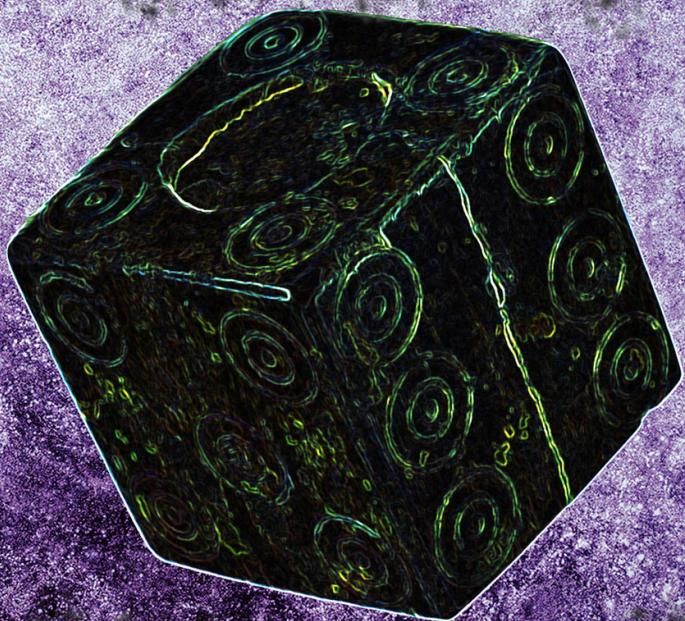


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## #4 - The Cube of Chaos



For Levels 6 to 8

"Centuries ago, the sorcerer Qu'adim fell in love with Chaos, the force of nature that he drew his power from. In a desperate attempt to win Chaos' favour, Qu'adim resolved to create a powerful artifact as proof of his fanatical devotion. Using a rare colour-changing stone known as scintillium, he poured all of the magic within himself into his creation, draining both his abilities and his life. Though Qu'adim was left as little more than an empty husk, his life's work was completed; the die was imbued with the power of Wild Magic. It's said that anyone who rolls the die will be taken to a deadly gauntlet presided over by Chaos itself, and that those who survive may claim Qu'adim's power for their own. Do you dare gamble with the Cube of Chaos?"

### 1. The Rules of the Game

The Cube of Chaos is a constantly shifting font of Wild Magic energy. One roll is enough to trap the user and their companions inside, with victory as their only chance for escape. Upon the player's entrance into the cube, roll 2d4 + 2 for the number of rooms that must be successfully completed. Then roll once on each table (Opponents, Hazard Zones, Room Layout, and Victory Condition) to determine the challenge the party must face. Once a room is cleared, roll again. Repeat this process until the room completion goal has been met. Once completed, the players are visited by the avatar of Chaos itself and gifted the Mantle of Chaos, a magic cloak that, when attuned, allows the wearer to trigger a wild magic surge at will when casting any spell at level 1 or higher.

### 2. Opponents

Roll 1d20 on the below table to determine enemies in the room. If a duplicate is rolled, roll again.

1. Dryad (MM 121) x3, Ghoul (MM 148) x3, Neogi (VGtM 180) x2	11. Ghost (MM 147), Mummy (MM 228) x2, Stegosaurus (MM 140)
2. Choker (MToF 123) x3, Gibbering Mouther (MM 157) x2, Roper (MM 261)	12. Beholder Zombie (MM 316), Kobold Dragonshield (VGtM 165) x5
3. Iron Cobra (MToF 125), Quadrone (MM 226) x5	13. Helmed Horror (MM 183), Manticore (MM 213) x1, Wight (MM 300)
4. Minotaur (MM 223) x3, Cult Fanatic (MM 345) x2	14. Fire Snake (MM 265) x8
5. Shambling Mound (MM 270), Will-o'-Wisp (MM 301) x3	15. Orc Claw of Luthic (VGtM 183) x2, Orc Blade of Ilneval (VGtM 183) x2
6. Cloud Giant (MM 154)	16. Zombie (MM 316) x30
7. Ankheg (MM 21) x6	17. Young Blue Dragon (MM 118)
8. Lion (MM 331) x8	18. Bone Naga (MM 233) x1, Harpy (MM 181) x5
9. Babau (VGtM 136), Specter (MM 279) x5	19. Behir (MM 25)
10. Bulezau (MToF 131) x2, Dybbuk (MToF 132)	20. Imp (MM 76) x4, Pegasus (MM 250) x2

