

DARK PIT

OF THE

RESPLENDENT CUBE

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Description: The Putik-kubo usher royalty and their possessions to the afterlife by feeding the deceased to a big gelatinous cube in a bottomless pit in the center of their village, but nobody (including the Putik-kubo) know about the gelatinous cube. The pit is hundreds of feet deep and the village would never peacefully allow access into this holy place.

However, a cave at the foot of their mountain home contains a long-forsaken entry to the burial chamber where generations of riches can be stolen right from under them.

1. A Cave, a Weretiger, and Two Paths into Dungeon:

A feral and fiercely territorial weretiger has made this cave its home. Dungeon entries lead down or up, depending on path chosen.

Stalactites and Stalagmites [deep parallel line marks, *used for claw scratching by weretiger*].

Smell [eye-watering, ammonia, cat urine].

Bone Pile [animal and human, tattered cloth, torn backpack - *contains rotten rations and torches*].

Diverging Path [rocky, both end in archways, rough-hewn arches, lead to smooth stone stair - down and up].

Hidden Cave Painting [moss and vine covered, fresco painting of humanoid wearing crown surrounded by repeating geometric cubes - wears Putik-kubo king attire, two flanking humanoids with wide shoulders and large hands - no eyes].

Weretiger [tiger humanoid, matted fur, ripped pants - splashed with blood, *attacks if disturbed, resists communication*]

5. Lower Spiked Pit Room (and Dancing Sword):

Spiked pit spans room with a door on opposite end, and has two difficult to spot gelatinous cubes - one contains armor and the other a dancing sword.

Room [20'x30', small 6" ledge on either side of pit].
Pit [30' deep, 20'x30' chasm to door on other side, footholds down and up both sides of pit].

Spikes [6' tall, smoothly shaped stone of room].
Door [unlocked, covered in fresco painting - rainbow colored repeating geometric pattern, stone].

2x Gelatinous Cubes [transparent, each 10'x10', bottom of pit].

Armor [laying on floor of spiked pit, full plate, inlaid gold filigree throughout].

Sword [laying on floor of spiked pit, many small multicolored jeweled-pommel, double-edged, *dancing sword - attacks if cube containing is killed*]

2. Upper Spiked Pit Room (and Animated Armor):

Spiked pit spans room with a door on opposite end, and has two difficult to spot gelatinous cubes - one contains animated armor and the other a sword.

Room [20'x30', small 6" ledge on either side of pit].

Pit [30' deep, 20'x30' chasm to door on other side, footholds down and up both sides of pit].

Spikes [6' tall, smoothly shaped stone of room].

Door [unlocked, covered in fresco painting - rainbow colored repeating geometric pattern, stone].

2x Gelatinous Cubes [transparent, each 10'x10', bottom of pit].

Armor [laying on floor of spiked pit, full plate, inlaid gold filigree throughout, *animated armor - attacks if cube containing is killed*].

Sword [laying on floor of spiked pit, many small multicolored jeweled-pommel, double-edged]

3. Upper Ruined Room with Cube and Djinni Lamp:

Room was ruined by clay golem guardians that went insane, and died. A single gelatinous cube in this room carries a djinni lamp with an unhappy djinn - looks like its floating.

Room [20'x40', cracked stone floor, rubble from ceiling on floor, otherwise bare].

Door [stone, unlocked, covered in fresco painting - humanoids with wide shoulders joining hands and arms outstretched].

Brass Oil Lamp ["floats" in air - actually in cube, unlit, *when rubbed summons djinn named Buuzin*].

Gelatinous Cube [transparent, 10'x10', attacks players],
Buuzin, the Furious Djinn [blue-skinned, muscular, piercing black eyes, *blames players for imprisonment, can't remember why in lamp, awards terrible wishes if requested - wants freedom*]

4. Upper Trapped Key Room:

A large key is on floor of this room, it springs a trap if used on the door in this room.

Room [15'x15', bare].

Door [shining gold, stone covered in gold-leafing, large keyhole in center, *trapped - if key in this room is used on this door, player must save vs petrification or begin painful three day transformation into insane and aggressive clay golem*].

Key [on floor, large, iron, 75lbs, *unlocks Lower Trapped Key Room Door without triggering trap*]

6. Lower Clay Golems and Cube Room:

Two clay golems in far corners of room come to life and a gelatinous cube attack players that enter this room; the cube can freely pass over golems and heal them with its acid.

Room [20'x40', bare].

Door [stone, unlocked, covered in fresco painting - humanoids with wide shoulders joining hands and arms outstretched].

Two Crude Humanoid Statues [far corners of room, flank far door, misshapen, wide shoulders, large hands, eyeless, *clay golems - attack players that enter room*].

Gelatinous Cube [transparent, 10'x10', *attacks players and unintentionally heals clay golems*]

8. Radiant Giant Gelatinous Cube and Treasure Horde:

A giant gelatinous cube that is filled with treasure and radiates light from its core; vertical shaft is to village far above.

Room [50'x50' hexagonal chamber, 30'x30' pile of treasure in center, occasionally emits light across walls, treasure moves slowly over each other, bones rarely appear in view before disappearing into pile again].

Vertical Shaft [above center of room, hundreds of feet high, hint of daylight far above].

Radiant Giant Gelatinous Cube [30'x30', contains treasure, a few human bones, *emits blinding light as treasure removed, attacks players as they remove treasure from, deals holy/radiant damage*]

7. Lower Trapped Key Room:

A large key is on floor of this room, it springs a trap if used on the door in this room.

Room [15'x15', bare].

Door [shining gold, stone covered in gold-leafing, large keyhole in center, *trapped - if key in this room is used on this door, player must save vs petrification or begin painful three day transformation into insane and aggressive clay golem*].

Key [on floor, large, iron, 75lbs, *unlocks Upper Trapped Key Room Door without triggering trap*]

