REFERENCE POINT	*	TRANSFER RAMP	
POOL			
NORTH	N	STAIRS	
SOUTH	S		
EAST	E		
WEST	W		
CEILING	C		
FLOOR	F		



RANDOM EVENTS INSIDE THE CUBE

Due to the nature of the Cube, there are unusual events occurring that, while not necessarily affecting the players directly, add to the "color" of the adventure. These are primarily involved with the differing gravitational orientations of the Cube's contents. Once every time the players enter a room or area, roll a 1d20 on the following table.

1. The body of an Orc falls through the air onto a floor or wall near a character. This is an Orc who broke some rule and was carried by the Ogres to the opposite "floor" without using the ramps. He was then "dropped" by them to his death. Very messy. DM NOTE: Be very careful to check the direction the Orc is falling from. Be sure that it is physically possible for the Orc to come from that direction and that the players could not see the Orc before he was dropped.
2. Some item trapped under another or in a drawer has a different orientation and which then "falls" past the party doing no harm.
3. 1-6 bats oriented differently than the party fly by or are disturbed.
4. The players find a splatter mark of some liquid against a wall. It is still wet and is oriented towards the wall that is down. Wine or water (1-4) — blood (5-6).
5. The reorientation from the last ramp fails to "stick" with a minor item (a gold piece, dagger, vial of water, etc.) which begins pulling or "falls" towards its previous alignment.
6. The orientation of the players wavers, giving them the feeling of being pulled gently towards a wall.
7. All gravitational orientation on the players wavers causing them to float gently up from the "floor" as

they walk or stand. This lasts for only a few seconds.

8. The lead player only catches a glimpse of a demon as it walks past a door, etc. The Demon will have gated out just before the party can rush over to look.
9. The sound of a burning fire (the Salamander or a demon) can be heard.
10. The odor of burning flesh (Orc) drifts into the room. It will be particularly noticeable by Dwarves and Elves.
- 11-20 Nothing occurs.

RANDOM ENCOUNTERS WITHIN THE CUBE

Whenever the party stays or enters a new location which has no specific residents listed, roll on the table below to see if they encounter any of the local residents. All of these residents are aware of the nature of the Cube, the demonic forces behind it, and the possible assistance the Salamander could render should they encounter intruders. As there is a high probability that they will be killed along with the intruders if the Salamander shows up, they will be hesitant to call for its assistance unless they are obviously in dire straights.

- 1-4 No encounter
- 5 1-3 Orc guards, all armed with pikes and daggers.
- 6 1-6 Orc guards, three armed with swords, the other three armed with spears and light crossbows.
- 7 2-8 Orc guards, four with pikes, three with light crossbows and daggers, and their leader with a sword.
- 8 One Ogre (club) and four Orc guards with swords.
- 9 One Evil second skill level Cleric
- 10 Type 1 Demon

All of the Orc guards will be wearing leather armor, have a shield, if possible, and be carrying 1-6 gps. These guards are in addition to the guards which are listed at specific locations.

Should the players cause a very loud commotion or take an excessively long time (a full turn) to deal with any monster or encounter, roll on the table above to see who comes to investigate.

THE "CAVALRY" TO THE RESCUE

When hard pressed, the Orc guards have been instructed to cry for help and continue fighting. When they do so, there is a 30% chance the Salamander [AC: 5, HTK: 35 (7d8+7)] will hear their cries and appear. He will enter from any stairs 2-8 rounds after he hears the cries. Roll only once for each melee. Should the Salamander fail to hear or heed the guard's cries the first time, he is busy and will not appear.

The Orcs will be particularly reluctant to call for the fiery monster's help. They know that, in combat, the Salamander cares little for friend or foe, slaying anything within his reach. Knowing this, the Orcs will attempt to flee the moment he appears.



Should the players slay the Salamander before they encounter him in his lair, the heat will remain. If the Salamander is badly damaged, he will always return to his lair (34N). There he will be fully healed in three turns and then await the next cries for help (with a 90% chance he will then respond).

FLOOR

1F There are three Orcs. [AC: 6, HTK (Hits To Kill): 6 (1d8)] on this platform. Each of these guards is armed with a spear, and carries 1-6 sp and 10-60 cp. One also has a message in his purse reading "don't touch anything! B" in Orcish. All have recently been chastised by Bazarel and will fight to the death.

If the party is split between the two paths when they enter, the Orcs will attack those on the floor (coming from the orange path) before they bother with characters on the East Wall.

The pool on this platform is 20 feet deep and is filled with water.

2F The area indicated on the diagram is covered by a black, sticky substance, which smells strongly of ammonia (guano — bat droppings). Directly above the heads of the players on the ceiling at 51C, are a large

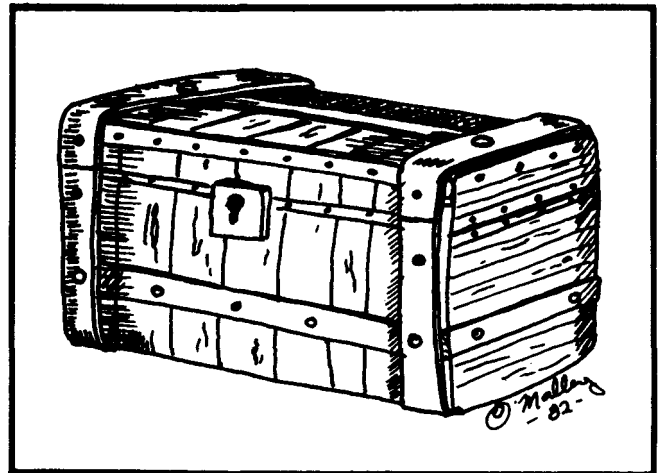
quantity of bats. These bats [AC: 8, HTK: 1 each (1d8)] are on the same relative plane as the players. These bats also appear on the Random Events Table. They are approximately two hundred feet above the heads of the players as they hang from the ceiling and will not be visible from the floor area. (Remember visibility is at most 40'.)

3F Players in the eastern part of this platform (beside the transfer ramps) are highly vulnerable to attacks from the Hell Hounds on the North Wall (see 26N) - they have a 20% chance per turn of being attacked by the Hell Hounds.

A Mimic [AC: 7, HTK: 27 (7d8)] at the location of the box on the diagram, resembles an iron-banded wood chest and animates when touched.

This is merely a Mimic, not a Killer Mimic. It has just recently been transported here (it doesn't know how) and knows little of the area. It has seen many Orcs and a robed figure in the past two days. Being frightened and disoriented, the Mimic will attack unless it has good reason to believe the party will be friendly. It is hungry and will trade any information for food. If at any time it appears to be in danger, it will assume the party has tricked it and will attack.

