

THIS INSTALLMENT OF CUBE WORLD CONTAINS...

The Tracery—a unique area that can go inside a larger dungeon, and act as a “switching station” between other levels.

Dungeon Generator—A tool for quickly putting together a medium-sized dungeon, ideal for lonely places that have been abandoned and then taken over by monsters.

Lair of the She Jackal—A medium-sized dungeon made using the Dungeon Generator.

“Treasure” or an “\$” on these maps indicate roll once on the d1000 Random Treasure Table, which I’ve also attached.

THE TRACERY

The Tracery appears to be a dark space extending infinitely in every direction, with five levels of twisting paths suspended in mid air, controlled by a coven of spider-elves and their ally, Sovnya, one of the twelve medusa sisters.

It can be used in a larger dungeon as a dangerous place a party passes through to access different wings of the dungeon—levels 2-5 all lead to exits in different cardinal directions.

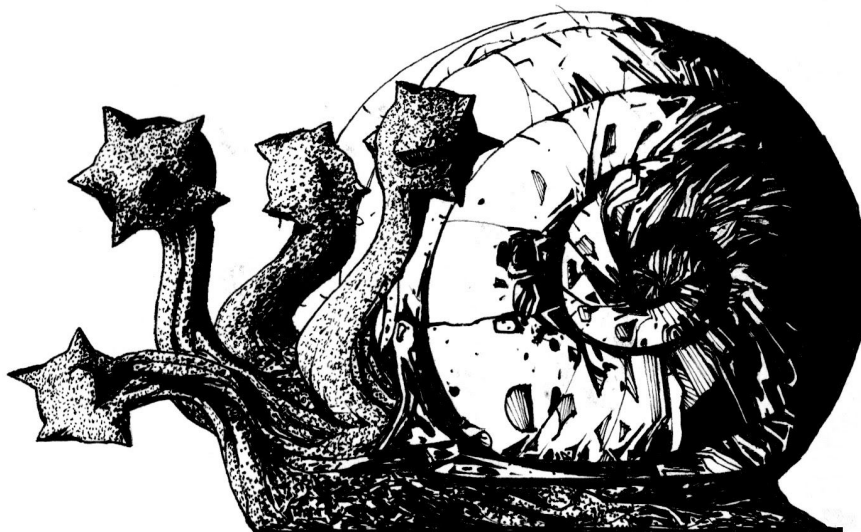
In the dungeon I run at home, this area is reached via the door in the cylindrical structure in the southeast corner of the Echo Chambers (see Cube World #2).

Payng attention to light sources is paramount when running this area: since it’s an open dark space—aside from the medusa’s home on the first (top) level—any light will attract attention and trigger an encounter roll. As usual, also roll encounters every ten minutes and if the party makes a lot of noise.

The 6 monsters illustrated in blue aren’t all sitting in those places all the time, that’s just where they start if they come up on the encounter dice. Note also—that starting position is just where they start east-west north-south, it doesn’t indicate what level they are on—if they come up on the encounter dice they always begin on the same level the players do.

Also note:

- The encounter table (top left) requires smaller dice the further down you go—chance of an encounter increases the further down the party goes
- Statues are the medusa’s victims
- Half of the dead bodies (“X” on the map) are humanoids with treasure
- If a creature slips on ice or snail slime or ends up in a web, roll another encounter immediately
- Each level is 20’ below the last



