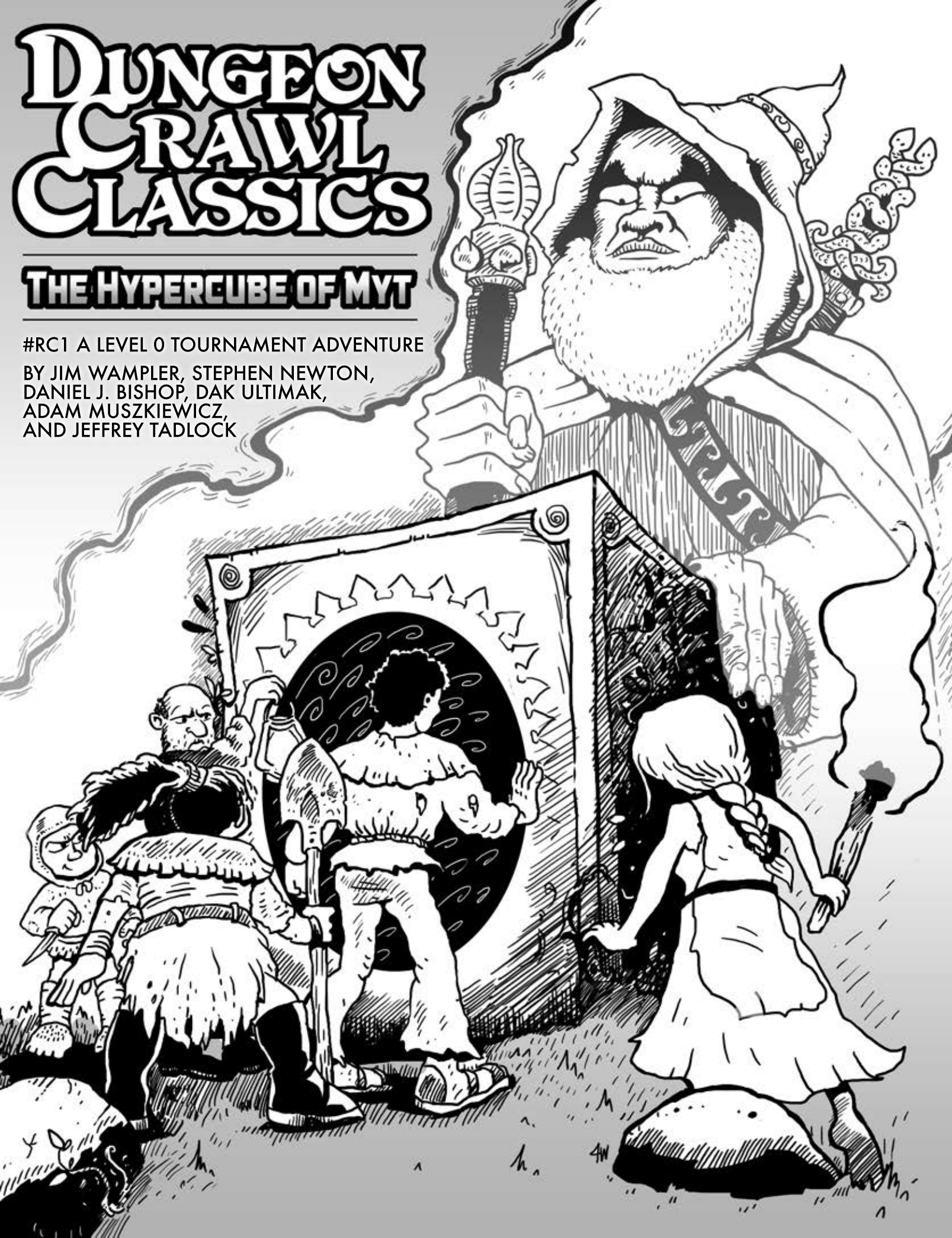




DUNGEON CRAWL CLASSICS

THE HYPERCUBE OF MYT

#RC1 A LEVEL 0 TOURNAMENT ADVENTURE

BY JIM WAMPLER, STEPHEN NEWTON,
DANIEL J. BISHOP, DAK ULTIMAK,
ADAM MUSZKIEWICZ,
AND JEFFREY TADLOCK

THE HYPERCUBE OF MYT

A Level 0 Tournament Adventure

By The DCCabal • **Cover artist:** James V. West • **Editors:** Jim Wampler & Stephen Newton • **Copy editing:** Jen Brinkman
Layout and Cartography: Jim Wampler

Originally run at Gary Con VII • Judges: Roy Snyder, James Smith, Jen Brinkman • **Winners:** Beth Gorbi (1st place), Tim Wadzinski (2nd place), Tim Murly (3rd place)

Concept and Design: Jim Wampler

Additional Writing: The Endless Hallway - Daniel J. Bishop • The Altar of Chaos - Dak Ultimak
The Vault of Fools - Stephen Newton • The Metamorphic Menagerie - Adam Muszkiewicz
The Biblioteca Dementia - Jeffrey Tadlock • The Arcane Arsenal - Jim Wampler

Playtesters: JoAnne Newton, William MacDougall, Susanne MacDougall, Chris Meyer, Catherine MacDougall, (The Mutant Murder Hobos) Todd Bunn, Donna L. Davidson, Mark Hatton, Darren Long, Kevin M. McDaniel, James Smith, Robert Supinger, Niki Weber, Dieter Zimmerman.

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INTRODUCTION



he Hypercube of Myt is a DCC RPG Tournament adventure based on the character funnel format. This adventure is designed for 8 players, with each player having only 1 level-0 PC. As each PC dies, the controlling player taps out of the game, and a new player rotates into the game with a brand new PC. The tournament adventure is scored by ranking individual PCs by largest number of encounters survived. Players eliminated from play may re-enter the game with a new PC when another seat opens up at the table.

The tournament will be played for a pre-designated amount of time. Players are scored in the tournament as follows: For each encounter survived (an encounter being defined as any time in which initiative is rolled to begin a combat), stamp the player's character sheet once with the "I Survived!" stamp. When a PC dies, likewise stamp that player's character sheet with the "Dead" stamp. Remind players to hang onto their character sheets for later event scoring. At the end of the event, the players with character sheets that show the most encounters survived stamps will be ranked, and the top three numerical survival totals will be awarded 1st, 2nd, and 3rd place respectively. Any ties will be settled by a d20 dice-off between the tying players.

ADVENTURE BACKGROUND



he player characters are peasants living in a medium-sized village. Thousands of years in the past, this area was a small portion of a vast empire — the Kingdom of Morr. Unknown to all but the most-learned, the PC's village now occupies land that was once the estate of Morr's grand vizier, the chaotic mage Mytus the Mad. Where once the Keep of Myt stood on a small rocky peninsula jutting out into the sea, the now-nameless inland sea has retreated to such a degree that the ruins are positioned inland in a grassy field just north of the village.

All that remains of the keep are a few scattered and half-

buried stones and the vine-covered Hypercube of Myt. The Cube is said by some to be the Mad One's impregnable treasure vault, and by others still, his tomb. There are two circular doors positioned on opposite sides of the Cube — the southern portal being an entrance, and the northern portal apparently an exit. The northern door cannot be opened by any means. The southern door may be opened freely on only one day of the year — the vernal equinox — at which time it admits any who would enter.

