

# THE CUBE MAN

Everybody knows that Urth is round like a marble, rolling through the unforgiving cosmos. Everyone, that is, except the Cube Man. You'll find him on the busiest street corners, handing out his pamphlets with religious zeal and always, always jumping. The Cube Man believes that Urth is not a ball but a cube, like a die, and the cosmos has currently rolled it so the side showing is a demon's face, causing all things to become evil and decay. The only solution, therefore, is to reroll the die, by getting as many people as possible to jump at the same time. The Cube Man particularly wants large, strong and fat folk to jump, and will single out any such party members from across the street, and chase after them. Despite his madness, he is a talented scholar and knows a great deal about magic and Demonology. He can read and write Elvish, Trollish, High Archaic and Dark Tongue. But if you want his help, you better be prepared to jump.



The Cube Man is usually dressed in ragged pants and no shirt. He wears a large medallion around his neck which reads "Best Cube Man". If asked about it he claims he won it in single combat against all the others.

## THE CUBE MAN

Difficulty 50

**Size 1 human**

**Perception 11 (+1)**

**Defence 12 Health 20 Insanity 9 Corruption 3**

**Strength 11 Agility 10 Intelligence 11 Will 11**

**Speed 10**

**Always Jumping** The Cube Man is constantly jumping so is immune to any effect which would stop or slow his movement through contact with the ground

### ATTACK OPTIONS

**Fist +1 (1)**

**Sock Full of Dice +2 + 1 boon (1d3 + Knock Prone on 20+)**

### SPECIAL ATTACKS

**Deliver Pamphlet** Anyone within reach who is knocked prone will have a bundle of pamphlets thrust into any available pocket, cranny or orifice. They must make an Agility challenge roll or become Afflicted for 1 hour (the ink contains a hallucinogenic).

**Great Oratory** If the Cube Man can speak, he explains his philosophy at ear-splitting volume and terrifying length. Anyone who can hear him must either use an action or triggered action to block their ears or make a Will challenge roll. Failure means they either gain 1 Insanity or become a follower of the Cube. Once he has used this ability, the Cube Man cannot perform it again until he performs a rest.

### MAGIC

**Power 3**

**Chaos** *capricious devastation, fold space, chaotic lance*

**Demonology** *compel demon, demonic guidance, favor of the demon lord, offering of blood, whispers of the void*