it's totally dark in here

LEVEL 5 - D5

HDHP ACK Damage

Medusa	Gaze: Save Or Be Petrified	8' to 15' +7 chain D8
She carries a torch	Sounya: Sister of Eshrigel, Thrace, Psathyrella and Moroschka, as well as Six Others. The other Creatures in the Tracery Fear her. Allied with the Spider-Elves.	
Lodestone Golem	Magnetic Fr. 60' 50' 40' 30' 20' 10' 5' Str. Or Pull: 3 10 12 15 16 18 20 It's 12' tall	10 50 20' 10' Punch D12
Ice Lizard	7' long Leaves ice where it walks. Save Or Fall	4 16 15 +4 Bite D8
Mourning Snail	8' High Immune to fire, Poison / Magic reflection Shell ↑	5 20 18 +5 D8, 5 Atks
Spider-Elves	Web (as Spell) at will / Darkness 2' / Climb (both) ← More than 3 Spider-Elves will include a Priestess (7th level Caster) Spells: Web (at will), Darkness 2' / Day Dancing Lights, Detect Magic, Forget, Sleep, Command, Faerie Fire, Know Alignment, Detect Lie, Dispel Magic, Suggestion She can also reanimate any dead bodies around & Control them. Typical reanimated Corpse:	4 16 15 +4 D6 Bw / Short sword
XORK	7' Tall Immune to elemental attacks except v. earth Eats Precious Metals, Speaks Common Trade Tongue and Goblin	7 28 17 +6 Claw D6 D4 +6 12 +1 claw d4 8' to 22' +8 4 atks: claw: d3/d3/d3 Bite: d4 x 6

This generator quickly makes medium-sized dungeons or dungeon levels representing forgotten places that have been taken over by strange new inhabitants.

The main idea is that areas of the dungeon are categorized according to how hard they are to get to:

- Green rooms are sparsely-populated “intro” rooms.
- Red rooms have traps
- Blue rooms are reached through secret doors
- Pink rooms begin to introduce more monsters
- Orange rooms reflect the “boss” monster’s taste in companions and furnishings
- Gray rooms are the hardest to reach, featuring the boss and things they value.

Within each area, results are randomly distributed, so there is a table of results for green rooms, one for orange rooms, two for red rooms (trap and trigger), etc. There are also five specific rooms (Pink 7, Orange 4, Orange 10, Gray 7 and Gray 2) which have their own special tables.

The given “flowchart” scheme of connecting rooms can be applied to a wide variety of actual dungeon layouts—the rooms can be big or small, round or rectilinear, you can spin the whole dungeon so that north is where south was, the green rooms can be literally on top of the pink rooms, etc. These kinds of manipulation are especially helpful when you want to use the generator more than once with the same game group. With a few simple changes, it’s pretty easy to hide your tracks.

I’ve provided a blank dungeon file that you can print out with an example of a dungeon layout that matches the scheme. You can write in your own entries on top of it.

The instructions for the generator are simple:



You can also add more features wherever you want.

I’ve labeled the Green rooms 2-16 so that you can roll 2d8 to pick rooms to add extra features to, which will tend to concentrate most features around the central set of rooms which lead to the (blue) secret and (red) trap rooms. I’ve also attached the “Novel Rooms To Throw In” generator from a previous Cube World if you need more ideas for fleshing out the dungeon. Like with any random generator, add your own ideas whenever you want.

If you see a monster you don’t recognize, you can google “dndwithpornstars” and the name of the monster.

I’m also gonna rewrite the green rooms because they’re kinda hard to read:

- 1-60
- 61-62 Ooze
- 63-64 Pit grub
- 65 Thornchild
- 66 Shriek Fungi
- 67 Shadow
- 68-69 Javelin snakes
- 70 Ooze Cube
- 71-73 Giant centipede
- 74-75 Corpse (roll treasure)
- 76-77 Wood to steel or vice-versa pool
- 78-79 Normal statues
- 80-82 Cowering thief
- 83-84 Murals of boss
- 85-86 Partial map
- 87-89 Corpse full of spiders
- 90-91 No floor (bottomless pit)
- 92-94 3 Pieces of a key (the last is somewhere else)
- 95-97 Stun rune (roll encounter when it happens)
- 98-00 Eviscerated corpse, nerve and sinew spread throughout like a web. Blocks passage. Cutting it acts as shriek fungi (i.e. its an alarm, roll another encounter)

1:60 Empty 76:77 Wood to steel/Vice Vortex
 61:62 Ooze 78:79 Normal Statues
 63:64 Pit Grub 80:82 Crawling Thief
 65 Thornchild 83:84 Murals of boss
 66 Shriek Fungi 85:86 Partial map
 67 Shadow 87:89 Corpse full of spiders
 68-69 Javelin Snakes 90:91 NO FLOOR
 70 Ooze Cube 92:94 3 Pieces of a key
 71:73 Giant Centipede 95:97 Stun rune
 74:75 CORPSE 98:100 Eviscerated Corpse