Millennia of failed attempts to move, damage, or otherwise violate the Cube have reduced it to a local curiosity and the customary site of an annual Springtime fair. The peasants of the PCs' village even conduct ale-fueled contests of virility and strength to determine if any are brave (or witless) enough to enter the Cube.

ADVENTURE SUMMARY



he Hypercube of Myt is a six-room tesseract (4-dimensional hypercube) that does indeed contain many treasures and mighty artifacts, along with dozens of other creatures and denizens who have been trapped within, never aging, for thousands of years. Thanks to a knowledge of hyper-dimensional engineering stolen from a world in the Kasterborous Galaxy, Mytus the Mad was able to create spaces inside the Cube that are much larger than the exterior dimensions. Even more maddening, the interior geometry of the Cube is 4-dimensional, meaning that the layout of the six rooms and their connecting portals do not make sense in the normal three dimensions to which denizens of our universe are accustomed.

Additionally, time inside the Cube does not pass normally. Once inside the Cube, living creatures soon recognize that they no longer need to breathe or eat nor do they age. Any who enter the Cube are effectively granted a type of immortality, though they can still be killed by other mundane means. Thus, The Hypercube of Myt is also an extra-dimensional home and eternal prison to the remnants of any who have entered it over the passing millennia, including

the very strongest, the truly cunning, and in some cases, the most egregiously insane.

Moving Between Rooms in the Hypercube: The Hypercube of Myt contains six separate “rooms” which are folded into each other across four dimensions. Each room-space is shaped and sized differently. For purposes of running the tournament adventure, use the map to ascertain movement between “rooms.”

Hypercube Doors: Although the interior doors of the Cube may differ in size, shape, and nature, all are (in effect) dimensional portals. Parties of characters entering the Cube become quantum entangled with each other. Thus, whenever a single PC crosses a door threshold, all PCs present in the room will be transported to the other side. The doors are further enchanted so that they will not open at all until a specific set of conditions have been met inside any given room. This makes it impossible for the PCs to split the party, and nearly impossible for players to “drag” PCs out of danger by opening and entering another door inside a room.

Open Cube doorways appear as a swirling miasma of rotating 4-dimensional geometry, and reveal nothing about the next room that can be perceived by 3-dimensional beings. For game purposes, consider open doorways effectively opaque to the senses and potentially sickening if stared into for too long a time.

Entering the Cube while the tournament is in progress: Because the interior of the Hypercube rotates in four dimensions, the one-way entrance portal shifts from room to room once every 10 minutes. For purposes of the tournament adventure, this simply means that new PCs who enter the Cube (as characters die off) will always show up in the room that the remaining PCs currently occupy.

STARTING THE ADVENTURE

The keep of the legendary wizard Mytus the Mad was razed, looted, and ransacked generations before your oldest ancestor was born. The only reason the chaotic sorcerer's name is still whispered millennia after his death is because of what lies half-buried amid the scattered flagstones of his long-vanished keep: The Hypercube of Myt. This ageless cube is made of adamantite, is covered in filigreed rune circles, and even at a mere 10' square is preternaturally heavy and cannot be moved. Centuries of tampering with the Cube have proven it to be too resistant to time's travails or man's meager efforts to be damaged or otherwise harmed.

Each year on the vernal equinox, the southern entrance unlocks itself from sundown to sunrise. And this is precisely why you are here now, at the annual Festival of the Fatted Calf. The festival is famous for drawing the curious, the foolhardy, and the uncautious from far and wide to ponder the mysteries of the Cube.

As the more sensible denizens of your village have begun to stagger home, you and your friends continue drinking grog-laced ale and speculating on the nature and contents of the immutable Cube. Is it a treasure vault guarded by extra-planar forces, or perhaps a gateway to another time and place? And with that, the

first of you slams down your wooden mug and declares lustily, "I'm going in!" Not to be shamed by one so obviously dimwitted and undeserving, you too stand and prepare to enter the Cube. Soon, there is a unruly drunken mob of you ready to leave your dull and dreary lives as dirt farmers and hemp weavers in exchange for a chance at immortality and glory. The first eight of you rush to the vine-tangled entrance of the Hypercube of Myt and enter, with more sure to follow behind you.

The Cube has two one-way doors on opposite sides: an entrance that becomes unlocked once each year, and the other which is believed to be an exit, though no one in living memory has ever exited the cube. Above the entrance, for those who can read the spiraling script of the ancient Kingdom of Morr, is an inscription that reads, "Whoever may be worthy, can become me." Riches and power beyond measure are said to lie inside for the taking, if one can but enter, traverse to the other side, and exit the Cube of Myt.

The growth of ivy vines that cover the entrance to The Hypercube of Myt are easily pulled away from the circular door by the PCs. Minimal exploration of the door's surface (DC 8 Agility check) reveals a rounded depression that, when pressed on this one day of the year, triggers a mechanism that causes the doorway to open like an iris. Only an impenetrable darkness lies beyond.

When the first PC steps through into the darkness, the entire party of 8 villagers is drawn through the one-way portal to **Area 1-1: The Endless Hallway**. Any subsequent ingress will take additional PCs to whichever room is currently occupied by the party.

THE ENDLESS HALLWAY

Area 1-1 — The Endless Hallway: *You find yourself in a long tunnel, 20' high and 20' across. The walls, ceiling, and floor have a somewhat yielding surface, and are translucent. Beyond these walls, you can dimly see distant galaxies, stars, and glowing nebulae of light. Colorful mists provide a soft light but reduce vision to about 60 feet. Filaments buried in the walls, like nerves or veins, are lit occasionally by swiftly traveling impulses of polychromatic light.*

The Endless Hallway worms through hyperspace. Time and space have strange properties in the wormhole. If the party splits and some PCs go forward while others go back, after traversing at least 75' of the hallway (beyond vision range) it is possible for them to run into each other, with the south-bound PCs approaching from the north, and vice versa. The PCs will quickly learn that the only way to progress further than 75' in the hallway requires them to stay within sight of each other. By this means alone will they be able to make progress to the sets of metal doors that appear every 100'.

Doors in the Endless Hallway: Twin circular black metal doors can be found about every 100', on opposite sides of the hallway (facing each other), each with a stylized mouth carved on its surface. All doors on the “eastern wall” lead to Area 1-3: The Vault of Fools; while those on the “western wall” lead to Area 1-2: The Altar of Chaos.

Opening a door requires a PC to place his or her hand inside the carved metal mouth. PCs doing this find their hands stuck to the interior surface as thousands of microscopic metal teeth bite down (a DC 5 Strength check breaks contact immediately). The door requires a total of 3 hit points of blood sacrifice to unlock and open (and more than one PC may place their hand into the mouth-lock at the same time).

Reaching the Hallway Terminus: The Endless Hallway is in effect infinitely long, and the universe will end before any creature reaches a terminus by walking. The Hallway can only be traversed from end to end by a trick of quantum mechanics and arcane magic. PCs can reach either terminus simply by stating a clear desire to do so aloud. Any PC doing this will drag the entire party along with him, as the group has become quantum entangled with each other by being inside the Hypercube together. Each terminus ends in a single black metal door, appearing and operating the same as all others in the Hallway.

RANDOM ENCOUNTERS

For every 75' of The Endless Hallway traversed by the party, or 1 turn spent remaining in one place, roll once for a random encounter on Table 1-1 below.

