

# Gruknok's Shifting Labyrinth

a OnePageDungeon by Will Russell

## BACKGROUND

A stopover in the trade route town of Aertier finds the typically hospitable hamlet on lockdown. A half-orc shaman by the name of Gruknok has built an elaborate stronghold in the nearby hills and has been terrorizing the locals and demanding tribute.

## TRAPS & PUZZLES

a, d, e, f: levers (marked in red) toggle swinging walls (marked in black) between their two positions. Walls are shown in their default position, with the grey arcs indicating how they shift into their second position. Levers can be used as many times as needed to toggle the walls.

> A lever that operates 'a' is concealed behind the stove.

> Switch 'd' in 2nd position also extends a 5 ft wide ledge over the southern edge of the large pit.

**b:** The gigantic crank opens the heavy slab to the south. Up to 8 individuals can push the crank at one time. Have the players demonstrate their strength and combine the results. If they demonstrate sufficient strength, the slab rises for a period of time based on how mighty their efforts were. When time expires, the slab slams shut. Anyone standing underneath takes massive damage.

**c:** A tripwire sets off an acid spray ovetop the length of the wire. Agile characters can halve the damage taken.

**g:** A pressure plate magically blinds the triggerer unless they demonstrate the willpower to resist the magic.

## TREASURE CHESTS

Five treasure chests labeled in roman numerals are placed on the map. Each chest holds progressively better rewards.

## ROOMS

**1: The Entrance Hallway:** Players enter the dungeon by a shaft in the southern alcove of this barren stone corridor. Guards patrol. **2:**

**The Rear Hallway:** From here, the players can listen and hear Gruknok's bandit underlings making merry in the Feasting Hall. The patrol

from area 1 sweeps up through this area as well. **3a: Feasting Hall:** Longtables loaded with grog and meats are knocked aside as combat

breaks out. A pair of serving wenches cower in fear, but it is a ruse and they will strike with daggers or low blows when approached. The

bandits have strict orders not to reveal the location of the switch in the kitchen, and will try to escape via the entrance if hard pressed. **3b:**

**Kitchen:** By the stove, Gruknok's gnoll chef lies in wait with a meat cleaver. **4: Crank Room:** A massive wooden crank dominates this room.

There are grated windows on the west wall from which archers fire. **5: Sleeping Quarters:** Filthy bedding is strewn across the room. The

inebriated and unarmored brigands in this room will find themselves at quite the disadvantage. **6: The '3 Legs' Room:** These three rooms

are used for storing mundane goods. Astute characters will note that cleared spaces suggest the presence of more switch-controlled walls.

Vicious trained animals lie waiting to pounce among the supplies. **7: The Feeding Room:** A simple room containing some vats. Used to feed

and care for the animals in area 6. **8: The Corridor Beyond the Slab:** An oddly shaped corridor. **9: The Pit Room:** A pit of unknown

depth divides the room in half. The northern platform can only be accessed by the west due to walls. **10: The 'Doubleback' Room:**

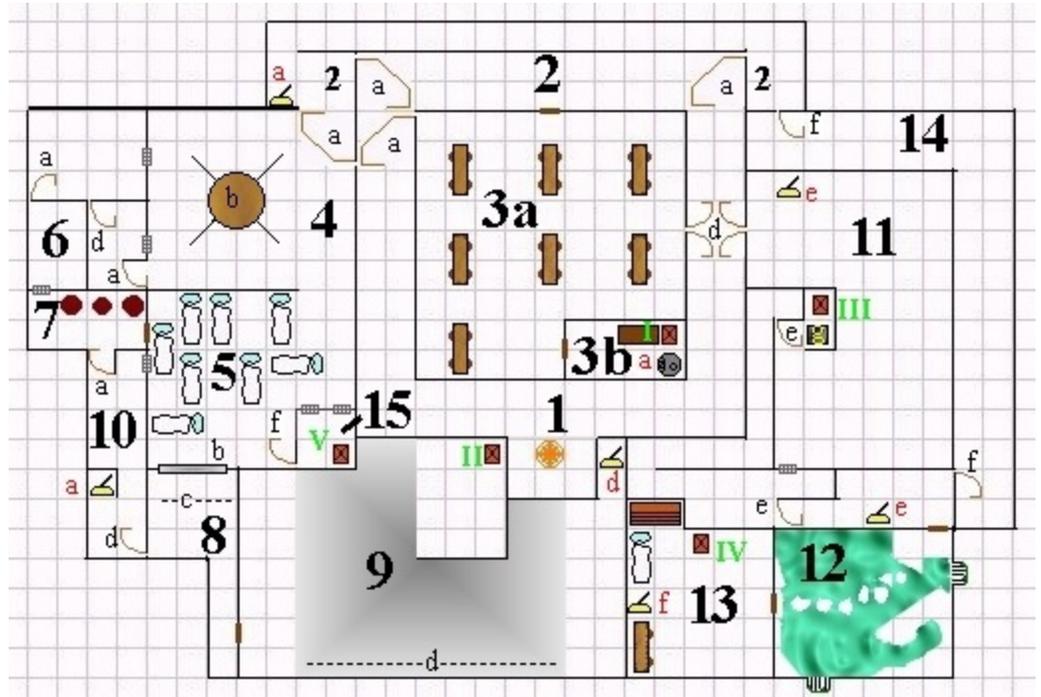
Contains a single switch. **11: The Maze of Two:** The arrangement of switches in this pitch black series of corridors require the party split

to progress. Angry bats wait in the corners. **12: The Acid Room:** Acid flows in from two grates. An acid immune pet slime stands guards.

**13: Gruknok's Lair:** Gruknok and a burly female companion stand ready to fight the party. In the room is a bookshelf, an ornate king size

bed, and a writing desk for two. **14: The Exiting Corridor:** Used by Gruknok to save time when heading out. **15: The Forgotten Room:**

Easily forgotten, despite the grates.



Scale: 1 map square = 5 feet

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