Players in the area near the chest can see both a body on the northern wall of the alcove and a ceiling 30' above the floor. It will not be clear to the players how or why the body is positioned so high on the wall. DM NOTE: Always remember to check the rooms corresponding to the wall and to ALWAYS keep in mind the frame of reference the players are in. The players may figure out what is going on, but don't give the players hints or confirm their suspicions.



4F The area indicated on the diagram is covered by a black, sticky substance, which smells strongly of ammonia (see area 2F for description). Clearly, most of the substance overflowed from the higher platform to the east.

5F A highly mummified body wearing a tunic, cloak, and trousers lies on the floor. Around its waist is a large belt (Girdle of Hill Giant Strength). The tunic and cloak conceal a suit of chain mail (medium size), a

purse containing 50 sp and a broken sword.

The body was literally freeze-dried recently by a Cone of Cold cast by a demon. Close examination will reveal the shards of a shattered holy symbol (LG) on its chest. This is Goodspawn, one of the clerics in the party which entered three days ago. The sword was a demon's weapon that he had stolen earlier and had broken himself. If repaired, it will be +1, except against demons. If used against a demon, it then turns into a -3 Cursed Sword permanently. (Demons don't like having their own weapons used against them.)

6F The room at the end of passage B is octagonal in shape, and is entered from the east. Each of the remaining seven walls contains a small alcove. In each alcove is a three foot stand with a crystal globe held in an iron claw. As one approaches the edge of an alcove, the crystal globe begins to glow. If touched, the individual is immediately teleported to the platform indicated by number on the map. The teleport location is indicated on each platform by an asterisk.

The alcove marked with an asterisk is a trap. When a player touches the globe in this alcove, he is struck by lightning for 1-6 points of damage.

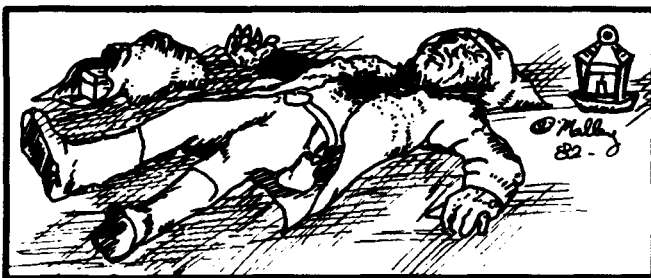
7F Three Orcs [AC: 6, HTK: 6 apiece (1d8)] are supposed to be standing guard on this platform. Each is armed with a sword, one with a small bow. Each carries 1d6 sp and 10d6 cp.

These guards will be eating a mysterious white bread when the party approaches. They will be hungrily tearing big hunks and stuffing them into their mouths while sitting in a far corner. Surprise is 1-3 on a d6 due to their preoccupation with eating.

8F This platform will flood when the lever in the tunnel is pulled (see 9F). On the platform's eastern wall is a pool filled with lampreys (see 17E for description).

9F This tunnel contains several different features: a trap door (at the "T" of the tunnel), a lever, a drain, and a body. The 8' by 8' trap door is concealed well, therefore light other than that provided by the glowing mist will be needed to discover it. The trap door will fall when two or more characters are on top of it (the Ogres and Orc guards are always careful to go through this tunnel in single file, although they don't know why). The characters who fall through the trap door will drop 20' into the Minotaur's lair (room 13F). The Minotaur will arrive within two rounds to finish the players off. The trap door will reset itself immediately after it is sprung.

A lever will be found at the point indicated. If this



lever is pulled, it opens a valve and releases the water from the pool found on level 1F. This water flows along the path indicated and immediately floods platform 8F to a depth of about two feet. The water begins to rush into the tunnel and will give the immediate appearance of being capable of filling the tunnel completely. However, it soon disappears down the drain indicated. After a period of time, the water will have drained completely from the pool and disappeared down the drain. Inspection of the empty pool, the passageway and the drain reveal nothing more (presumably the party has already discovered the body).

The drain is covered by a heavy grill, which, if removed, will reveal a shaft which descends straight down three hundred feet, becoming smaller and smaller in diameter as it descends. The shaft's bottom diameter is two feet. Once it is filled with water, it will take several hours in order for the water to empty from the shaft. The bottom of the drain consists of gravel and the water dissipates among the many stones. If the top stones are lifted, the players will find two rubies, value 275 gp each.

The body is a Gnome Thief (about 10 days dead). His neck has been broken, one arm has been ripped from the body (the arm is in 14F), and his chest has been torn open. The body is dressed in leather armor and a small helmet, a belt with a small dagger, and a purse containing 100 cp, 90 sp, 56 gp. Tucked inside the belt is a mirror.

10F Players who are teleported from room 6F will appear at the asterisk in the northeast corner of this platform.

11F In the northeast corner is the body of a Dwarf Fighter (very old, mummified, no signs of violence), wearing studded armor, great helmet, small shield, belt and purse (containing 73 cp, 42 sp, 84 gp) and a backpack containing a mirror, pint of beer, a plate, and a scroll (Protection From Lycanthropes).

12F A Minotaur [AC: 6, HTK: 22 (6d8+3)] has been trapped in this area (both 12F and 13F) due to a debt owed to one of the demons who created the Cube. His debt lasts until he has slain at least 50 of the Wizard's enemies. His count currently stands at thirty-one and he is anxious to be done with the task.

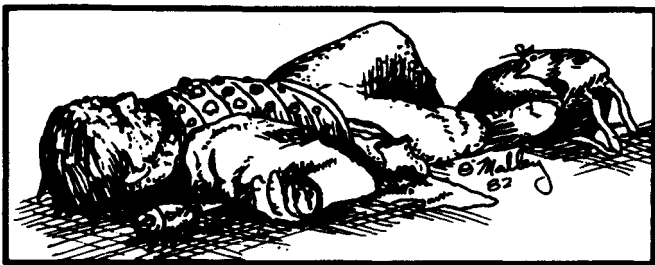
This does not mean he will attack foolishly. If the party appears impressive and fresh, he will claim to have been trapped in the area by a curse. He will then offer to watch any wounded members of the party if they are brought here. (He will of course slay them at his first chance.) The treasure in 13F has been gathered from past adventurers. Because he wants to do the kills himself, the Minotaur will be reluctant to warn others of the party's presence. Further, because he cannot flee the area, the Minotaur will not call for the Salamander.

13F This is the Minotaur's lair. Within the lair is a statue of a cat made of moss agate (100 gp), a pile of sixteen fox pelts (80 gp), a purse containing 72 sp, 56 gp, and a sealed jar containing a highly aromatic perfume (76 gp).



14F There is an arm (from the Gnome's body in 9F) in the northern part of the room. Blood stains lead from the arm into the tunnel entrance (E).