Table 1-1: Random Encounters

Roll d5	Encounter
1	A body is found: Roll 1d3: (1) Blue Kobold; (2) Violet Goblin; (3) Rhinorc. Though the body has been looted, some items were missed by the looters. Roll 1d100 and consult Table 1-3 on page 22 of the DCC RPG rulebook, and use that occupation's trade goods as the item or items found on the body. Though the body and equipment are perfectly preserved, anachronistic clothing indicates that the body has been here for hundreds of years.
2	Lost Equipment: Roll 1d30 and consult Table 3-4 on page 73 of the DCC RPG rulebook. On a roll of 25-30, see entry for Violet Goblin Special Equipment below.
3	Humanoids: Roll 1d3: (1) 1d4 Blue Kobolds; (2) 1d3 Violet Goblins; (3) 1d5 Rhinorcs.
4	Dimension Hoppers: Roll 1d2: (1) 1d3 Platoon Troopers; (2) Jane Johnson. Treat subsequent rolls of the same dimension hopper as "no encounter".
5	Wormhole Polyp: A bulging psychedelic polyp emerges from wall, ceiling, or floor, straining towards the PCs. It attempts to envelop any touching it. Three Strength checks are allowed to break free: DC 5, DC 10, and DC 15. Thereafter, the PC is encased for 1d5 rounds. The polyp spits the PC out, healed of all wounds, diseases, and poisons. It disappears after healing 1d3 PCs.

Blue Kobolds (1-4): Init +1; Atk tiny sword -2 melee (1d4-1); AC 11; HD 1d4-1; hp 2 each; MV 20'; Act 1d20; SV Fort -2, Ref +0, Will -2; AL N.

Searching for a way back to their own cavernous underground world, they believe a great hero ("The Titanus") will rescue them. One random PC is hailed as The Titanus, and the kobolds follow him without question. Each time blue kobolds are encountered, another PC is hailed as The

Titanus. Factions and schisms develop, becoming outright war at the worst possible moment.

Jane Johnson: Init +3; Atk none; AC 13; HD 1d4; hp 2; MV 30'; Act 1d20; SV Fort +0, Ref +3, Will +0; AL N.

An 8-year-old girl from 1975 Lake Geneva, Wisconsin. She cries, loudly proclaiming, "It's not fair!" or tries to run away during encounters. Whenever both a lawful character and Jane Johnson survive an encounter together, the character gains +1 Luck (18 max). A chaotic character killing Jane Johnson gains +1d7 Luck (18 max). Both lawful and chaotic characters know this instinctively.

Platoon Troopers (1-3): Init +0; Atk plasma rifle +1 ranged (2d6); AC 16; HD 1d8; hp 5 each; MV 30'; Act 1d20; SV Fort +3, Ref +1, Will +1; AL L.

Future humans who believe that they are dealing with an alien incursion on a generation starship circa 2475. Separated from their platoon and their commander, "Sarge," they are nervous and trigger-happy.

Molecular-Bond Armor: +6 AC bonus, -1 check penalty, no speed reduction, d8 fumble die. Armor only fits humans, and its molecular cohesion breaks down easily in the Hypercube, falling apart after being worn through the next dimensional portal.

Plasma Rifle: 2d6 damage, range 50/100/1,000, priceless. The rifle has three charges left. On an attack roll of natural "1", the rifle explodes and does 2d6 damage in a 10' radius.

Rhinorcs (1-5): Init +1; Atk horn +1 melee (1d4) or short sword +1 melee (1d6); AC 11; HD 1d8+1; hp 6 each; MV 30'; Act 1d20; SV Fort +2, Ref +0, Will -1; AL C.

These blue-green humanoid rhinoceroses with short swords immediately demand tribute. Each PC giving them something - any coin or piece of equipment - averts combat. Rhinorcs are stupid and easily tricked.

Violet Goblins (1-3): Init -1; Atk bite -1 melee (1d3) or dagger -1 melee (1d4); AC 10; HD 1d6-1; hp 3 each; MV 20'; Act 1d20; SP infravision; SV Fort -2, Ref +1, Will -2; AL L.

These violaceous demi-humans are on a pilgrimage to convert others to the worship of Ulesh, the goblin god of peace. If even one PC makes a vow of peace before the gods, the violet goblins depart tranquilly. If not, they seek to kill the group, as this will prevent the group's participation in future violence. A PC making this vow must make a DC 10 Will save or lose 1d3 Luck the first time it is broken.

Violet Goblin Special Equipment: Results for die rolls 25-30 in entry 2 in Table 1-1. Each item is unique.

Scroll of Magic Missile: Found in a lead scroll case and signed by Mytus the Mad. There are seven copies of the spell, cast using 1d14 (scroll property). If the spell check result indicates that the spell is lost, one of the copies disappears from the scroll. When the last copy fades, the scroll is consumed in emerald flames.

Sticky Stick: A coal-black rod 3' long, when the Sticky Stick is grasped it cannot be put down. The Sticky Stick drops if the character dies, exits a door, or makes an oath of peace with the violet goblins. Rhinorcs love the Sticky Stick, and demand it as tribute if they see it. It can be used as a weapon for 1d3 damage.

The Raven King Card: The PC carrying this arcane ivory card depicting a Raven King can use it to recover to his full hit points and health, even after he would have been killed by damage, poison, or something similar. After use, the Raven King Card teleports away, possibly to another room of the Hypercube, if the judge so desires.

Exit Doors: All doors must be opened using the method described above. Any PC exiting through a door drags the rest of the quantum entangled party along with him or her. East Exit(s) leads to **Area 1-3**; West Exit(s) leads to **Area 1-2**; North Exit and South Exit (originally the entrance) both lead to **Area 1-4**.

THE ALTAR OF CHAOS

Area 1-2 — The Altar of Chaos: *Upon entering the chamber, the first thing that catches your eyes are the thousands of moving points of polychromatic light that fill this misty room like wandering stars. In an Escheresque display of 4-dimensional engineering, impossible stairs, ramps, and bridges criss-cross the space before you — some are upside-down and many run at incongruous angles to the polished stone balcony on which you are standing. These 4-dimensional walkways seem to lead to three other balconies in the room that each host circular doors.*

There is an iron bridge that leads directly from where you stand to a dais suspended in the middle of the room from spiked iron chains. On the dais sits an altar, above which is a slowly spinning face that reflects the many beams of light that fly about the room. Silver globes rest on the railings and banisters of the walkways, further reflecting dazzling lights across the maddening and scintillating chamber.

The dais is a 30' diameter circular platform 50' distant from the balcony where the PCs entered. It's suspended in the middle of the room by a series of heavy iron chains that come from the walls and ceiling. There are 3 other doors that are equidistant from the dais, connected by a series of seemingly random bridges and gangways.

Floors and Stairs: The architecture of the room appears to change when viewed from different perspectives, and many of the stairs and bridges are optical or even magical illusions. The spinning disco-like lighting and fog only add to the confusion, making navigation to the other doors a dizzying and dangerous prospect. There are 10' x 20' stone platforms before each of the other doors, with each crossing span to those doors appearing to be 10' wide.

Navigating the room is best accomplished abstractly. The clearest apparent path is an iron bridge that leads directly to the suspended altar dais. If the PCs decide to head to a exit door instead, they will quickly discover that the pathways may not be what they seem. Stairs could actually be

ramps, bridges may actually be pillars, gangways actually empty spans, and so on. Some pathways are even real. No matter which way they head, whoever is leading the party should roll a d20 + their Luck modifier on Table 1-2A: Bridges, Stairs, and Gangways, for every 25 feet the party moves. It takes two 25' move actions (or 1 round) to reach any specific part of the room, be it a door or the altar.

