

# Griswald's Shifting Dungeon

An Ever Changing Dungeon for 3 Characters of Level 1-4

## Intro & Background Dungeon Tiles How the Map Works

Griswald is an old sage adventurer who hit the jackpot when he and his party found a hoard of treasure completely unguarded, in an old Dwarven stronghold. Griswald used his share to retire and build the most challenging and amazing dungeon, that any adventure would be able to challenge.

As an extra twist, to stop adventurer's from mapping the dungeon, Griswald built in a mechanism that would allow the sections of his dungeon to shift on a grid, making it ever changing. He also used powerful magic to reset the rooms with new challenges every time an adventurer entered his shifting maze. It is rumored that there is one room in the dungeon that is filled with Griswald's own horde that is completely unguarded, but no one has ever found it.

The adventure centers around a famous dungeon called "Griswald's Shifting Dungeon", where sections of the dungeon are always moving around and no adventurer entering ever knows how the dungeon will be laid out. Adventurer's are able to exit the dungeon using magical teleport stones that allow them to transport back to a central obelisk in the town just outside the dungeon.

1. A four way path of roughly carved stone.
2. A finely carved stone room has a secret passage to another tunnel.
3. A large roughly carved cavern.
4. A medium sized roughly carved cave and a tunnel with a large alcove.
5. A large square room of finely carved stone has a central fountain and two raised platforms.
6. A roughly carved "T" shaped room and a tunnel that splits off.
7. A small finely carved stone room that is connected to a series of rooms via a secret passage way.
8. The final room in Griswald's Shifting Dungeon. There are 4 small teleportation circles on the floor that are connected to a magical vault. Each circle teleports to the corresponding triangle. Each time PCs enter a triangle they must defeat a Hard / Deadly encounter (no treasure reward). If the PCs clear all 4 triangles, Griswald's hoard of 10,000 PP appears in the center of the room.
9. A winding series of tunnels and large caverns of roughly carved stone.

### Trap Statistics

**Dart Trap:** Darts shoot out, DC 10 Dex Save or take 4d4 piercing damage. **Pit Trap:** Floor falls out. DC 12 Dex Save or take 2d6 bludgeoning damage. **Blade Trap:** Blades swing down, DC 12 Dex Save or take 2d8 slashing damage. **Poisoned Dart Trap:** Poisoned darts shoot out, DC 15 Dex Save or take 4d4 piercing damage and become poisoned. **Spiked Pit Trap:** Floor falls out revealing spikes, DC 15 Dex Save or take 2d6 bludgeoning and 2d8 piercing damage. **Spinning Blade Trap:** Spinning blades swing down, DC 16 Dex Save or take 4d8 slashing damage. **DC 15 to Spot Traps.**