15F In the southeast corner of the platform is the body of a Gnome Fighter (dead for 3 to 5 days). It has massive neck and chest wounds, which have festered and are filled with insects and maggots. The body, which smells strongly and pustulates when touched, is dressed in banded armor with a large shield, belt, leggings, and high boots.



EAST WALL

16E Players on the green path will enter the Cube's interior from the tunnel entrance marked A oriented to the east wall. The Orc guards (on platform 1F) will deal first with any players who enter the interior on the orange path before they use the transfer ramp to attack those who used the green path. Remember, the ramp is one way. Players on this platform are oriented so that the east wall is down and thus will be limited in their ability to help the players oriented to the Floor.

The players on the East Wall may of course use the ramp to help them get nearer to the attackers (this will not change their gravitational orientation), but they will be hampered by the 45 degree angle of the ramp. DM NOTE: Be careful not to disclose the nature of the transfer ramps. It is important for the players to puzzle out the nature of the interior on their own.

17E The pool is virtually alive with Lamprey [AC: 7, HTK: 2 each (1/2d8); damage: 1-3 and 10% chance of disease].

Visible below the dozens of Lamprey is a sword. The moving water makes the determination of the sword's exact nature difficult. This is actually a sword of such low quality that it was abandoned here by an Orc when he gained a better weapon from a sacrificed adventurer. Once removed from the (10 foot deep) water, the rust stains and lack of balance make its nature obvious.

18E The X on the wall marks a large plug. If it is pulled out, water will flow into this area. The water will fill this platform as well as platform 19E to the -20 level within two turns. The platforms will remain flooded, making the transfer ramp very difficult to find and virtually impossible to use. The flooded area will also tend to trap any players who are on platforms 16E and 17E. (The plug, once pulled, cannot be reinserted, due to the force of the flowing water.)

19E The body is of a Human Fighter (mummified, body broken and scattered about). On portions of the body are remnants of studded leather armor, a broken wooden shield, small helmet, leggings, boots, gloves, belt, stockings, half of a broken light crossbow, a quiver containing six bolts, a backpack with a broken mirror, fifty feet of rope, a kettle (one side dented in), a mug, and ajar of honey.

20E This room is accessible by either the G or the H entrance. It should be noted that the room is at the -20 level and the passageway from the room to the G entrance is slanted downward to meet the -40 level of 19E. Note that this passageway will be flooded to the -20 level if the plug in 18E has been pulled. Inside the room is a young and particularly stupid Troll [AC: 4, HTK: 30 (6D8+6)]. He is easily fooled by even simple deceptions and illusions. He also will howl loudly for help if injured.

The room also contains three 11" high crystal statues, worth 150 gp each. The statues are a fire elemental, a flaming demon and a Salamander. They have no magical value, but are the pay for the Troll to stand guardian at this location.

The room smells faintly of Troll and Troll wastes, but as the Troll is a new resident, he hasn't had the chance to give it a comfortable, lived-in odor yet.

21E Fifteen feet from the edge closest to the Floor is a small, backpack. It contains one flask of oil, small bits of bone, a small container (inside the container is animal dung), a piece of spider web, an extremely hard, stale sandwich, a scroll (Protection From Evil 10th

level), and 50 gp.

This is the pack carried by one of the clerics in the earlier party. It was brought here by the Troll after it was abandoned by the Cleric while fleeing from the Salamander.

22E The pool of water is 20" deep. A silver necklace lies on the bottom of it, three feet from the wall (Ceiling). The necklace (value 80 gp) is clearly visible through the water which constantly ripples due to the gravity differences nearby. While this gives the pool the appearance of being occupied, it is totally devoid of danger.

The party, when they near the ceiling end of the pool, will notice a body next to a javelin (see platform 55C) in the middle of the wall 7' above the surface of the pool. Due to the depth of the pool, the players will find it difficult to inspect the body, much less remove anything from it.

23E Players who are teleported from room 6F will appear by the southern wall of the platform (at the asterisk). Players who walk near the northern wall of this platform (within 15'), will have a 20% chance per turn of being attacked by the Hell Hounds on the north wall (see 26E).

Next to the spot where the teleported players appear, on the southern wall of the platform, is a steel door. It is not locked and opens when tried. Standing in the doorway marked "R", one sees a 20' square empty room. Any non-corporeal (non-living) object which is thrown into the room can be seen clearly and can be retrieved if on a rope or string or if it was held.

Any corporeal matter disappears to the viewer. A character who enters will find himself on a misty plain that is perfectly flat as far as the eye can see in all directions. (The door is gone.) It will look the same no matter how far he wanders about. The player can only exit the plane by retracing his steps back through where he appeared on the plane. If he is connected to a rope, he can follow it back. A second player, attached to a rope may enter and guide the first player back. If the entire party enters the room, it is quite likely that they will remain trapped on the astral plane for 10-100 turns.

The first character to enter (there can only be one) has a Barolag telepathically linked to him for the next 24 hours. The Barolag is eight feet tall with a long tail. It stands erect and supports its weight on on its tail. Its claws do 1-4 hits damage per swipe, its great maw which is the upper quarter of the creature can do 20d+4 hits damage per bite. [AC: 2, HTK: 42 (6d8)].

Having your own Barolag may be more of an annoyance than anything else. It lives on the astral plane, where the character now stands. Once the linked player leaves the astral plane, he becomes the Barolag's guide to our world. It will pop in and out of the linked player's existence. The DM must periodically check for it. When it pops in, 25% chance on any check (once per hour is recommended), it attacks the player. It will appear within ten feet of him and swing immediately. If the player is awake with weapon in hand, he has a 30% chance of striking a blow at the monster before it strikes at him. Otherwise,

the Barolag will always strike first. The monster will continue to attack him using only its claws until the player manages to strike the Barolag twice; then it will pop away to appear at another time. The player cannot kill it (because it won't stay long enough), unless he can follow it to the astral plane. When the Barolag pops in, no one but the player linked to it can see it. However, all other party members may fight the Barolag; treat it as an invisible monster (-4 to hit).

When the player enters the room to the astral plane, he will see the Barolag in the distance. He may stay and fight it in this room, but no one else will know it is there.

Some good can come of being linked to a Barolag. If it pops in and its player is engaged in actual combat, it will become enraged and kill whatever its linked player is fighting. It uses its jaws when enraged, and because it can not be seen, it attacks with a +4 to hit.



24E There is a 20% chance per turn of any players near (within 15') the north wall of being attacked by the Hell Hounds (see 26N).

25E Players who are near (within 15') the northern wall of this platform have a 20% chance per turn of being attacked by the Hell Hounds (see 26N).

NORTH WALL

26N Two Hell Hounds [AC: 4, HTK: 11 (4d8)].