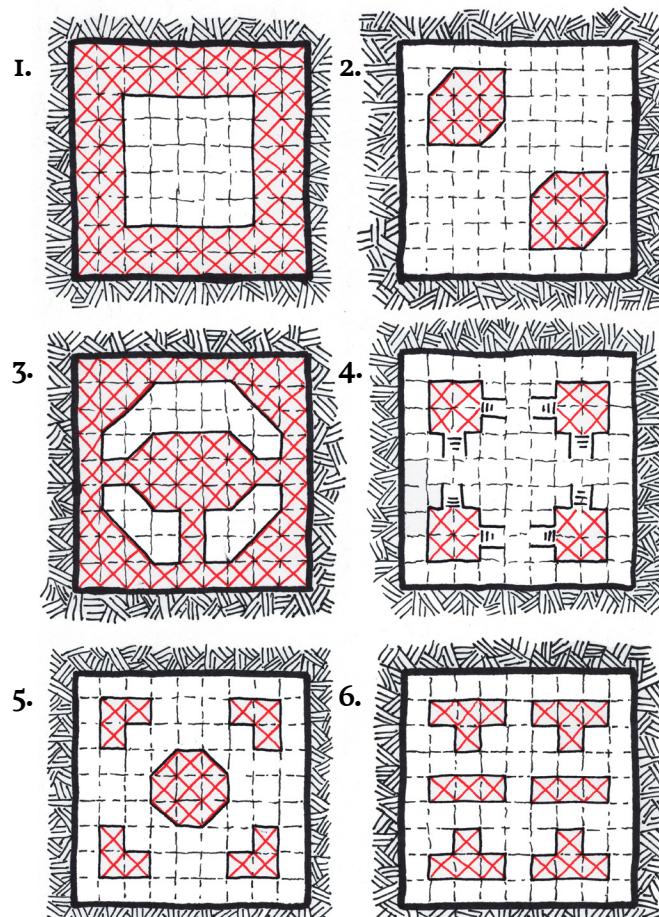
### 3. Hazard Zones

Roll 1d10 on the table below to determine the form that the hazard zones (marked on the maps with red X's) take.

1. The Hazard Zone lowers by 5 ft. and fills with lava, dealing 8d10 fire damage on contact.
2. The Hazard Zone emits strong winds in a direction that changes randomly every round.
3. The Hazard Zone emits an anti-magic field 100 ft. vertically into the air.
4. Any creature who begins their turn in the Hazard Zone heals 1d6 hp.
5. The Hazard Zone raises into the air 20 ft., the resulting walls are climbable.
6. The Hazard Zone lowers by 15 ft. and fills with acid, dealing 4d10 acid damage on contact.
7. The Hazard Zone becomes covered with ice, any creature that moves across the ice must succeed on a DC 15 Dexterity save or fall prone.
8. The Hazard Zone lowers by 20 ft.
9. The Hazard Zone becomes covered in a thick webbing as per the Web Spell.
10. Any spells cast within the Hazard Zone trigger a Wild Magic Surge.

### 4. Room Layout

Roll 1d6 to determine the room layout and location of hazards.



### 5. Victory Condition

Roll 1d4 on the table below to determine what condition needs to be met in order to proceed to the next room. If a duplicate is rolled, roll again until all 4 victory conditions have been used, then roll normally.

1. In order to continue, the players must defeat all enemies.
2. A number of arcane circles equal to one less than the total number of player characters (minimum of 1) appear on the floor in a non-hazard zone.  
In order to continue, each circle must be inhabited by a different player character on initiative count 20.
3. Both an empty, bowl-shaped pedestal and a crystal orb appear in different non-hazard zones within the room.  
In order to continue, players must place the orb in the pedestal and defend it for one full round.
4. One random enemy in the room is marked with a golden sigil on its chest. This creature has the maximum possible hit points that its hit dice allow, and adds an additional +2 to its attack and damage rolls.  
In order to continue, players must defeat this enemy.