

What is this thing?

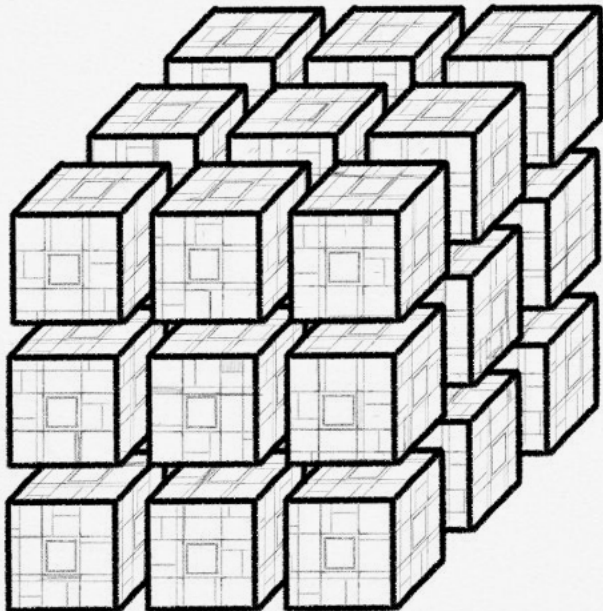
One theory claims it's a pre-diluvian Preservation Ark from a future which was sucked into the Bottle Sea and became stranded. Another theory claims it is an alien laboratory, designed to collect specimens and conduct experiments. A third theory states that the Shepherds constructed it a millennium ago to store rare wildlife. Once per year, they flock here in pilgrimage, seeking answers but never able to enter.

Exploration Basics

- The **Structure** is composed of 26 interconnected cubes and a hollowed compartment which allows for their movement.
- The **Cubes** are linked by hatches which open by activating a hand-shaped screen.
- The **Hatches** will not open to the hollowed compartment or to the surface of the Hexahedron, unless positioned in the "entrance" (regardless of the cube that occupies it.) This is the only way in or out.
- If you haven't seen the movie *Cube* (1997), stop reading and go watch it.

Cubicles movement

Due to a malfunction, the **Cubes** rearrange themselves automatically every few hours, following a warning sound. To represent this, set an alarm to go off every 20 min of IRL time. Then, roll 1d4 to determine a new cube order. Re-roll if same results. Embrace the chaos.



Hovering over mysterious boiling waters, the Floating Hexahedron is one of the weirdest sights in the Bottled Sea – even for its inhabitants. Its inner workings are a mystery. Some say it floats due to the power of the hydrothermal vents below, others say it glides on self-generated power. None know of its function. The Shepherds preach that it can only be accessed with three mini-cubes; alas, these have been scattered by fish and sea across the Bottled Sea. Find them, for who knows what awaits inside?

d4 Adventure Hooks

1. The Shepherds come here on pilgrimage every year, but none have ever entered. What might they want inside?
2. Rumours abound that one Ichthys diver was sucked into the Cube. How did he get in?
3. The Collectors want to freight the Hexahedron to the Machine (Hex 5), believing it can accelerate their sand salvage. Can this be done?
4. It rains heavily near the hexahedron. The Rainmakers consider this a threat. It must be destroyed. Is it worth the bounty they offer?



Designed for use with the **Bottled Sea**, expanding upon location in **hex 11**.



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THE FLOATING HEXAHEDRON



- A.** Incubator; big slimy eggs that hatch primeval amphibians, if disturbed.
- B.** Pressure-sensitive floor; if touched, cube heats up like an oven.
- C.** Gelatinous Cube (mid-level, acid touch) fills the entire room; *Salvage* within.
- D.** Reverse-gravity; characters fall to the ceiling.
- E.** Nothing, emptied; scrawled arrow painted on ceiling.
- F.** Gigantic skeletal remains; harmless, probably valuable.
- G.** Magnetized-room; all metal is attracted to the ceiling.
- H.** Tropical greenhouse; plants will die if hatch is left open.
- I.** Floating orb with dangling wires; tugging on the wires invokes the Great Cephalopod to the waters outside the Hexahedron. It lurks there for 1d20 hours.
- J.** Nothing, emptied; scrawled arrow painted on ceiling.
- K.** Big green button; triggers a *Weather* event outside when pressed.
- L.** Giant two-headed reptile (mid-level, hungry & cramped in the Cube.)
- M.** Flooded, Mermaid's quarters; the Ichthys believe she is a Goddess.
- N.** The heart of the Hexahedron; only opens if the screens of two adjacent cubes are pressed simultaneously. Contains a herd of cattle, a 'holy grail' for the Shepherds. This will 'legitimize' their claims to the Hexahedron.
- O.** Nothing, emptied.
- P.** One piece of *Salvage*.
- Q.** CO₂ detector; breathing triggers acid jets from the walls.
- R.** Big yellow button; if pressed, roll new cube order.
- S.** Nothing, emptied.
- T.** Sound detector; releases flames from the walls at a sound.
- U.** Flooded; a hammerhead shark (mid-level, ripping bites) swims circles idly.
- V.** Motion sensor; releases toxic gas cloud and shuts all hatches.
- W.** Nothing, emptied.
- X.** Big red button; if pressed, time outside moves forward 1d10 years.
- Y.** Giant pendulum; if swung, the Hexahedron moves to a new random hex.
- Z.** Seed vault; organic pods attached to the walls hold rare seeds.