The Ogres in 30N and 31N, being not overly bright, tried to chain the two Hell Hounds to the wall next to the stairs leading from 27N (in order to use 27N as a holding cell) with silver chains. The chains lasted about 30 seconds after the Ogres left and are now melted splatters on the floor, except for a few links around the Hell Hound's necks. This has put the Hell Hounds in a very bad mood for even Hell Hounds. They both will ferociously attack anything they can reach from this platform (except Bazarel, their master), +2 to hit, including anyone who is oriented to other floors and is unwise enough to come close to the north wall. If the party bothers to smell the air near the melted chains, a metallic ozone-like odor will be noted; this aroma is from the vaporized silver. The party will have no chance of surprising the Hell Hounds, who are very mad and quite alert.

The Hell Hounds are kept on this platform by two rubies, worth 150 gp apiece, which are set at the top of the stairs leading to 35N and the stairs leading to 27N, in case the Hell Hounds were able to free themselves. These rubies repel the Hell Hounds — they are unable to come within 15' of them. Should the gems be removed from the top of the stairs leading to 35N, then the Hell Hounds will be free to wander throughout the Cube. The Hell Hounds will attack any monster or character which is further than 15" from a ruby.

27N This platform contains the body of an Half Orc Fighter (fresh, smells heavily of rot, wounds not visible). It is wearing chainmail, small shield, leggings, boots, belt, and is clutching a sack containing slippers, a candle, a pint of ale, some cooking oil, and a piece of meat (old and unidentifiable).

There is a chest located about 18' up on a wall (see platform 3F).

28N This platform contains a body of a Human Fighter. It has been dead for several weeks, evidently a result of several large wounds in the chest and face. The body is wearing scale armor and carrying a large shield. Next to the character is a sack containing a pan, a pint of mead, a comb, a mirror, and a lantern.

29N Characters who are teleported from room 6F will appear at the asterisk.

30N Three Ogres will be found either on this platform or in their lair (room 31N). Those who are in the lair will respond to any commotion within two rounds.

The first Ogre [AC: 5, HTK: 8 (4d8)] will be on this platform 70% of the time. It is armed with a spear and wears a purse containing 5 gp and 32 sp.

The second Ogre [AC: 5, HTK: 15 (4d8)] is on this platform 50% of the time. It is armed with a long bow and carries 7 gp and 47 cp in its purse.

The third Ogre [AC: 5, HTK: 21 (4d8)] is armed with a long sword and a Scabbard of Protection. This Scabbard subtracts two from the armor class of the



user when the sword is drawn from it. It has no effect when the sword is sheathed. The Scabbard is too long to be correctly worn by any human under 6'9" tall. This Ogre is on the platform 20% of the time and carries 13 gp and 10 sp in its purse.

These Ogres are in the Cube voluntarily. They were brought from an evil castle by Bazarel to supervise the Orcs he shanghaied. They all have small whips tucked into their belts. They will scream an alarm if attacked, but the Orcs will ignore the calls in hopes the players will slay their hated supervisors. If the players possess proof that they killed the Ogres, they have a 25% chance to convince the Orcs not to attack them (if they are leaving the Cube).

31N This is the lair of the Ogres, which is entered using the tunnel marked "J". In the floor-east corner is a large pile, which contains the following: bones, rags, +1 plate mail armour (dwarf sized), -1 shield, sack with 200 cp, pewter cup (the bottom opens to reveal a deep purple stone (Amethyst) worth 100 gp), several back packs, and 1-4 sets of armor, swords, and shields. Scattered throughout the pile are 75 sp and 58 gp. If a shield is randomly selected from the stack, there is a 30% chance for it to be magical.

At the bottom of the pile is a sword that is still oriented to the floor wall. There is a 50% chance removing any object from the pile will allow this sword to "fall" in the direction of the floor. Roll to hit as if wielded by a skill 1 fighter to see if any characters in that direction are struck for 1d8 damage.

32N As the players move along this level over the tunnel entrance (I), they will feel heat radiating from the tunnel. When they descend towards the tunnel, the temperature begins to rise from the 65-70 degree level gradually up to the 100 degree level of the tunnel entrance.

Players who look directly above them while on the +100' level will see an upside-down temple through the mist. If the Salamander is still alive when Bazarel calls for him to protect the staff, the Salamander will climb to the 100' level, reverse his gravitational orientation to the south wall, and land on the temple's roof.

33N On this level the temperature reaches 100 degrees. As the players move down the passage, the heat continues to increase as indicated on the map. Once the 150 degree mark has been passed, there is a 20% cumulative chance for each area that the Salamander will leave its lair and encounter the players.

34N The lair of the Salamander [AC: 5, HTK: 35 (7d8+7); treasure: 10 jewels, value 500 gp each]. The temperature inside this room is 500 degrees F. The walls are quite moist and the extreme heat vaporizes the moisture when it leaves the walls; this room is the source of the mist within the Cube.

This Salamander is a direct servant of the staff. He has been left as the guardian of the staff, but was ordered by Bazarel to stay in this area due to the heat damage he does anywhere he goes. Being sworn to evil, he will attack any clerics, paladins, and those wearing good symbols in preference to other party

members.

When seriously wounded, it will retreat into the areas too warm for a non-magically protected player to enter. If not destroyed before any confrontation with Bazarel, this Salamander can be summoned to the staff in 2-8 rounds. It will obey any mage who wields the staff regardless of his level or alignment.



35N A corpse of an Anti-Paladin, badly decomposed, sits in the floor-east corner of the floor. When the first player sets foot on this platform, there is a 30% chance it will rise and attack as an undead creature. There continues to be a 30% chance of attack for each continuing turn that players remain on this platform. If touched, there is an 80% chance it will rise and attack [AC: 5, HTK: 8]. The corpse carries an evil magic sword, +2 to hit, +1 to damage.

If the party takes the sword and the body has not been completely destroyed, there is a 100% chance that the corpse of the Anti-Paladin will rise and follow the party at a movement rate of 6" per turn. Thus, it is not likely to catch up and try to reclaim its sword (fights as a zombie) until the next time the players stop for any reason. Once it reclaims its sword, the corpse will shuffle back to 35N and collapse.

WEST WALL

36W Connecting the two -40 level platforms is a small passage with a steel door on each side. One may open the steel door and enter, but once inside, the rear

door, unless adequately blocked open, will slam shut and lock. The other door is always locked, regardless of the direction from which the tunnel is entered. At the middle of the passageway, a spear will be triggered from either side if the player steps on the center stone in the walkway. Each spear does 1d6 points of damage.

37W A large spider web is suspended between ten and fifteen feet above this platform. It is possible for a player to walk beneath it. Should a player fall or descend into the web from above, they will become stuck and have to cut or fight their way loose. The web has sufficient strength, stickiness, and tenacity to hold a character with a strength of 15 or below and greatly impede the ability of characters with higher strength.