Table 1-2A: Bridges, Stairs, and Gangways

Roll d20 + Luck mod	Pathway Result
1 or less	Span is an illusion. The first rank must make a DC 10 Ref save or fall off the span. Falling PCs spiral downward into the 4-dimensional matrix of the room, exiting on another plane of existence, never to be seen again. (This counts as a PC death for tournament purposes.)
2-8	While crossing this span, an unlucky PC (lowest Luck score at the table) glances at a mirror globe and 1d3 mirror people duplicates of that PC flash into existence. They immediately attack.
9-12	Span is a false path! The PCs encounter a wall, obstructing set of pillars, or dead end. The PCs must backtrack..
13-15	Dimension Hoppers: Roll 1d2: (1) 1d3 Platoon Troopers; (2) Jane Johnson. Treat subsequent rolls of the same alien as "no encounter".
16+	This span connects to a door and platform, but not the one the PCs intended (choose alternate door at random). The PCs may back-track and try again to reach their original destination, or follow the new way.

Mirror globes: Each span across the room has several globes attached to it, each tiled with mirrors like a disco ball. Any PCs that inspect a mirror globe will see multiple reflections of themselves, and with a flash and spray of sparkling light, 1d3 copies of that PC will appear and attack. Pay close attention to the number of PCs that declare they're searching or inspecting the globes, for each will also summon mirror people.

After discovering the nature of the mirror globes, PCs may declare that they are intentionally averting their eyes to avoid looking at the globes. Doing so will prevent any further summoning of mirror duplicates, but this will also cause the party leader a -4 penalty for rolls on Table 1-2A: Bridges, Stairs, and Gangways.

Mirror People: Mirror people appear to be identical to the PC who summoned them in every way. Each duplicate is essentially a mindless 4-dimensional reflection of the PC, and each duplicate will attack the duplicated PC (and each other) randomly. The duplicates simultaneously copy any movement or sound that the summoning PC makes. This means that in the chaos of combat, it will be impossible for other PCs to distinguish between friend and foe.

When a mirror copy is defeated, it explodes in a shower of mirrored shards. If the original PC dies, all surviving duplicates will move to attack the rest of the party.

Mirror People (1d5): Init +0; Atk +1 melee PC's weapon (1d4); AC 11; HD 1d4; hp 2 each; MV 30'; Act 1d20; SV Fort +1, Ref +1, Will +1; AL C.

Altar of Chaos: In the center of the room is the Altar of Chaos. Various candles randomly cover the table. They all gleam brighter than they should, with their illumination focused on the spinning mask floating above the altar.

Mytus' Mirror Mask: The mask appears as a glimmering theater mask (that vaguely resembles Mytus the Mad) with a frown on one half, and a smile on the other. It is covered in meticulous slivers of mirrored glass. If donned, it allows the wearer to invoke the Lord of Chaos, Eriaku. If deemed worthy, the subject may be granted spellcasting powers (see Granted Powers below). Upon donning the mask, the PC will break out in maniacal laughter, very aware of his or her newly attained powers. Each time a PC dons the mask, that PC must make a d20 + Luck modifier roll on Table 1-2B: Donning the Mirror Mask of Mytus. If the mask's wearer is killed, or if a power result is lost, the mask teleports back to the altar, where another PC may attempt to don the mask. After three failed attempts to don the mask, it teleports back to the altar and is protected by an impenetrable sphere of prismatic colors.

If a PC dies while wearing the mask in a room outside of The Altar of Chaos (Area 1-2), the mask will still teleport back to the altar.

Table 1-2B: Donning the Mirror Mask of Mytus

Roll d20 + Luck mod	Mask Result
1 or less	This vessel is considered unworthy! The mask explodes in a spray of broken glass and the wearer suffers 1d6 damage. Anyone within 10 feet of the victim suffers 1d4 hp damage (DC 10 Ref save to avoid). The mask will materialize back on the altar immediately thereafter.
2-11	The bearer is denied! The mask tears from the face of the would-be wearer, who suffers 1d4 damage as it immediately teleports back to the altar. The would-be bearer, if he or she survives, suffers a minor corruption (see page 116, DCC RPG rulebook).
12-13	This one's mettle shall be tested! The wearer has made contact with one of Mytus' demonic allies and shall be tested. The masked PC will be granted access to 1 spell from the Granted Powers list below, chosen at random.
14-17	You may be of value! The wearer is considered a potential pawn in the eternal struggle. The PC may also be able to cast 1d2 spells from the Granted Powers list below, chosen at random.
18-19	Interesting... The wearer is looked upon in some regard. Brother demons to Eriaku will assist the wearer in the form of secrets whispered in his ear; this will increase the PC's Intelligence checks by +2, including spell checks. The PC may also cast 1d3 spells from the Granted Powers list below, player's choice.
20+	The chosen one! The wearer is seen for their great potential (whether it's real or not). The spirit of Mytus himself will assist the wearer in the form of secrets whispered in the bearer's ear; this will increase the PC's Intelligence checks by +4, including spell checks. The PC may also cast any spells from the Granted Powers list below.

Granted Powers: These powers are patron spells and will give a good taste of what it's like to cast spells in DCC RPG (for better or worse). Spellcasting is performed as normal: a d20 modified by Intelligence. Any taint should use the ap-

propriate patron's taint. Any spell that is lost immediately causes Mytus' Mirror Mask to tear from the face of the unworthy bearer, causing 1d4 points damage. The mask will then teleport back to the altar.

Roll 1d6: (1-2) *Bobugbubilz's Tadpole Transformation* (page 325, DCC RPG rulebook), (3-4) *Azi Dahaka's Snake Trick* (page 333, DCC RPG rulebook), (5-6) *Sezrekan's Sequester* (page 339, DCC RPG rulebook).

Exit Doors: All doors remain locked and impenetrable until Mytus' Mirror Mask has been donned for the first time. Any PC exiting through a door drags the rest of the quantum entangled party along with him or her. North Exit leads to **Area 1-4**; South Exit leads to **Area 1-1**; East and West Exits both lead to **Area 1-3**.

THE VAULT OF FOOLS

Area 1-3 — The Vault of Fools: *The walls of this dank chamber are made of rough stone and the entire area is dimly lit by the amber glow of multitudinous flickering candles. Each of the hundreds of differing candles are carved in the shapes of heroic adventurers in various fighting poses, each arranged in niches roughly carved into the eastern and western walls. The stone of the south wall has been chiseled into an enormous relief sculpture of the face of Mytus the Mad. The grey granite eyes in the bearded stone relief seem to eerily follow you as you move about the chamber. The nose is carved out of a bulbous rock outcropping, and beads of a viscous, ochre slime slowly drip from its right nostril. The stone on the northern wall is covered in plaster, with an elaborate series of frescoes depicting scenes of grotesque creatures and arcane battles. There are circular metal doors on each of the four walls.*

In the southwestern corner of the room, a carved recess holds an 18-inch tall glass globe with a metal stopper positioned at the top. The metal stopper is inscribed with a few words in the ancient tongue of Morr. Inside the globe, you see an amber-colored cloud of sparking mist. You also quickly notice that there is a small jeweled clockwork butterfly flitting gracefully around the room.