Contents Of Secret ROOMS



- T 1. Handle Nerve & sinew spread
- R 2. Rune Throughout like a
- 3. TripWire Web. Blocks Passage
- P Cutting it acts as shriek fungi
- T 4. stone in FLOOR
- R

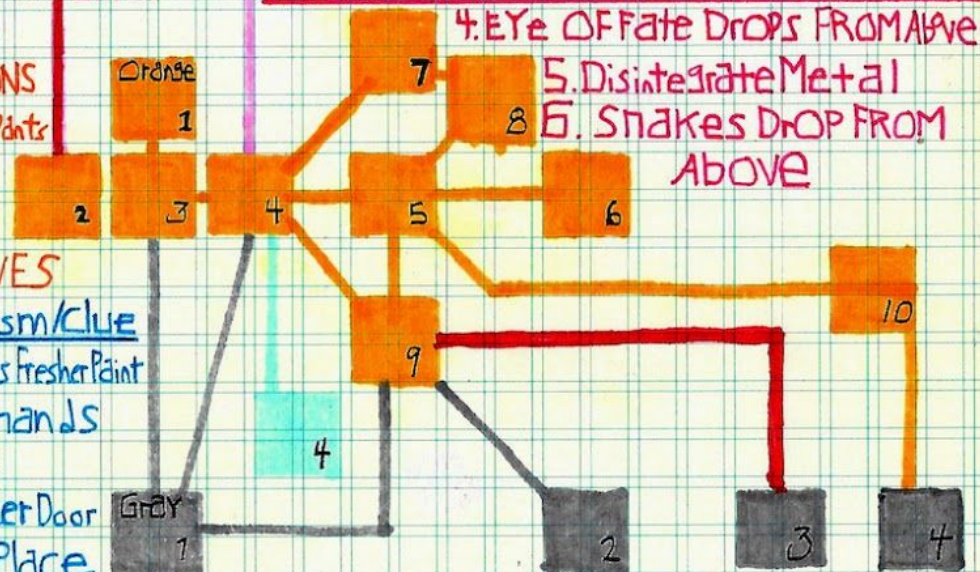
- 1. Troll
- 2. Minotaur
- 3. PerYon
- 4. Wave Of Lava Babies
- 5. Dinosaur (trapped)
- 6. ROOM ON FIRE
- 7. FLOODED ROOM
- 8. it's water from here to the end of the dungeon
- 9. ROOM FULL OF SCORPIONS
- 10. Crazy Enthralled Participants block the way
- 11. NO FLOOR
- 12. Webs + SPIDER ELVES



TRAP

- 1. Rusty Blade
- 2. Magnet
- 3. Pit

- 5. FLOODED w/ black water + Octopus
- 6. Rustbeasts eating treasure
- 7. Key TO Last ROOM
- 8. Drugs in bottles 9. Demon in Circle
- 10. shrine w/ 3000 gp. Offerings
- 1. statue golems 11. Floating Knives here
- 2. Mouth Mound 12. Magical Darkness
- 3. Gargoyles 13. Fountain Of Dust
- 4. Wizard w/ Goblins 14. Ooze Cubes from both sides
- 5. Vomiter 15. Pit grub eggs btwn You & the exit
- 6. Succubus (disguised) 16. Dark Creeper
- 7. Jackalmen 17. Corpse w/ rune trap tattoos & treasure
- 8. Mourning Snail 18. Chains up to ceiling, 100 ft up there
- 9. Doppelganger 19. Only Platforms to stand on
- 10. Disenchanter 20. Pendulum wrecking ball



Secret Door Mechanism/Clue

- 1. Door Part of Wall has fresher paint
- 2. Spread statue's hands
- 3. Moon in Mural spins
- 4. Spiders Crawl Under Door
- 5. Slide Mosaic into Place
- 6. Spin stone Calendar to Today's date
- 7. Sconces On Wall, One's a Door lever
- 8. Revolving scrape Mark in FLOOR

These 4 ROOMS HAVE THESE 4 ROLES/CONTENTS

- Boss: → / Treasure / Guarded / Prisoner (Guarded) / Trap
- 1. Naga 2. Lich 3. SPHINX 4. She-Jackal 5. subliminal MAN.
 - 6. Unicorn-headed Demon

Build a random encounter table based on what the dungeon's like Once it's built

7.