Underneath the web are two bodies. One of them is a Gnome Magic User (very old and mummified, head and legs missing, falling apart), wearing a black, hooded cowl and a belt.

The other body is that of a Dwarf Fighter (greatly skeletonized, left leg gone, skull smashed), dressed in leather armor with a cloak, boots, gloves, leggings, and a belt with purse (100 cp, 10 sp, 8 gp). The purse is tucked in behind the belt and must be searched for. The backpack on the dwarf contains: a statue of a small bird made of rhodochrosite (rose red in color) worth 60 gp, a small iron kettle, and two days iron rations. A broken battleaxe lays next to the character.



38W In the lair marked "M", (the entrance to which is at the level of the web raised ten feet off of the floor), are two Giant Spiders [AC: 4, HTK: 17 (3d8)]. The lair contains a pile of bones, leather, rags, assorted material, and 181 gp, 320 sp, and 450 cp.

39W In the corridor stands a large Amphora jar (4' tall). In it are several dozen spikes oriented with the ceiling as down. When opened, these will "fall" sideways toward the ceiling doing 1d6 damage to anything in their path. The jar tips over toward the ceiling when its lid is lifted (thus the spikes fly at a height of one to four feet).

40W As this passage is entered through the corridor marked N, the party will find a steel door at the end of the corridor. There is a bar dropped across the front of the door to hold it in place. With some effort and manipulation, the bar can be removed to open the door, giving access to the room beyond. Inside the room there are: a table and chair in the center facing the door; a small cot in the left corner as the room is viewed from the door; and a small pool of what appears to be water in the right corner. Seated at the table is an old man wearing a brown cowl. He is blind

and the room has no light source. In the right hand corner, there is a pile which is a mixture of bones, of small rodents, rodent fur, small pieces of meat, and hairless tails.

If questioned, the players will discover that the old man was imprisoned here by an evil wizard. He is really a young wizard named Traiet who came to get the staff. His powers are gone, drawn from him by evil magic. He has almost no memory, but if he is taken out of the room, he will present the party with a vial of water which will restore life to the dead. It is good for one use only, and must be used within one day of death. If the old man is killed or taken with the players and allowed to die, the vial of water will immediately become worthless. The old man wears on his right ring finger, a golden ring with a large blood-red stone. When worn, it causes the player to be struck blind (the player may save against magic). When the ring is removed from the hand of the old man, he disappears.

41W In the very center of this platform is a ten foot statue of a Gargoyle. When a player climbs to the middle of the final staircase leading to the platform, it animates (AC: 5, HTK: 23 (5d8)). The statue wears a large, leather belt with six red jewels, each one valued at 100 gp. Inscribed on the belt is the rune for a demon connected with fire.

Should the party succeed in destroying the first Gargoyle, a second statue will appear from a pillar of



flame. This Gargoyle will be identical to the first in all ways. Should the second Gargoyle be destroyed, the players will see another pillar of flame and a third statue will seem to appear. This third Gargoyle is a very sophisticated illusion, which will appear to attack if approached closely. A series of these illusions will continue so long as the party believes in and continues to "destroy" them.

Wearing one of the belts will allow an Evil creature to endure magical fires for one turn. Non-evil creatures are not affected. A Fire Demon uses the Gargoyles as messengers and has given these to them so they could report to him on his home plane.

42W There is a skeleton of a Gnome Fighter in the floor-north corner of the room. It is dressed in banded armor, a small shield, belt, leggings, and high boots.

43W Players who come too close to the floor wall will be attacked by the Minotaur (see 12F).

44W Players who are teleported from room 6F will appear at the asterisk. If more than one character tries to teleport in the same round both must save vs. dexterity or fall over the side of the platform.

45W In this location, a 10' deep pool of water on the +20 level flows over a waterfall into a 20' pool on the zero level. At the bottom of the pool, there is a body covered with a mosslike growth. Players must look carefully in order to detect the existence of this body. If retrieved from the bottom of the pool, the players will discover that the body wears a scabbard with a magic sword (+2 to hit, +1 to damage) in it. When held aloft, the blade will flame, but if caused to flame and not used in combat within three turns, it will do 3 points of damage to the holder. The entrance to the passageway for 46W is hidden behind the waterfall.

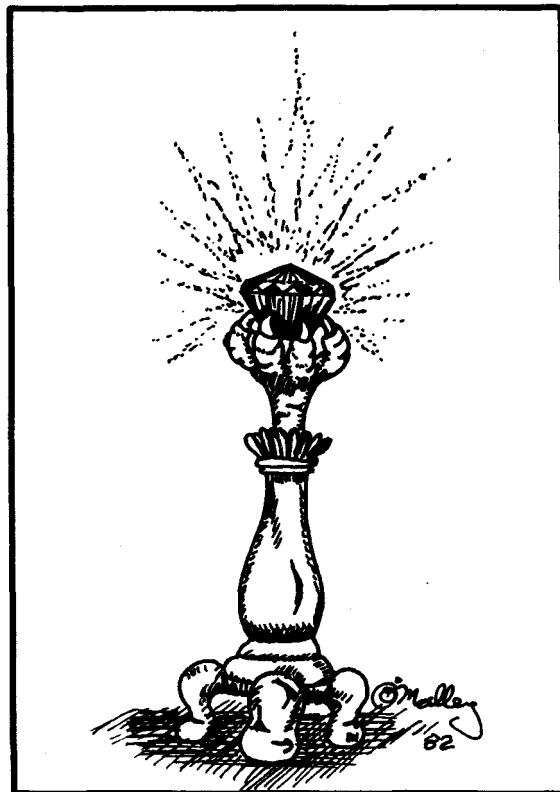
46W The entrance to this chamber, marked "O" on the map, is hidden behind a waterfall. A large patch of Brown Mold is growing in the corridor. The chamber contains a fresh corpse, which wears a red robe and carries a +1 shield. The robe is a Robe of Powerlessness which reduces the strength of the wearer to 3. The effect of the robe will not be noticeable until the character attempts to do something requiring strength. Once worn, the robe can only be removed by means of magic, so long as the wearer lives.

There are scorch marks in the corridor which stop just short of the mold. The Salamander chased the Cleric (the leader of the party who entered three days earlier) down the corridor and then watched him succumb to the mold. The cloak was later added by Bazarel as a trap for any intruders. Because of the dangerous effects of the cloak, the Orc guards have been warned not to touch anything new or steal anything from the bodies. He doesn't trust their loyalty (wise, as they have none) enough to tell them why.

The Cleric has been dead less than one day and, if Resurrected and spoken with, has a fairly good idea of the location of the staff (general area).