Wall frescoes: Similar to Egyptian tomb paintings, these elaborate and colorful frescoes show scenes of Mytus the Mad vanquishing foes in wizardly combat, conjuring demons, and bending space and time. In one particularly gruesome scene, there is a depiction of Mytus cutting off his own left hand and replacing it with the withered claw of a demon.

Soul Candles/Slime Avatars: The candles range from 6 to 9 inches in height and imprison the souls of stout adventurers that have died in the Vault of Fools. If a candle is blown out, the PCs hear a deep, aqueous gurgling, immediately followed by the squelching noise of the nose of the relief sculpture excreting a life-sized slime avatar resembling the adventurer represented by the candle. Any slime avatars so created will immediately attack the party. If a snuffed-out candle is re-lit — which takes one round assuming the PC has the necessary equipment — the slime avatar will melt into a puddle of harmless, gelatinous goo.

Judge's note: When a PC dies in this room, have each player roll a DC 15 INT check; anyone who succeeds notices that a new candle in the form of the just-deceased PC has suddenly been added to the collection of Soul Candles.

Slime Avatar: Init -2; Atk weapon +1 melee (1d4); AC 12; HD 1d8; MV 20'; Act 1d20; SP will dissolve if their candle is re-lit; SV Fort +2, Ref -1, Will +2; AL C

Clockwork Butterfly/Chupacabra: The bejeweled clockwork butterfly is in fact a finely constructed arcane prison for a demonic Chupacabra that once incurred The Mad One's wrath. As an added layer of torment for the imprisoned Chupacabra, the mechanical butterfly is physically incapable of snuffing out candles on its own, and the trapped demon inside is under a geas that prevents it from willingly coming into contact with any living being. Thus, the Clockwork Butterfly/Chupacabra will attempt to taunt the PCs by flying tantalizingly about the room, but always avoiding contact at the last second. Any successful melee, missile, or grappling strike by a PC against the butterfly will free the minor demon inside.

Once freed, the Chupacabra will avoid combat and begin scampering around the chamber, grabbing candles from the ledges and blowing them out to create slime avatars. The demonic Chupacabra is wiry and quick, making it very difficult to hit. The Chupacabra can blow out 2 candles per round until it is slain.

Clockwork Butterfly: Init +2' Atk none; AC 15; HD 0; hp1; MV 30' (flying); Act d20; SP no saving throws, any touch destroys; AL C

Chupacabra: Init +2; Atk bite +1 melee (1d6); AC 15; HD 1d8; hp 6; MV 30'; Act 1d20; SV Fort +1, Ref +3, Will +1; AL C

The Glass Globe and The Malleable Soul Cloud: The stoppered glass globe contains an amber cloud of malleable souls – personalities so weak, they were not deemed worthy enough to be transformed into soul candles. The ancient inscription on the metal stopper is a proscription forbidding demons to open and consume the contents (give any PC with a literate occupation a chance to read the ancient Morr script; DC 15 INT check).

If the stopper is removed, it will release the Malleable Soul Cloud. Once released, the soul cloud will start wreaking havoc until controlled by the Demonic Claw of Influence or destroyed. The uncontrolled soul cloud randomly blows out 1d3 candles per turn (thus creating more slime avatars) or randomly bumps into PCs as an attack. A successful attack by the soul cloud does no damage but taints the victim with visions of the soul's final moments in their mortal form (e.g., the PC will temporarily think they're about to be engulfed in flames, or smote by the killing blow of a heinous beast-man). PCs tainted in this way lose their action for 1 round.

Assuming no one breaks the glass globe, a PC wielding it can attempt to re-capture the Malleable Soul Cloud by suc-

cessfully hitting it with the globe.

Malleable Soul Cloud: Init +2; Atk slam +2 melee (confusion, lose action for 1 round while suffering from visions of impending death); AC 12; HD 2d8; hp 9; MV 30'; Act 1d20; SP half damage from non-area attacks, vulnerable to fire; SV Fort +2, Ref +2, Will +2; AL N; Crit Table M/d8.

The Stone Face of Mytus the Mad: The far wall is dominated by the 9' tall stone carving of the face of Mytus the Mad, complete with glaring eyes and a dripping nose. The flinty eyes, while disconcerting, are harmless. PCs searching the dripping right nostril are rewarded with handfuls of viscous slime. Those reaching into the left nostril discover the *Demonic Claw of Influence*. As the PCs pull the macabre appendage from the nose, they will notice that all of the candles briefly start flickering in unison and the cloud in the glass globe begins to swirl violently.

The Demonic Claw of Influence: This arcane object is a leathery, desiccated claw which was amputated centuries ago from a demonic adversary of The Mad One. The demon hand once had five digits, but only three remain – the other two having been snapped off some time in the past. Anyone holding the claw will immediately know its power. By hacking off his or her own own hand (an automatic 2 hit points of damage) and attaching the demonic claw on the bloody stump, the host will have the power to control the Malleable Soul Cloud via single word commands ("attack", "flee", "begone"). The enchantment is activated by snapping off a digit. The Demonic Claw of Influence also works as a *Word of Command* spell (page 268, DCC RPG rulebook) on opponents. The wielder uses a d20+5 spell check when using this power. As there are only three "fingers" left on the claw, this hand may only be used 3 times. If a PC survives the "surgery," the doors to the room immediately unlock.

Exit Doors: All doors remain locked and impenetrable until a PC attaches The Demonic Claw of Influence to his or her arm for the first time. If the players do not think to search the carved face's nostrils, the judge should entice them by having the Clockwork Butterfly or Chupacabra fly or reach into the nostrils looking for "something."

Any PC exiting through a door drags the rest of the quantum entangled party along with him or her. North Exit leads to **Area 1-4**; South Exit leads to **Area 1-1**; East and West Exits both lead to **Area 1-2**.

THE METAMORPHIC MENAGERIE

Area 1-4 — The Metamorphic Menagerie: *The rectangular room before you is bathed in a pale, sickly light, like moonlight reflected on turgid waters. There are circular metal doors on each of the four walls (including the one you just passed through), and two more circular metal doors – one embedded in the the floor, and the other at the top of a long chain-link ladder in the ceiling. All of the doors are covered by an impenetrable polychromatic field of shifting rainbow hues.*

At the center of the room, stone steps lead up to a wide dais and a broad, circular divan. In each of the room's four corners, a column of blue light pulses faintly, and within each floats a disembodied brain cradled in a fluid-filled cylinder. In two of the columns, the brains are not alone — below them float tortured, human-like forms. These forms wrench about in apparent agony, silent though it may be, and with each convulsion, their features shift, with each body growing various inhuman features. You see bat wings sprout on one figure, which then grows serpent's scales, while the other grows beast's claws and monstrous fangs. As each apparently random feature warps the body it appears on, the monstrous feature is then torn from the body and dragged downward into the bases of the transparent cylinders of light, where they vanish.

A figure clad in black robes that seem to drink in all light stands up from his seat on the divan. Its form is basically human, but its head is comprised of a small ebony sphere bisected by a broad, jagged triangle at an awkward angle. This black-robed figure seems to exist in multiple dimensions, as his slightest movement causes his form to strobe in rainbow-colored fragments. The alien creature gives you a sweeping gesture as it asks in warm, clear tones: "I assume you have come about the vacancies?"