East WALL

1. is illusory
2. Conceals Treasure
3. Teleports YOU to Orange 10
4. Touching the wall caves in ceiling in random room every round

4.

HALL is...

1. BLOCKED
2. Greased
3. Mirrored
4. FLOODED
5. Webbed (as spell)
6. Full of Bodies
7. NO FLOOR
8. Alarm Spell

10.

Treasure Under:

1. FLOOR TILES
2. Guard
3. RUG
4. Fat Corpse
5. Green Slime
6. Painting

1.

East Door/West Door

1. Shrink/Grow
2. Cause/Cure Disease
3. Stir/Slake Desire
4. Kill/Resurrect

2.

Inscription: "if You enter this room You can never..."

1. Break an Oath
2. Marry
3. Bear Children
4. Be resurrected
5. Die by disease
6. Harm a Lizardman
7. Kill a King
8. Harm a Citizen of this Place

- Roll D100 for each Green room
- Roll D4 and D6 for each Red room
- Roll D8 and D12 for each blue room
- Assign BOSS (ROLL D6) to Gray room (ROLL D4) then treasure, Prisoner, trap
- Assign random Pink & Orange room contents until there's enough

Novel Rooms To Throw In

- 1-Floor Rotting Away
- 2-Undead in Crypt
- 3-Monster Corpse w/Vermin inside
- 4-Roll extra complication
- 5-Storage room
- 6-Careful, easily broken things
- 7-Kitchen/food storage
- 8-Laboratory
- 9-Exit/Monster/Gap/Entrance
- 10-Lever controls nearby room
- 11-Lost lunatic
- 12-Powerful magic item, guarded
- 13-Provision-destroying vermin or weird effect
- 14-Shooters on either side of passage
- 15-Corpse
- 16-One way window into prison cell
- 17-A battle was just fought here
- 18-Hole down to next level
- 19-Rubble or jnk
- 20-Library
- 21-Oven/Hearth/Forge
- 22-Evidence of scheme
- 23-Ambush from below
- 24-Rare substance or puzzle
- 25-Boring objects in suspicious isolation
- 26-Room is a trap
- 27-Cell or prison
- 28-Altar
- 29-Monster in mid-meal
- 30-Armory
- 31-Ominous Room
- 32-Dead edible monster
- 33-Monster/Caught in Trap
- 34-Pool
- 35-Same as nearest room
- 36-Trap makes it impossible to return how you came
- 37-Bedroom
- 38-Large broken device
- 39-Flooded
- 40-Trash/debris room
- 41-Guard room
- 42-Rotting stairwell
- 43-Safe, defensible room
- 44-Poison (1 dose)
- 45-Pillared hall
- 46-All monsters converge here
- 47-Stairwell
- 48-Floor rotting away secretly
- 49-Semi-accurate map of this place
- 50-Crypt
- 51-Key 50%