CEILING

47C At the point indicated, a three-foot tall pedestal stands holding a crystal jewel in a claw. The jewel is approximately three inches in diameter. When touched by a character, it will immediately shift the orientation of the character, according to a random throw of the dice as follows: 1-east, 2-west, 3-north, 4-south, 5-ceiling, 6-floor. The transformation of relative gravity takes place at the point the player is standing. The player will immediately fall toward the indicated plane. Touching the jewel with any object held by the player causes the same effect.



48C Two corpses lie on this platform in an advanced state of decay. If touched, players are attacked by rot grubs [AC: 9, HTK: 1 each]; 1d6 will attack per touch. Both corpses have been cut open and the right hand of one of them is missing. It was not cut, but burnt off at the wrist. The room shows the signs of a magical and fiery battle (between these adventurers and the Salamander).

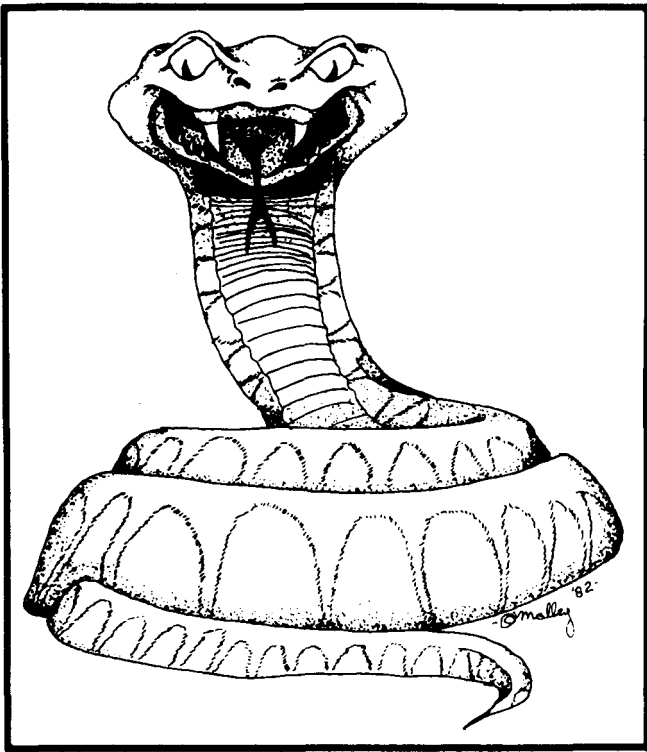
The first corpse, the one without a hand, is barely identifiable as a Human. It was stripped bare by the Orcs and has since decayed severely.

The second body is of a Elf Fighter (mummified, stomach wounds), wearing padded armor, great helmet, large shield, leggings, boots, belt, gloves, and large coat. He has a sack containing an empty bone scroll case, a candle, 50 feet of rope, and a spigot.

49C The players enter 49C and 50C via the tunnels marked "Q" or "P". Upon entering 49C, they will find a small walkway (three feet wide) around the outside of the room. The interior is a twelve foot wide pool of liquid

(36' to a side) which separates a twelve foot square island from the walkway. The island has a chamber eight feet wide and ten feet deep in the center (surrounded by a two foot edge). Thus it is impossible to see what is inside the island without crossing the liquid. The liquid in the area surrounding the island is thirty feet deep. It feels cool to the touch but does not stick to skin when touched. No character can swim in this liquid, and anything in it sinks rapidly to the bottom.

In the hole on the island is a Giant Cobra [AC: 6, HTK: 25]. There is a 30% chance that it will rise to ten feet when the players enter the room. There is a 60% chance for it to rise as soon as someone crosses to the hole. It will not cross the liquid. Below the Cobra in the hole is a large lump of dark, hard conglomerate. It looks like a large black lump with things sticking up out of it. If the surface is chipped away, the players will find 85 gp, 200 sp, 6000 cp, ten jars of incense (worth 50 gp each), a jar of perfume (100 gp), a bolt of fine silk (20 gp), and a fur cape (300 gp).



50C Fastened to the center of the south wall is a rack of spears. These spears are oriented to the north wall. The bar restraining them is very thin and if touched, it will bend, then break due to the weight of the spears. The spears will then fly (fall) across the floor at a height of three feet. Characters to the north will take 1d6 damage per hit.

51C Approximately seventy bats [AC: 8, HTK: 1 each] are hanging from the ceiling in this area. Movement within five feet of the bats will always disturb them. Each bat can do 1-2 hits damage and each bite has a 10% chance of causing rabies. To players oriented to this plane, the bats appear to be standing on one claw

on the floor. Players within 15' of the north wall have a 20% chance per turn of being attacked by the Hell Hounds on platform 26N

52C Players within 15' of the north wall east of the alcove have a 20% chance per turn of being attacked by the Hell Hounds on platform 26N. Players who enter the alcove are able to see a body far up the wall in the eastern corner (see platform 35N).

53C Players on these two platforms who are within 15' of the north wall have a 20% chance of being attacked by the Hell Hounds on platform 26N.

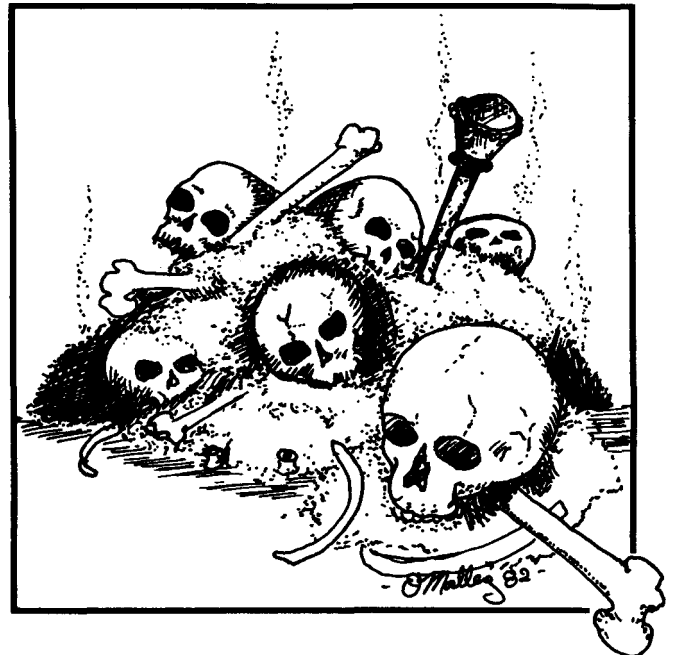
55C A dead Human Fighter (mummified, with a large gaping wound on his neck) lies 7' from the surface of the east wall (which is a 20' deep pool). The body, centered between the walls, is wearing splint armor, a great helmet, leggings, belt, boots, gloves, and a purse (containing 14 cp, 42 sp, 49 gp). His backpack contains a candle, a leather map case, a razor, and a bottle of unguent. Next to the body is a javelin.