The Incarnomatrixes: The beams of light are Incarnomatrixes designed to warp mortal flesh into arcane material components required for magical research — be they manticores or medusa tears. After harvesting the components from the flesh, the Incarnomatrix then forcibly removes the would-be components from their hosts and sends them to some time-lost laboratory. The resulting horrific residue of such transformations are the Polymorphic Chimerae (see below).

The Dreaming Brains: The Incarnomatrixes are controlled by the disembodied brains — the sad remains of former acolytes that disappointed their master, Mytus the Mad. The brains float inside the shafts of light. The brains act as living computers, and their primary task is to dream up the

nightmare mutations that then manifest in the bodies of the Incarnomatrixes's victims.

The Curator: The being standing atop the dais is an artificial construct fabricated from 4-dimensional negamatter that Mytus brought back from a higher dying universe in its final convulsions. The Curator is charged with the maintenance of this chamber, which serves The Mad One by creating rare and dangerous spell components and unknown arcane substances. Fulfilling his programmed duties centuries after the death of Mytus the Mad, The Curator continues to create and send the results of the Incarnomatrixes to a laboratory that no longer exists, as this room was torn away from the Hypercube millennia ago by a collision with a dark star.

Because The Curator is composed of 4-dimensional negamatter, attacks made by anything not comprised of metal (or magic) pass harmlessly through him.

Once the PCs enter the room, The Curator tries to convince at least two of them to occupy the two vacant Incarnomatrixes, promising "splendid agony" and "gloriously ceaseless torment" if they assent. Should they resist, he will attempt to push them into any vacant Incarnomatrixes using his Force Repulsion attack (see below). Once inside the light of an Incarnomatrix, a character is acted upon by its stasis field and must make a DC 12 Will save each round or be unable to act. PCs failing their saves come under the influence of the Dreaming Brain above them and cannot be freed until it is destroyed or they succeed in a subsequent Will save. Furthermore, each round that a PC spends inside the Incarnomatrix, he or she gains a Metamorphic Mutation (see Table 1-4: Metamorphic Mutations). Attempts by other members of the party to reach into an Incarnomatrix to rescue a trapped PC will likewise cause them to be drawn into it and suffer its effects.

If the PCs attack The Curator, the Dreaming Brains direct the Polymorphic Chimerae to counterattack. Though the

Table 1-4: Metamorphic Mutations

Roll 1d14	Creature (descriptors)	Mutation/Attack	Movement
1	Manticore (leonine, spines, bat-winged)	Projectile spines +2 ranged (1d6)	30' flight
2	Dragon (scaly, serpentine, winged)	Flame breath (1d5+1 fire damage in 10'x10' area; DC 12 Ref save for half)	30' flight
3	Gorgon (bovine, scaly, horned)	Petrification breath (DC 11 Fort save or petrification)	40' charge
4	Brain Flenser (humanoid, squid-faced, rubbery-skinned)	Mind blast (DC 10 Will save or 1d7 psychic damage)	30' walk
5	Eye Tyrant (spherical, many-eyed, fleshy)	Eye rays +1 ranged (1d4); Action dice 2d20	20' levitation
6	Troll (humanoid, leathery, long-nosed)	Claw +2 melee (1d4); SP regenerate 2 hp/round	30' walk
7	Unicorn (equine, horned, cloven-hooved)	Horn +3 melee (1d5)	40' charge
8	Owlbear (massive, beaked, fur & feathers)	Claw +1 melee (1d4); Action dice 2d20; SP hug (1d5, both claws must hit the same target)	30' walk
9	Tyrannosaur (bipedal, scaly, huge-mawed)	Bite +1 melee (1d7)	35' charge
10	Naga (serpentine, scaly, man-faced)	Constrict (1d5 Stamina damage; DC 10 Fort save for half)	30' slither
11	Eel mermaid (piscine, humanoid, scaly)	Shock +2 melee (1d5; DC 11 Fort save for half)	10' flounder
12	Harpy (avian, feathered, alluring)	Siren song (DC 13 Will save or immobilized)	40' flight
13	Griffin (leonine, avian, winged)	Claw +2 melee (1d4), bite +1 melee (1d6); Action dice 2d20	30' flight
14	Tentacle beast (octopoid, rubbery, sinuous)	Grab +3 melee (1d3; DC 10 Ref save for grappled)	20' slither

chimerae are quite lethal, they are instructed to keep at least two PCs alive to become future companions in their endless torture. Though The Curator is incapable of inflicting damage directly, he will coordinate with the chimerae to trap PCs in the Incarnomatrixes.

The Curator: Init +2; Atk force repulsion (30' range, no damage, Fort save vs. attack DC or be pushed 1d3x10 feet); AC 14; HD 3d8, hp 13; MV 30'; Act 1d20; SP untouchable except by metal or magic; SV Fort +3, Ref +1, Will +5; AL N.

The Dreaming Brains: Init +0; Atk none; AC 9; HD 1d6; 4 hp each; MV none; Act none; SP Warp Chimera (see Table 1-4); SV Fort +5, Ref -3, Will +5; AL N.

Polymorphic Chimerae (x2) : Init +0; Atk (see Table 1-4); AC 9; HD 4d6; 17 hp each; MV (see table 4-1); Act 1d20 (or more, see Table 1-4); SP Metamorphic Mutations (see Table 1-4); SV Fort +3, Ref +2, Will -2; AL C.

Each round, on the turn of the Dreaming Brains, roll once for each Polymorphic Chimera still alive and each PC who has been forced into an Incarnomatrix to determine how their bodies will be warped by the Brains' nightmares. PCs in the Incarnomatrixes who make a DC 8 Fort save during this round survive the process, and gain features of one of the mythic creatures and strange beasts that Mytus the Mad encountered on his wanderings throughout the multiverse. A failed Fort save results in 1d6 damage as their body is mangled in error during the transmutation process. Judges are encouraged to describe the transformations into these forms in detail, and a few key descriptors have been included to help them do so.

Exits: The doors become unlocked once a PC dispatches the Curator, which removes the negamatter field barrier that covers them. Any PC exiting through a door drags the rest of the quantum entangled party along with him or her. North and South Exits both lead to **Area 1-1**; East Exit leads to **Area 1-3**; West Exit leads to **Area 1-2**; Ceiling Exit leads to **Area 1-5**; Floor Exit leads to **Area 1-6**.

THE BIBLIOTECA DEMENTIA

Area 1-5 — Biblioteca Dementia: *You are surprised to find yourself in an ancient but well-appointed library. Eight stately wooden staircases spiral to the top of tall, crowded bookshelves that dominate the room. The four sets of intricately carved wooden shelves line each wall of the library, all bursting with ancient, dusty librams, folios, and tomes. Carvings of concentric circles decorate the paneled ceiling 35' overhead and the floor at your feet. An iron chandelier holding nine lanterns with citrine-hued globes hangs by a thick chain shining a warm but unnatural light.*

There are but two portals granting access to the room: the one you came in by and the one opposite that on the ceiling/floor (depending upon which entrance the PCs used). You notice a series of carvings on each depicts arcane scribes and scholars hard at work. A spiraling floor-to-ceiling wooden staircase joins them.

