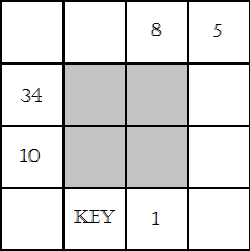
The Characters arrive at the entrance to a dungeon they need to explore, carrying a key they were given/found/looted/whatever. Instead of a traditional door, they are presented with this:



This is, of course a top-down view of what the Players can see on a grid-map. Each square features a large pressure plate, all of roughly the same size. The exception to this is the KEY space, which does not have a pressure plate, but instead, has a small opening in the ground in the shape of a keyhole. This keyhole, naturally, fits the key that the Players have in their possession.

On the numbered spaces, there are different shapes of stone cubes placed. On the space labeled ‘1’ these is a single, small cube. On the space labeled ‘5’, there is a single medium-sized cube – this being roughly five-times the size of the small cube.

On ‘8’ there is one medium sized cube, with three of the small cubes balanced on top of it in a pyramid-shape. The next space, ‘34’ has two large cubes, stacked on top of each other – these being twice the size of the medium sized cubes. ‘34’ also has two medium cubes placed size-by-side on top of the pillar or large cubes, and a further four small cubes, placed again, in the shape of a pyramid (three making a base, with one on top).

In the last space, ‘10’, there are two medium sized cubes, side-by-side.

The central four squares (shown in gray) house a massive obelisk that sticks out of the ground, and stands thirteen feet tall, exactly.

Scattered nearby are hundreds of bones, and more stone blocks. To be exact, there are:

* 25 small blocks in total, 8 of which are already placed in the puzzle
* 15 medium blocks in total, 5 of which are already placed in the puzzle
* 15 large blocks in total, 2 of which are already placed in the puzzle

To solve this puzzle, the Players will need to put an appropriate number of blocks in the corresponding cell *based on the Fibonacci sequence*. This sequence is:

0, 1, 1, 2, 3, 5, 8, 13, 21, 34, 55, 89

…with zero being the keyhole itself. To do this, each small block is equal to one “unit”. The medium blocks are five “units” and the large blocks are ten “units”. This means the Players have 250 units at their disposal, but to complete the sequence, they will only need to use 232 units. This means there will be 18 units left over – a nasty red-herring for Players with OCD.

To complete the puzzle, the Players simply need to insert the key and turn it in the lock. This will lower the obelisk in the centre, which will segment into a stairway and allow the Characters to descend into the dungeon below.

However, should the Players have the wrong total of blocks placed when they turn the key, a trap will activate. This trap will raise a number of dead skeletons to fight the Characters. At first, the number of skeletons raised will be small – in fact, on the first failed attempt, none will raise to impede the Characters’ progress. On successive failures, however, the number of skeletons will equal the number of failed attempts the Players have accrued, based on the Fibonacci sequence.

That is to say; if the Players have failed one time, no skeletons are raised since the first number in the sequence is 0. The key will turn in the lock, but will get stuck, and a light will flash, indicating that *something* is happening, but nothing actually does.

If the Players continue, but fail (their second failure) and turn the key, the light flashes again, and a single skeleton is spawned (the second number in the sequence being 1). If they fail a third time, another single skeleton is raised (the third number *also* being one in the sequence), and so on, so by the twelfth failure, 89 skeletons are raised and will most likely slay the Characters, should they be foolish enough to stay and fight.

The trap aspect of the entrance resets once every 24 hours, but can also revolve past the final position, so by either waiting a full day or by somehow dealing with 89 skeletons, the new summon-total is back at zero. Similarly, the skeletons remain animated for 24 hours, or until they are destroyed.

As flavor-text, describe the area as being littered with hundreds, or even thousands of bones, long bleached by the sun, as well as a large number of curious stones, some of which are placed on what appear to be obvious pressure plates. An obelisk looks over the whole scene, looming ominously, and covered in what look to be spiraled etchings – clearly the work of some demented madman.