Players are able to see, through the rippling crystal clear water of the pool, a silver necklace on its bottom (see platform 22E for more detail).

56C Players who are teleported from room 6F will appear at the asterisk.

SOUTH WALL

57S There are several piles of objects scattered about this area. None pose any threat to the party. Most are partially destroyed or useless flasks, sacks, and other equipment carried into the Cube by past parties of adventurers. Among the six skulls on a pile of bones is the burnt half of the (now unusable) wand carried in by the mage. (One of the skulls is his also.) Everything is in heaps and appears to have been picked over (by the Orcs) several times. Many of the objects show the



effects of fire damage.

58S Seven Orcs [AC: 6, HTK: 6 each (1d8)] are standing guard in this area. They, as well as the Orcs on platforms 59S, 60S, and 61S, have been told to not call the Salamander (so that the Salamander will be at full strength to help defend Bazarel — see 66S). When attacked from the stairway on the ceiling side of the platform, they will try to force the party to go down the stairs to 60S (see also 61S). Additionally, once warned by the guards on 59S, and hearing combat on platform 61S, the Orcs will rush up the stairs to 59S and then down the stairs to 61S to attack the party from the rear.

59S Two Orcs [AC: 6, HTK: 6 each (1d8)] who have been posted as guards to warn the Orcs (in 58S and 61S) of the Ogres' approach (they often check to see if the Orcs have been doing the tasks assigned to them—which, of course, the Orcs haven't been doing).



60S This area contains the body of an Elf Fighter. Its head is severed and its body is crushed, with dried blood all about. Freshly dead, the body now smells strongly, as rotting has commenced. It is dressed in padded armor with leggings, boots, belt, and vest. It is still wearing a pack that contains thieves picks, several spools of thread, and a fork. Next to the body is a ten foot pole.

61S Fifteen Orcs [AC: 6, HTK: 6 each (1d8)] are on this level or on the level immediately below. This is the main living area for the shanghaied Orc war party. All of the Orcs on this platform will be awake and ready to fight if the party comes down the stairs from 58S. If the Orcs were warned by the messenger and hear sounds of combat from platform 58S, the Orcs



will rush up the stairs to 59S and then descend the stairs from 59S to 58S to attack the players from the rear. If they were not warned, then they will descend the stairs to the -40 platform to ambush the players in the 60S area. The Orcs have orders not to touch the bodies (Bazarel hopes to use them as undead) and have seen what has happened to those who have. They now obey orders.

62S Characters who teleported from level 6F will appear at the asterisk.

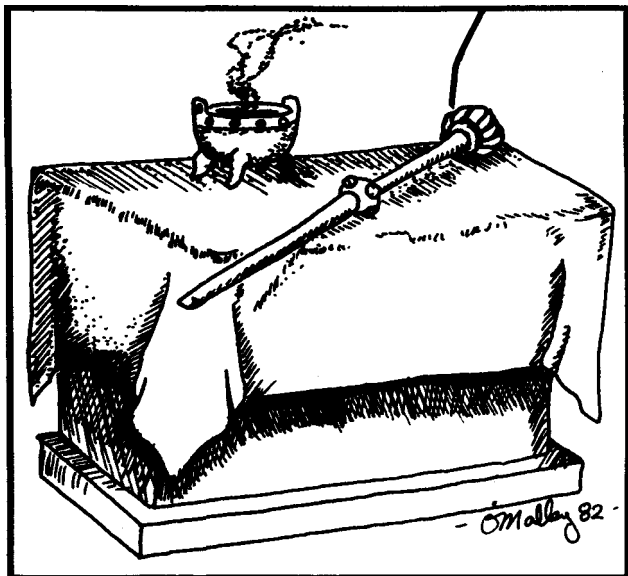
63S Three Skeletons [AC: 7, HTK: 5 each (1d8)] stand on this platform. Two of these are Orc skeletons which have been recently stripped bare by the Hell Hounds in 26N. The third is the skeleton of the fighter who entered three days earlier. An examination of the fighter's bones will show they are singed and cracked with small daubs of metal embedded in them. (He was at the center of a fireball Bazarel threw into this area.) To the left of the entrance is a 20x20 area of scorched stone. The fire seems to have barely affected the rock. The two Orc skeletons will attack immediately when the party approaches, but the fighter will seem to hesitate for at least one round before attacking. None are armed.

64S The entire 80 foot platform is under one foot of water. The water is slimy black-green and exudes an extreme malevolent stench. The water contains a number of small leeches [AC: 9, HTK: 5 each (1d8)]; there is a 30% chance that one or more party members will be attacked during each round spent in the water. If attacked, each player must save vs. disease. (Only one saving throw is required per player no matter how many times he is attacked.) Close

examination of the water will show several small breeding and feeding areas that Bazarel is maintaining for the leeches.

If the party, fleeing from the Salamander, enters this area, he will not follow, fearing the water. A Detect Magic will cause an area near the center of the water to glow. Thrown here, by the last surviving member of the last party (a Cleric), is the fighter's sword. The sword is +2, +4 against demons (Lawful Good, Int. 12, Ego 13). It will take ten rounds divided by the number searching the indicated area to find the weapon.

- 65S The body of a Female Human Thief (features perceptible but hard and dry, with no sign of violence) lies on this level. It is dressed in leather armor, a frock, gloves, and a belt with short sword and flail. Nearby, there is a sack which contains some wool cloth, a packet of needles, and a tinder box. The corpse's left hand, lying beneath the body, has a Ring with an emerald stone. It is a Ring of Protection, +1 to AC, +1 to saving throws.



- 66S A columned temple made of marble stands atop this platform. An ebony altar draped in red satin stands in the center of the temple. On the altar lies the Staff of Evil Power. The Staff is ebony, tipped and banded with gold, and crowned with a gold mace studded with four large blue sapphires. In the hands of an Evil Wizard, it can be used to draw power from the Realm of Darkness. An evil player will feel it attracting him. A good player will be nauseated when he touches it. Bazarel used the Staff to alter the material planes in the meadow and summon demons to create the Cube. If the Staff is removed from the Cube, the Cube will vanish. Wherever the Staff is, unless protected by magic, the door to the Realm of Darkness is open. Through this door, the God of Dark Powers often sends two Asterities to bring back sacrifices to him.