Short, waist-high walls surround an elevated desk at the center of the room. A polished study table sits in front of the desk sur-

rounded by equally well-cared for chairs. A finely dressed, frail man with silver-white hair pores over a leather bound ledger. He dabs an azure-colored quill into a bottle of ink and marks the ledger. "Greetings, visitors! Welcome to the Biblioteca Dementia. Examine what you wish, but harm nothing. When you wish to leave this chamber, complete the challenges of the two books before you." With a sweeping motion of his hand, two books, one red and the other blue, appear on the study table.

The Library: While the Biblioteca Dementia assumes the appearance of an immaculately cared-for library, all of it — including the Librarian — is a well-crafted illusion. The judge should continue to describe the room as outlined above, unless the PCs take any special or extraordinary actions to investigate the room (such as burning a point of Luck or testing appearances by banging on things). At the judge's discretion, make a roll on Table 1-5A below and suddenly describe what is seen according to the result rolled. It is entirely appropriate for the judge to describe a feature one way and in the next sentence describe it as normally seen again.

Table 1-5A: Glimpses Through the Illusions

Roll 1d5	Truth Glimpsed Through the Illusion
1	The clothes of the Librarian are dingy and threadbare.
2	The bookshelf ends are layered in dust covering visages of screaming human faces.
3	The chandelier is bent and twisted unnaturally, and the light they give off is actually blood-red.
4	A thick layer of cobwebs cover the ceiling, draping down to the chandelier.
5	The Librarian's right eye has rotted out and his face is missing chunks of skin, revealing bare skull.

The Librarian: The Librarian is a former Hypercube explorer cursed with the custodial duties of the Library. After conjuring the books, the librarian returns to writing and ignores any additional questions or comments. If the PCs threaten the librarian, enter the desk area, or cause any harm to the library, he attacks the offending PCs.

The Librarian will continue to attack until any offending PCs are dead, at which time the Librarian will calmly resume writing. If the Librarian is slain, his curse is transferred to the character that killed him, who becomes the new Librarian, with the same stats and directives as the previous Librarian. Note: The player may continue to play as the new Librarian, but for purposes of the tournament this event counts as a PC death.

The Librarian: Init +2; Atk claw +1 melee (1d4) or chill ray +2 ranged (1d6, no save; 15' range); AC 11; HD 2d8; hp 14; MV 30'; Act 2d20; SP swift (2 actions per round), curse (upon death, PC who administered killing blow becomes the next Librarian); SV Fort +4, Ref +1, Will +2; AL C.

Exploring the Book Stacks: The wealth of information in the stacks of Mytus' Library is well protected. Trapped books dominate the shelves unless words of dismissal are spoken by the Librarian. Without such words, the wards at each exit destroys the writing in any books carried outside

the Library. Also among the books are short-lived arcane boons which grant effects that only last while the PC remains in the room, unless otherwise noted.

The Librarian allows characters to explore the stacks of books and the conjured red and blue books on the table, and only reacts aggressively if characters attempt to harm the books or library. When a character opens a book from a shelf, use the Table 1-5B below to determine the effect.

Table 1-5B: Effects of Opening Library Books

Roll 1d12	Book Effect
1	All illusions of the Library are revealed to the opener in a single confusing moment. The opener suffers insanity and now sees the other characters as writhing demons and seeks to kill them (DC 14 Will save to resist, effects last 1d3 rounds).
2	The opener becomes a tactical combat master. Attack die becomes a d24 while in the Library.
3	The book opens to the title page of <i>Dostoveska's Collection of Short Stories</i> . The book is a series of short stories about a girl growing up in a nearby mountain range.
4	A tremendous cacophony of human screams and grotesque images of a burning town fill the opener's mind. Roll a d10 plus Luck modifier on Table 5-4: Major Corruption (page 118, DCC RPG rulebook).
5	A flash of blue light shines from the open book. All within a 10' radius are healed for 1d4 hit points.
6	Strength courses through the opener's body. Gain Mighty Deeds of Arms ability (1d3). This effect is permanent.
7	A spellbook containing the following spells. 1st level: <i>Chill Touch</i> , <i>Magic Shield</i> , <i>Mending</i> , 2nd level: <i>Fire Resistance</i> , <i>Scare</i> . These spells may be cast directly from the book by any PC with an occupation skill of literacy, using a d16 action die.
8	The book cover explodes, sending splinters in all directions. Characters within 10' radius take 1d4 damage (DC 12 Reflex save for half damage).
9	The corruption of a horrid demon washes over the opener. Roll a d10 plus Luck modifier on Table 5-5: Greater Corruption (page 119, DCC RPG rulebook).
10	The opener has full (albeit temporary) understanding of the spell <i>Magic Missile</i> (treat as CL3; spell check +5). This knowledge is lost to the PC upon exiting the Library.
11	A whirling ball of blades, 6" in diameter, springs from the book and darts about the room. It targets the character with the lowest Luck. Blade Ball: Init +2; Atk blades +2 melee (1d4); AC 13; HD 1d8; hp 6; MV 40'; Act 1d20; SV Fort +2, Ref +1, Will +0; AL N.
12	Divine power flows from the book to the opener. PC's alignment is changed to chaotic, and he or she gains the Lay on Hands ability (CL3; spell check +4). This knowledge is lost upon exiting the Library.

Red Book: When this book is opened, the shelves creak and the books begin to move on the shelves, as a tremendous vortex of air encompasses the entire room. The PCs are whisked into the vortex unless they immediately grab something heavy, such as a study table, bookcase, or spiral staircase.

PCs swept up in the vortex will be struck by flying books each round for 1 hp of damage (DC 10 Reflex save avoids the damage). The red book must be recovered to end the

vortex's effects and restore the Library to order. A DC 10 Luck check is required to successfully navigate the vortex and "swim" through the air towards the book. The flying red book is AC 10.

Once retrieved, the wind disappears and the Library books return to the shelves in perfect order as if nothing had happened. The red book vanishes and one half of a key appears on the study table.

Blue Book: When this book is opened, the Library erupts in chaotic screams. Light from the chandelier begins flashing on and off in a strobe light effect. Screaming apparitions manifest that appear to be future versions of the PCs, aged and bearing signs of battle, such as missing limbs and great scars. The apparitions immediately attack the party.

Apparitions: Init +0; Atk chill touch +2 melee (1d4); AC 11; HD 1d4; hp 2; MV 30'; Act 1d20; SP un-dead; SV Fort +2, Ref +1, Will +1; AL C.

When the last apparition is killed, the chandelier light returns to its yellowish glow. The blue book is replaced by one half of a key.

Keys: The key halves can be snapped together to form a single key. Upon joining them an audible click is heard from all of the room's doors and a single keyhole appears in the center of each door. The key allows the party to exit through the door of their choice.

Exits: The exit doors cannot be opened without the key. Any PC exiting through a door drags the rest of the quantum entangled party along with him or her. Floor Exit leads to **Area 1-4**; Ceiling Exit leads to **Area 1-6**.

THE ARCANES ARSENAL

Area 1-6 — The Arcane Arsenal: *You see an ornate and brightly-lit hexagonal room with cathedral-like features including a vaulted ceiling, gold leaf embossed flying buttresses, and a complex six-pointed star pattern on the marble floor. The points of the star lead to six marble pedestals on which rest treasures to satiate desires far beyond your ken. Each item found upon a pedestal is unique, and all are spotlighted by radiant beams of light emanating from gems embedded in the ceiling. The arcane craftsmanship of these exquisite artifacts convinces you that they were once the cherished personal possessions of Mytus the Mad. In fact, you have the uncanny feeling that his presence is here with you in the arsenal, watching and waiting.*

The treasures assembled on the six pedestals include a black bastard sword, a golden staff with four gems at its head, a cloak with a collar containing six gold-embroidered eyes, a dull copper ring, a pair of fine leather boots, and a red gem the size of a robin's egg.