- 52-Must climb up or down 100' to next room
- 53-Battle in progress
- 54-Seems safe and defensible but is a trap
- 55-Monster making noise you can hear
- 56-Foe above in crow's nest shooting down
- 57-Feral version of intelligent monster or intelligent version of feral monster
- 58-NPCs hiding/harmless
- 59-Weird pool
- 60-Shriekers or other alarm system
- 61-Limited visibility smoke/dst/darkness spell/etc
- 62-Flame hazard if there's a fight
- 63-Sleeping monster
- 64-Colossal guardian monster
- 65-Weird effect room
- 66-Echoes from another room
- 67-Fountain
- 68-Whatever the PCs are looking for
- 69-Amazing treasure in every adjacent room, doors are locked
- 70-Art room/gallery
- 71-All entrances to here are concealed
- 72-Statues
- 73-Exit to surface/next level
- 74-Nursery: Eggs/Young
- 75-Traps everywhere but also treasure
- 76-Throne room-only one obvious entrance
- 77-Furniture w/healing potion
- 78-You can hear anything nearby here
- 79-Secret door here
- 80-Hiding monster/Ambush
- 81-Guard Room
- 82-False Treasure Trap
- 83-Bridge over chasm/channel
- 84-NPC party
- 85-Injured monster begs for mercy
- 86-Nearby creature alerted to your presence
- 87-Tar-like trap captures you, monster comes
- 88-Chute/Teleporter
- 89-Cursed Item
- 90-Clockwork Device (innocuous)
- 91-WC or other boring room
- 92-Zoo/captured creatures
- 93-Triggerable guardian creatures
- 94-Slippery floor (debris? caltrops? goo?)
- 95-Vermin-infested
- 96-Door locks behind you
- 97-Livestock/slaves
- 98-Sphinx/Oracle
- 99-Demon in circle or puzzle
- 00-Sluts (any gender or none)

Trap: Snakes drop from ceiling. Trigger: Handle Red 1

Nerve-spidered Corpse alarm * 5

Murals of the SHE-Jackal 3

★ Stairs Down 2

Corpse w/pack

Star ★ Charts On Ceiling calculation on walls 6

Revolving door Mark Flooded, Oct-1

Horned She-Jackal Library ★ 4

Stairs down to Next lvl 7

Treasure under Painting Pile of Lava Babies 10

unholy Water POOL 10

Nerve-spidered Corpse * 9

Pit Grub 8

Spin wheel to today's date

Demon in circle 1

Steel to Wood POOL 11

Glass to ice POOL 13

Wood to steel POOL 15

Orgy 6

Fountain of Dust

Flesh to stone POOL 14

Lantern Credits Living shadows 5

Secret Door 8

Summoning circle

Spin wheel to today's date

Trap on handle Rusty Blade Red 2

Chains UP to Ceiling (too) Treasure UP there 4

Treasure hid behind this wall

Rustbeast eating Coins 3

Magical darkness and Full of Floating knives 3

Room On Fire 2

Slide mosaic's eye into place into place Concupines 4

Room Choked w/corpses and scorpions 4

D8 Jackalmen

* Eviscerated Corpse, Nerve and Sinew Spread across the room like a web. Blocks the way. Breaking it activates an alarm

Collection of teeth taken from Victims 1

D6 Jackalmen ★ 3

Ancient tombs ★

Trap Shrink Grow 1

No Floor

Prisoner inscription: No one enters may kill 2

Treasure 3

Block 9

5

NO Encounter Giant Centipede

Living shadow 1 shadow per PC

Jackalman D4+1 Jackalmen

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.

LAIR OF THE SHE-JACKAL

Why is there a room choked with dead bodies and scorpions? Why is an octopus behind a secret door? Chalk it up to the bizarre rituals of the jackalmen and their queen--sometimes it's helpful to skimp on explanations so the whole dungeon fits on a page. This dungeon was originally made with the generator, features marked with a star were added after.

Chains up to ceiling Why is the ceiling 100' high here? Extradimensional space, that's why the She-Jackal likes this area. There's 3 rolls worth of treasure up there but there will be d6 Jackalmen waiting for you when you come down unless you climb all hundred feet in total silence.

Giant Centipede 2 and a half feet long

HD 3 HP 12 Speed 60' Armor 13 Morale 7 Attack +3 to hit d4hp plus save or take d12hp more from poison.

Horned She-Jackal She looks like a priestess in ancient middle-eastern robes other than the horned jackalhead and fur. If the fight goes against her she'll use Wall of Fog and Passwall to flee, then plot her vengeance while leveling up.

