

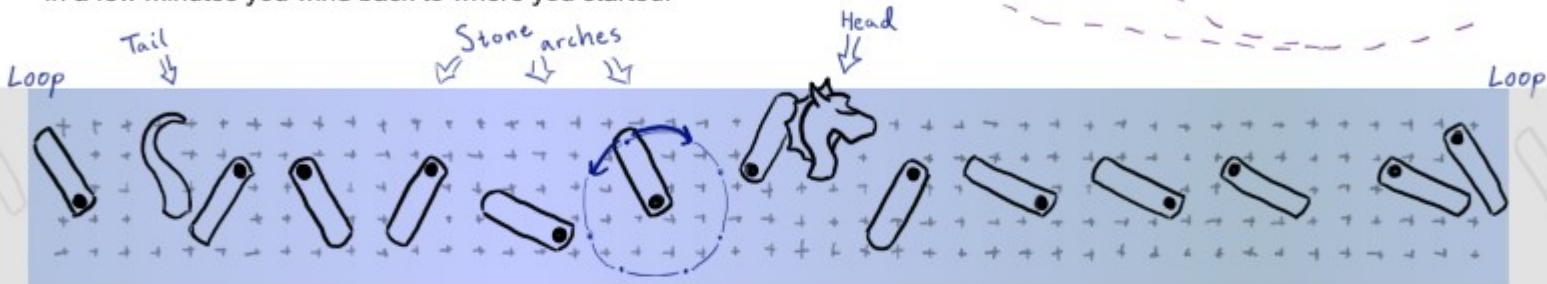


The glide-refl doubliette

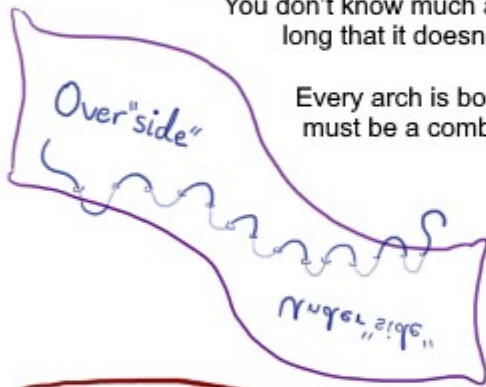
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The magic cord sends you to a hallway on a hilltop. The ankle-deep water is neutral, stagnant, and probably full of escherichia. Stone arches weave in and out of the water, the scrambled likeness of a sea serpent.

Downhill down the hall, the cloud-carved walls turn dark and watery, the lanterns become hooded, but the steepness doesn't end in either direction. You're always on a hilltop, maybe the surface of a tiny planet. In a few minutes you wind back to where you started.

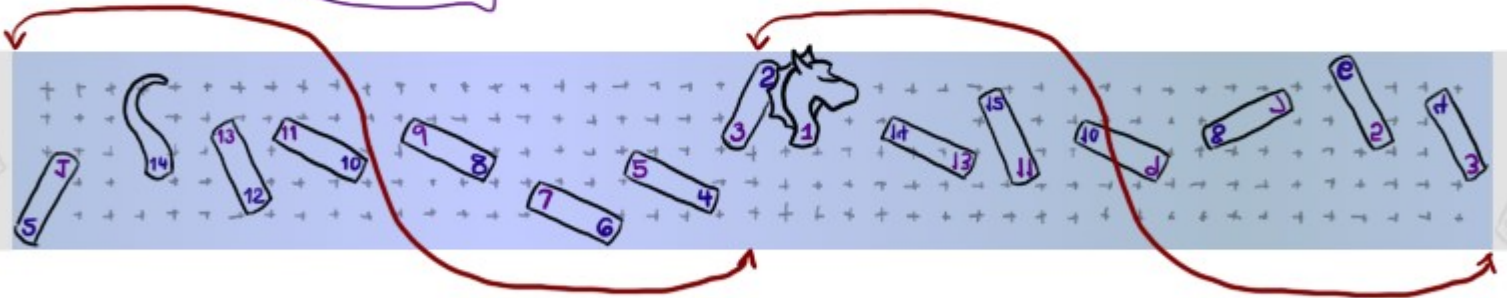


You don't know much about the prisoners here, only that they've been trapped in the cord for so hideously long that it doesn't matter if they're guilty anymore. But where are they?



Every arch is bolted to the ground, but only on one side. If you push the other side, it pivots. This must be a combination lock, but the water bubbles and grumbles under each wrong move.

The trick is that the arches are closer together than they look. The floor is a Möbius strip, and the hallway crosses both its overside and its underside. Wherever you're standing, find the space halfway down the hall and flip it widthwise – that space is right under your feet! To solve the puzzle, connect the arches base-to-base to form a contiguous path.



Even if some of them know how to solve the puzzle, the GM and the players should be working together to guide the player characters through. Run experiments, draw pictures, sit around and talk, and piece together a compelling way for the heroes to realize what's going on. The first thing they might intuit is that the hallway is just too steep – if you walk once around the loop, you'll go 720 degrees, two full rotations hidden in one.

When they enter the dungeon, characters should bring items they want to try out, conversations they want to have, and games to play when they're bored. When they leave the dungeon, don't forget to describe it one more time, like before but turned upside-down.