A chain-link ladder connects the circular door you entered to another just like it on the ceiling/floor (depending upon which entrance the PCs used).

Artifact Possession Roll: When an artifact from the Arcane Arsenal is touched, the item will immediately attempt to possess and command its wielder. The artifact and the PC

Table 1-6: The Arcane Arsenal of Mytus the Mad

Item	Personality	Personality Bonus	Possession Roll
Tarragon, Sword of Serpents	21	+5	d24+5
Staff of the Tetrad	18	+3	d20+3
Mantle of Manifold Sagacity	17	+2	d20+2
Ring of Hermetic Aegis	16	+2	d20+2
Boots of Aetheraltion	15	+1	d20+1
Eye of Myt	16	+2	d30+2

must then make opposed Personality checks, with the winner gaining control of the PC's body and the abilities of the magic item. Even when an item fails to possess a PC, it will still mentally urge the possessor to attack anyone else who has control of one or more of the other magic items, with an aim towards collecting them all.

Possession rolls are made just once per artifact, but always occur when a new artifact is acquired. If more than one item is acquired by the same character, both items add their Personality score bonuses together and make a new possession roll using the higher item's action die (see Table 1-6). A non-possessed PC may choose to return an artifact to its pedestal or not; a possessed PC will always seek out possession of the remaining artifacts.

The goal of each item is to be held or worn by whoever can control the largest number of items in the Arcane Arsenal. This process is part of a complex spell set up by The Mad One in order to regain a presence in the physical world.

Artifact Possession Personality Shifts and Effects:

One Artifact: A PC possessed by one item will begin to feel all-powerful, as the benefits and knowledge of that particular item flow through his body and mind.

Two Artifacts: Should a PC gain possession of two of the items simultaneously, that PC will suddenly claim to be the reincarnation of one of Mytus the Mad's former apprentices; roll d3: (1) Kira the Fair (female human), (2) Elementus the Bold (male human), or (3) Zarquon the High (male elf).

Three or more Artifacts: If a PC manages to gain three or more items, that PC will forevermore regard himself as the living incarnation of Mytus the Mad reborn. Note that it is possible for two characters to believe that they are the true Mytus the Mad at the same time.

If a single PC gains possession of all 6 items: Any character who gains possession, however briefly, of all 6 items, will have his body turned inside-out, and from this mass of writhing flesh and tissue will emerge Mytus the Mad, fully reborn. The resurrected Mad One will take a scant second or two to scoff at the assembled peasantry before departing in an inter-dimensional flash for the outer planes, leaving all concerned in a now-empty chamber. Note: This removes the PC from play, and counts as a PC death for purposes of the tournament.

Use Table 1-6 to adjudicate possession attempts by the artifacts. In what is sure to be a blood bath, use the following

guidelines to conduct the inevitable inter-party homicide.

When a PC is killed: Whenever a character possessing artifacts is slain, the artifacts are not harmed and drop to the floor for mere seconds before teleporting back to their original pedestals. A PC within melee range may grab a single dropped artifact before it teleports as a free action. If more than one fallen artifact is present, only one artifact per character in melee range may be obtained before all teleport back to their pedestals.

Spell Duels: The PCs (even one with the wizard's apprentice occupation) possess no knowledge of sophisticated magics, so spell duels may not be declared in this scenario.

Ending the scenario: With a high death toll and a steady influx of new players, it's possible for the party to get stuck in this room, stubbornly refusing to give up on ever being able to master these artifacts. You may, at your own discretion, simply allow each artifact to be taken a set number of times (1-3) before the lights projected from above changes from harmless illumination to invulnerable screens of force, preventing further attempts to obtain the artifacts.

Exits: Once the party has entered The Arcane Arsenal, both exits become wizard-locked until one of two conditions has been met: (1) All six artifacts come into the possession of a single PC, or (2) all six artifacts are returned to their pedestals and the party unanimously agrees to leave the artifacts unmolested. Any PC exiting through a door drags the rest of the quantum entangled party along with him or her. Floor Exit leads to **Area 1-5**; Ceiling Exit leads to **Area 1-4**.

ARCANE ARSENAL ARTIFACTS

Tarragon, Sword of Serpents: This sword requires an 18 Strength to wield effectively in combat. If the sword's Enhanced Strength power does not raise a PC's Strength to 18 the sword cannot be used as a weapon, but additional powers may still be accessed.

INT: 18; PERS: 21; Possession Roll: d24+5; Attack: +1d8 to hit + STR mod (if any); 2d12 damage +STR mod

Powers accessible when less than three artifacts are held:
Enhanced Strength (+4 STR)

Powers accessible when three or more artifacts are held:
Flame Brand (sword ignites in flame; inflicts additional 1d6 damage); *Regeneration* (regenerates 1 hit point per round).

Staff of the Tetrad: The staff causes air, fire, water, and earth-based spells directed at the wielder to fail outright

50% of the time, and adds +10 to saving throws against these type spells when they do not fail.

INT: 18; PERS: 18; Possession Roll: d20+3; Spellcheck on Staff Spells: d20+4

Powers accessible when less than three artifacts are held:
Flaming Hands

Powers accessible when three or more artifacts are held:
Invisible Companion; Scorching Ray; Turn to Stone

Mantle of Manifold Sagacity: When the hood of this cloak is raised, the wearer is granted perception-related powers.

INT: 18; PERS: 17; Possession Roll: d20+2; Spellcheck on Mantle Spells: d20+4

Powers accessible when less than three artifacts are held:
(+4 AC), *Detect Invisible*

Powers accessible when three or more artifacts are held:
Detect Evil; Detect Magic; Word of Command

Ring of Hermetic Aegis: The ring confers upon its wearer a high degree of protection against attacks both mundane and magical.

INT: 18; PERS: 16; Possession Roll: d20+2; Spellcheck on Ring Spells: d20+4

Powers accessible when less than three artifacts are held:
+4 AC; *Magic Shield*

Powers accessible when three or more artifacts are held:
Detect Evil; Detect Magic; Regeneration (+2 hit points per round)

Boots of Aetheration: These fine leather and gold-embroidered boots were made from the tanned hides of wink hounds, hence their ability to enable their wearer to walk where he pleases.

INT: 18; PERS: 15; Possession Roll: d20+1; Spellcheck on Boot Spells: d20+4

Powers accessible when less than three artifacts are held:
Displacement (+8 AC)

Powers accessible when three or more artifacts are held:
Haste, Planar Step (functions as a teleport, cannot leave Cube room)

Eye of Myt: When touched, this egg-sized blood-red gem will fly into the victim's left eye socket, gouging the wretch's own eye out in the process. The eye grants the user magically enhanced vision and the ability to kill others with but a glance.

INT: 18; PERS: 16; Possession Roll: d20+2; Spellcheck on Ring Spells: d20+4

Powers accessible when less than three artifacts are held:
Detect Invisible, Detect Evil

Powers accessible when three or more artifacts are held:
Death Ray (Reflex save vs. spellcheck or instant oblivion)

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