Asterities are twelve feet tall, scaled and winged [AC: 0, HTK: 25 (4d8)]. Their claws do 1-10 hits damage per swipe, and their breath freezes corporal

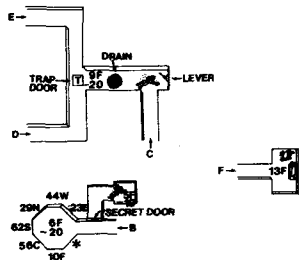
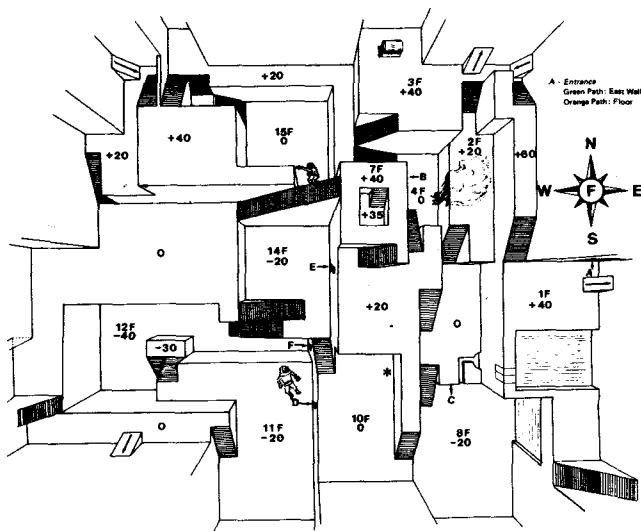
forms within twenty feet. If the staff is touched, they will appear. Each hour, new asterities will appear to attack the possessor, unless he has made a sacrifice to the Dark God; they will then appear weekly.

Bazarel will be standing near the staff, admiring its power and planning his first attacks on the local kingdom when the party arrives. Due to his desire to stay near the Staff of Evil, Bazarel will never answer any of the cries of alarm personally, but waits here for the survivors to arrive. If there is sufficient time, and the Salamander in 34N is still intact, he will summon the Salamander to join him.

The Sorcerer Bazarel (8th skill Wizard, AC: 8, HTK: 26) has the following spells: Detect Magic, Feather Fall, Magic Missile, Shield, Mirror Image, Pyrotechnics, Wizard Lock, Dispel Magic, Fireball, Lightning Bolt, Dimension Door, Wall of Fire. He will use the Fireball or Lightning first on any attackers.

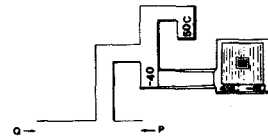
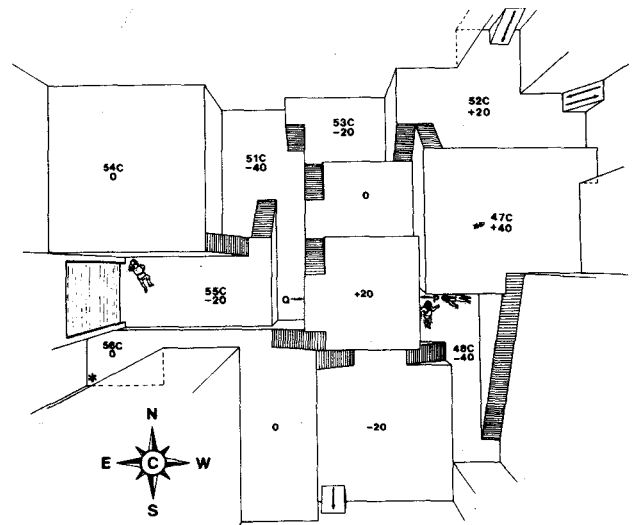
He wears an ermine cape worth 3,600 gp. Use of any fire weapon against the sorcerer destroys his cape. He carries a Staff of Serpent (python); there is a 30% chance per round that the sorcerer will throw it. He also carries a purse containing three jewels — one of Topaz (gold and yellow worth 500 gp), one of Zircon (clear, pale blue-green worth 50 gp), and one of Malachite (striated, light and dark green worth 10 gp).

The Malachite stone allows its possessor to change gravitational planes, if the magic word "orikna" is spoken while the stone is being grasped. A third level Magic User who examines the stone for magic has a 30% chance of determining its usage and the magic term. The possibility of detecting the magic increases 5% for each further level of the Magic User. The stone is evil, and if it is used by a good Magic User, there is a 50% chance it will misfire and transfer the gravitational plane of the user randomly as determined by a d6 as follows: 1-east wall, 2-west wall, 3-north wall, 4-south wall, 5-ceiling, and 6-floor). This gem allows Bazarel to bypass the ramps he created for his guards.



LEGEND

DOORWAY	I	K	DESCRIPTION	43W
	L	J	HEIGHT	-20
REFERENCE POINT	*		TRANSFER RAMP	
POOL				
NORTH	N		STAIRS	
SOUTH	S			
EAST	E			
WEST	W			
CEILING	C			
FLOOR	F			



LEGEND

DOORWAY	I	K	DESCRIPTION	43W
	L	J	HEIGHT	-20
REFERENCE POINT	*		TRANSFER RAMP	
POOL				
NORTH	N		STAIRS	
SOUTH	S			
EAST	E			
WEST	W			
CEILING	C			
FLOOR	F			

Additional GM Notes

Question of Gravity is designed to be a very challenging dungeon. The players' characters have been kept comparatively weak for the capabilities of many wandering monsters. To prolong the survival of the party, the cleric Griffonsen should be freed from a party of two Orc guards escorting him through the Cube (treat as a random encounter). He will stay with the party until he has a chance to exit and report his findings. Griffonsen will expect a tithe of treasure for his aid.

Griffonsen

Cleric, Lawful Good, Skill: 6, HTK: 31
 Strength: 12, Intellect: 10, Insight: 17,
 Stamina: 12, Dexterity: 10, Appeal: 14

Spells available: Bless, Cure Light Wounds (3),
 Protection From Evil, Chant, Resist Fire (2),
 Silence 15' radius, Spirit Hammer, Cure Blindness,
 Dispel Magic, Prayer, Speak With Dead

Griffonsen will have no armor or weapons (they were taken from him when captured outside the Cube by the Orc scouting party). He is physically unharmed.

Because they are drawn in perspective, the maps do not have an accurate scale. An approximate scale can be based upon the "corridors" and stairways being 10 feet wide (1/4" = 10' at the lowest levels of the maps on the perforated pages).

Note: On page eleven in the last paragraph, the green path exits into room 16E, not 15E (sorry).

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The Cube stank of evil and the Demon you slew confirmed your fears. Venture into a place where you will never know what will be up next. Assume nothing or face a fiery death in a true task of dungeoning skills and adaptability.

This Adventure is for three to eight players of second to fifth levels of experience.

Question of Gravity is suitable for use with Dungeons & Dragons™, Advanced Dungeons & Dragons™, Tunnels and Trolls™, and other fantasy role play systems.*

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Question of Gravity

