



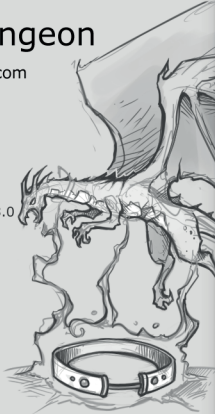
Kibhur's Dungeon

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This dungeon uses a real Rubik Cube. If one of your players is too familiar with the puzzle, force the other players to play with it (like if its impossible for a person to open two doors in a row, some race is not allowed to touch it, or it burns, whatever... use your imagination).



Background

The land of Illban is ruled by Souldragon family for many generations. Recently the prince Crat ascended the throne and settled a lot of changes in the court: all the magic-users and pagans were "invited" to leave their position.

Kibhur, the old counselor, was "dismissed" from his duties, but he didn't take it lightly - on the contrary - e swore vengeance: before the exile, he profaned the royal vault and took the Souldragon's ring.

Kibhur hid on the mountains where once lived Pulbar - the fire dragon. He gathered all of his magic, engineering and alchemy knowledge to create an impenetrable fort.



Rumors

In Illban anyone could give the information about the Crat-Kibhur conflict.

More details [only with Diplomacy rolls]

Ring: it's magical; used by Crat's great-great grandfather to control Pulbar - he used him in war on behalf of Illban (it was crucial in victory, but the dragon died).

Pulbar: He (actually, She) occupied the mountains for giving birth, but no newborns were ever seen.

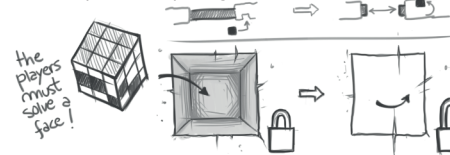
Xibhur: his brother can be easily found in town - he is playing chess all by himself under a willow tree (he asks the party to bring Xibhur to reason (and also to town alive)).

Last days: A merchant was spotted at local inn, trying to sell a dragon's egg. Also some farmers complained about a group of small creatures that attack their herds.

The Gates

There's a straight-line hole on the rock. It's actually a key hole - when the Cube is put there (with a solved side) the hole rotates swallowing the cube and the door opens. On the other side, an identical hole shall appear with the cube on it (when someone takes it off, the door closes).

There are six black gates and they all open with a specific color. The underline word on each scenario states the "color-key" for that passage.



Zone A - the Out-lands

Before entering the dungeon, an orange flagged army attacks the party (yes, it's the "small creatures" group you eared about before).

The creatures are reptilian humanoids with wispy free-will (you can call them kobolds, if they exist in the world you are playing) [they are being controlled by the ring].

The number of soldiers changes according the party level [make sure the players have a hard time].

There are 3 captains [smarter and stronger than the minions] - a bard, a shaman and a warrior.

Treasure (apart from weapons and coins): 3 orbs, an harp, create water scroll (x5), summon water-elemental scroll (x2) and a strange Cube [handle the players a Rubik Cube]

Zone D - the Illusion

Red ink sign (burnt) wich says: "BEWARE OF THE DRAGON!"

After the sign it's possible to ear a growl and see some smoke. It's not possible to detect magic or any kind of traps.

The floor is chalk kind stone [it reacts to water, unleashing acid gases that corrodes sight and lungs].

If the characters stay with the soaked boots on or summon the water elemental they suffer damage from the acid cloud [it may change with the exposure time and game system you are playing].

The side chamber is empty: some water is dripping from the ceiling (releasing the gas) and there's a pipe system that brings the growling sounds from the next room.

Zone B - the Chess Game

The floor is a board game with several black and white tiles. Each tile is triggered by weight - who steps on it is teleported to another tile [after a teleportation, if someone jumps over where he stands, he reactivates the trigger, but he doesn't swap to the previous place: instead he goes into a new one (the teleport is not bidirectional)].

This is a chess game replica [Kibhur used to play it with his brother]. Check the solution below. If the players don't get it, show them some signs on the wall: a brick, a horseshoe and a cross to represent the chess tower, horse and bishop, respectively.

In the middle, there's a Will-o-wisp flying. Although he's not aggressive, his aura causes direct damage in a 10 ft. range.

TOWER horizontal move (4x1)
 HORSE "L" move (3x2)
 BISHOP diagonal move (3x3)
 BISHOP diagonal move (3x3)
 HORSE "L" move (3x2)
 TOWER horizontal move (4x1)

1	1d	4d	3e	3b	4c	1c
2	2d	1d	4e	4b	1c	2c
3	3d	2d	1e	1b	2c	3c
4	4d	3d	2e	2b	3c	4c
	a	b	c	d	e	f

Zone E - the Monster

A golden and raged minotaur is awaiting for the party [big fight over here...].

If the kobold's harp is played the minotaur becomes armless and let the party carry on with the journey.

Zone F - the Clamp

After the cube is taken and the door closed, the walls start to move constricting the room.

It's a trial against the clock [make sure you give the players the same amount of time they spent on previous color-gates (some people take half a minute, others 10 minutes... it's a trial against themselves)]. Either way, use an hourglass to create some pressure.

There's only one color left on the cube (blue).

Zone C - the Pit

There are 3 altars [1,2,3] and 3 floating platforms [I,II,III].

When an orb is placed on the altar, a green glow is spread and the character creates a psychic link with the platform.

With a Will check the player can control the platform's position.

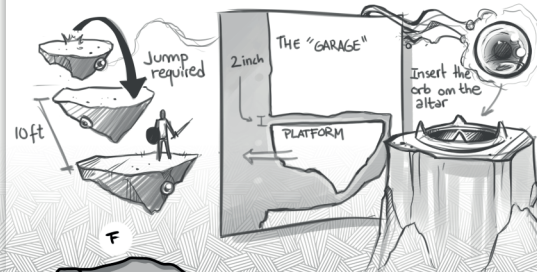
Difficult Class [depending the game system]

success	near success	fail	disaster
moves to desired position or stabilizes position	moves to a random place 10 ft away from the desired pos.	moves to a random place 40 ft away from the desired pos.	goes back to "garage" *

*it allows a counter-roll after the returning process is initiated

Note: every single turn, a will roll must be made. If the orb is dropped, the platform returns to "garage".

After the door is open, a path will appear from far below, the orbs lost their glow and everyone can access the other side.



Zone G - the final boss

Kibhur is expecting the party [he's pretty weak in combat and he'll hide behind the pillars to avoid direct fight].

When the players step in, force them to make a roll of will - who gets the lowest result will lost their mind and attack the group until he or Kibhur gets unconscious.

If a character under Kibhur's control becomes knockout, the party leftovers take another will check until there's one person left [to kill Kibhur].

Zone H - Just a chamber

Kibhur's room: apart from the bed there's an alchemy lab with a lot of ingredients and some summoning circles [reward the players with a nice treasure + a dragon's egg].