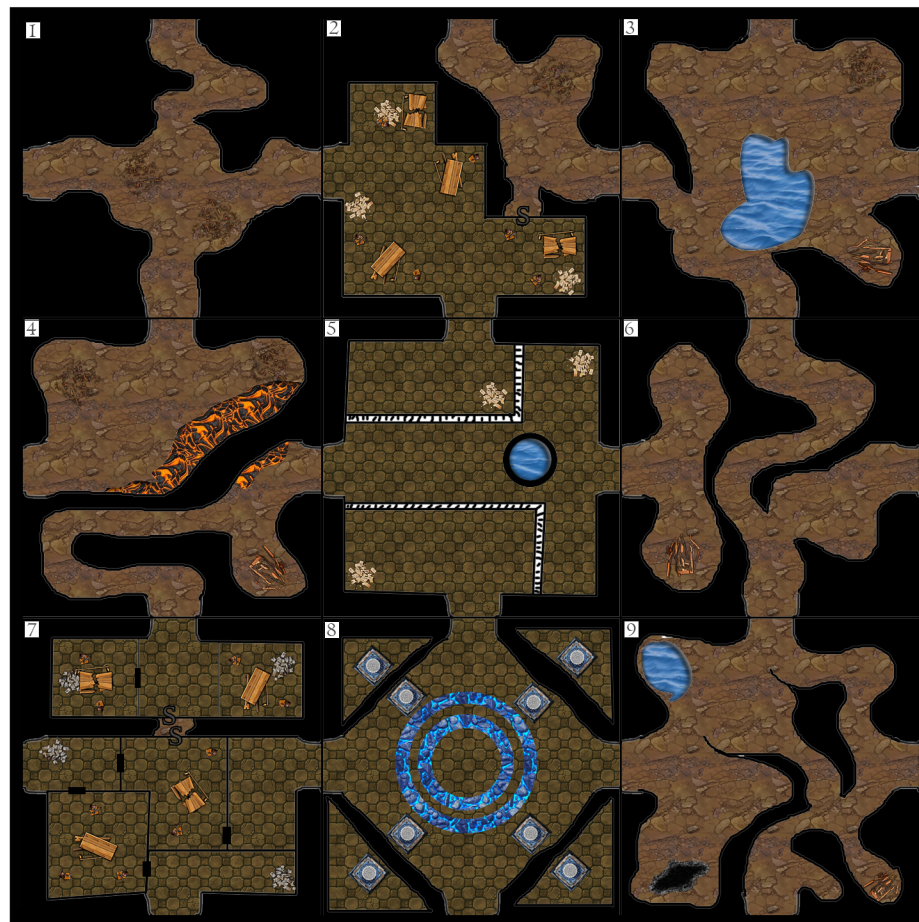
You can play using this map as it sits on the page, but the fun of this adventure is in the shifting geomorphs of the dungeon. You should cut out each of the 9 squares and for best results glue each geomorph to a piece of cardboard.

To setup the map you should always place tile #8 on an edge. This is the final room of the dungeon and where the PCs are trying to get to complete the "Trials of Griswald".

Choose one entrance on the edge of a tile that sits directly opposite of tile #8, this is where the PCs enter the dungeon, all other edges are considered dead ends. The tile that the PCs enter on never has an encounter. Once the PCs leave that tile, it drops away leaving a void and the dungeon prepares to shift.

Each time the PCs overcome an encounter or move to a new tile, the dungeon will shift a tile into the open space. Roll 1d6: 1-Shift a tile North; 2-Shift a tile East; 3-Shift a tile South; 4-Shift a tile West; 5-Rotate a tile 90 degrees left; 6-Rotate a tile 90 degrees right. If you are unable to move a tile according to the roll, reroll until you get a result that allows for a shift.

Each time the PCs enter a new tile, roll on the Random Encounter Table to determine what threat the PCs must overcome their. If the PCs complete the encounter, roll on the Random Treasure Table to see what they find. This map allows you to challenge PCs over and over to see how far they get.



### Random Treasure Table

1d10 - Treasure	Easy/Medium	Hard/Deadly
1	2d12 PP	Teleport to Tile #8
2	1d100 CP	+2 Weapon
3	+1 Shield	4d12 PP
4	Healing Potion	Healing Potion x 6
5	50 GP Gem	+2 Shield
6	+1 Armor	5d12 GP
7	1d100 SP	1d100 EP
8	500 GP Diamond	50 GP Gems x 5
9	3d10 GP	+2 Armor
10	+1 Weapon	1000 GP Diamond

### Random Encounter Table

1d4 - Difficulty 1d10 - Encounter	1-2: Easy/Medium	3-4: Hard/Deadly
1	Goblin x 4	Poisoned Dart Trap*
2	Dart Trap*	Animated Armor x3
3	Orc x 2	Basilisk
4	Kobold x 6	Spiked Pit Trap*
5	Cockatrice x 2	Succubus
6	Pit Trap*	Bugbear x 3
7	Skeleton x 4	Werewolf
8	Bandit x 6	Spinning Blade Trap*
9	Blade Trap*	Banshee
10	Zombie x 4	Red Dragon Wyrmling

"Faithful companions are gifts from the gods, but treasure seems to last longer than companions."  
- Alton Leagallow

\*See Dungeon Information for trap statistics.  
\*\*Refer to Monster Manual for creature statistics.