HD 12 HP 60 Speed 120' Armor 13 Morale 8 Attack: One spell plus one attack per round +6 khopesh sword d8hp **Spells** 2/day as 12th-level caster *Putrefy Food & Drink* (reverse of *Purify Food & Drink*), *Animate Dead*, *Chaos*, *Command*, *Cure Serious Wounds*, *Force of Forbiddment*, *Bestow Curse* (reverse of *Remove Curse*), *Insect Plague*, *Gust of Wind*, *Suggestion*, *Thousand Claws* (as *Web* but clawed arms reach from a surface. They inflict d4 damage per round--Level 3), *Detect Lie*, *Dispel Magic*, *Confusion*, *Passwall*, *Wall of Fog*, *Change Self*

Treasure: Roll 4 times on the Random Treasure Table plus roll 8 times on the Interesting Book section (D100+700)

Jackalmen robed priests with jackal's heads

HD 3 HP 12 Speed 120' Armor 13 Morale 7 Attack: +3 sickle d6hp **Spells** 2/day as 3rd level caster *Command*, *Cure Light Wounds*, *Force of Forbiddment*, *Suggestion*, *Grasping Stone* (as *Web* but the stone floor grabs onto foes' feet, 10hp damage to the stone to escape--Level 3), *Confusion*
Treasure: roll once on the Random Treasure Table, each also has keys to the locked doors in this area and the missing mosaic tile eye that opens Blue Room 4.

Lava Babies Bright red human babies the color of burning coals. The pile fills the room but D6 from the pile will be trying to meet the party's gaze at all times

HD 1 HP 2 Speed 90' Armor 19 Morale 12 Attack/Special: Each time a lava baby looks at you, save or be so overcome by their cuteness that you hug it, taking d20hp. Once you've saved against a specific baby you are immune to its charms.

Living Shadow your shadow comes to life

HD As victim **HP** As victim **Speed** as victim **Armor** As victim but hit only by magic or light/fire **Morale 12 Attack:** +victim's attack bonus drains 500xp

Magical darkness and full of floating knives Save every round you're in here or take d10hp. If you can find a way to see (infravision won't work) then avoiding the knives is trivial.

Octopus

HD 6 HP 30 Speed 120' Armor 13 Morale 7 Attack: 4 attacks per round +6 grapple inflicts d4 with 16 Strength

Orgy 20 enthralled NPCs. d4 jackalmen watch at all times for some unsavory ritual reason.

Pit grub a fat, centipede-like creature 10' long with a face full of paralyzing tentacles

HD 3 HP 17 Speed 120' Armor 16 Morale 7 Attacks : d6 attacks per each round +3 to hit save vs Paralysis or be unable to move until you do.

Prisoner This could be anyone fitting how you use the scenario, but given the inscription you might say this NPC tried to kill a king (Goblin King? The Necropharaoh?) and was handed over to the She-Jackal for questioning. She has *Detect Lie* after all.

Rustbeast A crawling, chitinous insectile thing the size of large dog with a pair of long, probing tentacles on its face, sacred to Vorn

HD 5 HP 20 Speed 120' Armor 17 Morale 7 Attacks : +5 to hit destroys metal on contact. Magic items get a saving throw. **Defense** Takes no damage from metal weapons

Rusty Blade scythes out, it does 2d6 to anyone within 10' of the door if you fail your save, plus save vs

Scorpions (eggshell scorpions to be specific) assume there are 12 total that can get to anyone moving across the pile of bodies

HD 1 HP 3 Speed 90' Armor 13 Morale 9 Attack +1 to hit d4 plus Save vs poison or go blind until you save. **Special:** as they die they shriek and call an encounter

Shrink/Grow/Trap The shrink door contracts your skin so you shrink to half size and half dexterity. The grow door makes you too big to leave the room but doesn't increase your strength or durability. The door effects do not cancel each other out--only *Remove Curse* or the like does it.

Snakes asps that drop from the ceiling--10 of them

HD 1 HP 4 Speed 90' Armor 14 Morale 8 Attack Bite +2 to hit d4 and save vs Poison each round until a save is made, taking 1hp per failed save. If any saves are failed the affected body part will swell grotesquely and the character will take 4hp every morning until it is treated.

Treasure hid behind this wall two rolls

