

Rubik's Cube Random Dungeon

The six faces of the cube generate six aspects for each dungeon location.

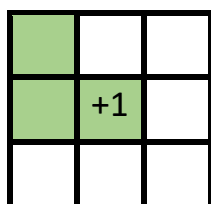
The colour of each central square relates to one of these six aspects, i.e.:

	= Structure (blue)		= Special (orange)
	= Exits (white)		= Encounters (red)
	= Dressing (green)		= Reward (yellow)

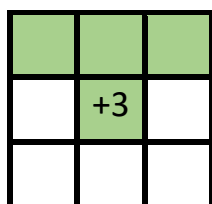


METHOD - thoroughly jumble the cube and add up the points for each of the six aspects and refer to the table below.

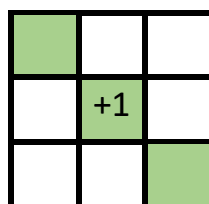
POSITIVE POINTS - for each face, all squares matching the colour of the central square = +2 points (include the central square). For three-block **shapes** matching the colour of the central square = +1, e.g.:



L-shape

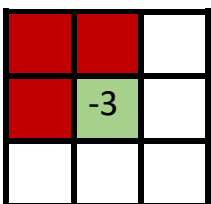


2 x L-shapes + line

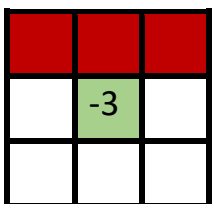


diagonal line

NEGATIVE POINTS - for three-block **shapes** not matching the colour of the central square = -3 points, e.g.:



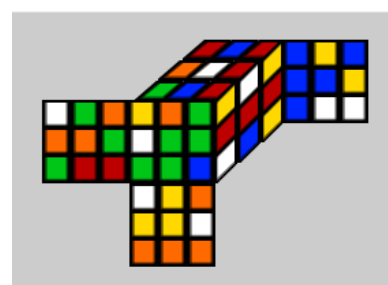
L-shape



line

Gnomes work at the forge; rats scurry away down the three exits

Example



	<u>Pts</u>	<u>Features</u>
Blue	10+	special
White	≤ 1	3 exits
Green	10+	± temperature
Orange	6	flora/fauna
Red	7	denizens
Yellow	4	no treasure

TABLE OF RESULTS: SIX ASPECTS OF THE DUNGEON LOCATION

Pts	Blue aspect - Structure	White aspect - Exits	Green aspect - Dressing	Orange aspect - Special	Red aspect - Encounters	Yellow aspect - Reward
≤ 1	way up/down	3	water/flooded	trap	robust	punitive
2-3	cavern/natural	1	smell/draft	feature/statue	wandering	handsome
4-5	room	-	-	-	-	-
6-7	passageway	2	sounds	flora/fauna	denizens	fair
8-9	collapsed area	concealed	odd lighting	puzzle/mystery	sanctuary/aid	objective
10 +	special*	4+	± temperature	secret way(s)	apex/boss	knowledge

* = e.g. amphitheatre, boat, bridge, caldera, catacomb, chasm, dwelling, giant crystal geode, giant invertebrate burrow, lake, lava, midden, pit of corruption, portal, quarry, river, rope swing, sentient space, temple, waterfall etc.

