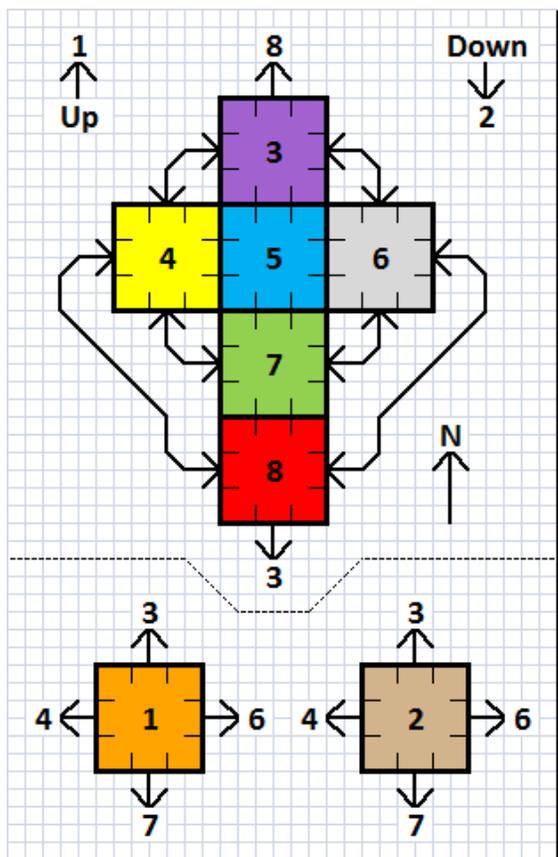


Tesseract Dungeon



Each room is a 30 foot x 30 foot by 30 foot cube. There is a 10 foot x 10 foot square hatch centered on each of the six sides of each cube, along with four buttons centered along each edge of the hatch. Pushing any of these buttons opens the hatch; a second push (from either side) closes the hatch.

Going up from Room 1 will go to Room 8, entering through the ceiling hatch. Going down from Room 1 will go to Room 5, entering from the ceiling hatch. Going up from Room 2 will go to Room 5, entering from the floor hatch. Going down from Room 2 will go to Room 8, entering from the floor hatch.

Please note that when entering another room, your orientation can change. The GM will need to carefully track both horizontal (north, south, east, west) and vertical (up and down) orientation changes.

Magical or technological devices that make use of higher-dimensional and/or extra-dimensional space will not function while within the tesseract. The sudden orientation/gravity changes can make flight within the tesseract very difficult. Likewise, no form of teleportation magic/technology works within.

This makes a good adventure for a new adventuring party to meet each other, when they all awaken in the tesseract with no memories of how they got there.



Room 1: The players awake in this room, with no memory of how they got there. The room is colored with an orange scheme. In one corner, there is an open three-dimensional representation of a tesseract, with each of the cubes having a place to place a small sphere. An orange sphere is placed in the top cube. Players that collect all of the spheres from all the rooms and place them within the model tesseract correctly will be teleported out of the tesseract...into another adventure. If the spheres are inserted incorrectly, they all teleport back to their respective rooms, and any dangers within those rooms are reset and/or resurrected. Nothing else notable is found in this room.

Room 2: This room is colored with a tan scheme. It contains 3 animated skeletons that attack those that enter it. One of the skeletons has a tan sphere embedded within its eye socket. At first glance, this resembles aged bone, giving the impression of a skeleton with no eye socket.

Room 3: This room is colored with a lavender scheme. It contains lush couches. If any character lies down on one of the couches, they are subject to a magical sleep spell that lasts 12 hours. They will awake feeling refreshed, but they will not be able to regain per day abilities from this sleep. If the characters rip apart the couches, one of them contains a purple sphere.

Room 4: This room is colored with a yellow scheme. Any sound made above a whisper in this room will lead to the release of a poisonous gas. As the gas floods the room, a bright yellow sphere will fall from the ceiling. Players will have to spend additional time in the gas to retrieve the sphere.

Room 5: This room is magically sealed, and filled with water. The magical seal prevents the water from flooding into the other rooms when door hatches are opened, but does not prevent characters from passing into and out of the room. The room also contains 2 very hungry sharks. In the belly of one of these sharks lies the blue sphere.

Room 6: This room is colored metallic grey. It is filled with all sorts of metal machine bits...gears and pulleys and chains and the like. A killer robot lies among the rubble, disguised as just another piece of junk. Unless disturbed, it ignores any who pass through the room. If the players do disturb it, it attacks with a circular saw and a small laser blaster. Once felled, an examination of it reveals that its power source seems to be a metallic sphere. Amongst all the metallic rubble, players may find hundreds of coins of various denominations.

Room 7: This room is covered in green plant life, even to the point of sustaining a small tree in the northwest corner. A dryad is linked to this tree, and will offer to cure minor injuries of any who give will bring water from room 5 to help sustain the tree. She also gives them the green sphere.

Room 8: This room is covered in red flames, and characters will take fire damage just for being in the room. A cunning devil lives here, and he offers the players the red orb if they will kill they dryad of room 7. However, if they perform this task, the sphere that he gives to them is a fake. If they attack him instead, he will burst into flames upon death and coalesce into the red sphere.

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