

The Shifting Room (CR 5 Dungeon). It is a single room, a square of 12x12 meters (8x8 squares)

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The room has eight possible configurations: Initial, **Forest**, **Swamp**, **Moving Walls**, **Arrow Chamber**, **Volcano**, **Emptiness**, Treasure room. When the room is shifting, characters can take a move action. Everytime the characters go through all five rooms and they're not in the correct order, the last room sends them into Emptiness instead.

The correct order is: Initial -> Forest, Swamp, Arrow Chamber, Volcano, Moving Walls -> Treasure Room.

Characters are supposed to do researches outside of the dungeon to find the correct order. I prepared two possible hints: orc notes and rhyming hint. Means of acquiring the orc notes are up to the DM, although I suggest an old man helped a dying orc (betrayed by room's creator) and got the notes. An alternative approach is the rhyming hint, maybe a song sung by a specific bard they have to find. The difference is that this one requires a first visit to be understood, the orc notes don't. Note that, by a brute force approach, this dungeon requires from 1 to 24 attempts to be solved.

Initial: There's a lever in the middle of the room. Pulling it, the room shifts to Forest. The entrance is a door, that disappears as soon as the room shifts.

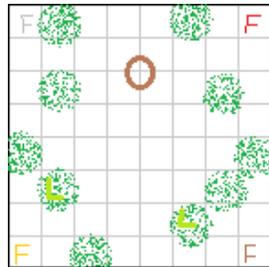
Forest

The green things are trees.

F: Four coloured flowers made of metal. Fitting the golden bee in one of them, the room shifts to the appropriate colour.

O: A brown bear. When the characters appear, the bear is busy eating from a honey jar. Upon closer inspection, the jar contains the golden bee too. The bear will defend the jar with all he's got.

L: Two hidden (Spot CD 20) assassin vines, that attack everyone who goes near their tree.



Volcano

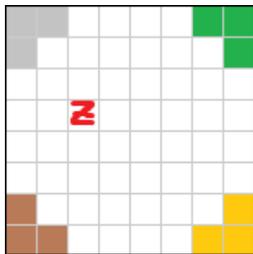
Written on wall: LET THE STONE IDOL RETURN TO THE EARTH.

Temperature: Hot (50°C)

Four pools of coloured lava. It's easy to avoid falling in it while the room is shifting, but finding yourself near those threatened

squares causes 2d6 fire damage (Reflex DC 15 halves). Dropping the stone idol in it, the rooms shifts to the appropriate colour.

Z: A Zezir. It spits flammable mucus and set it on fire with his breath the next round. When it dies, its body becomes the stone idol they have to drop in a lava pool.

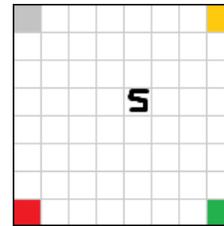


Arrow Chamber

Written on wall: THE BEST OFFENSE IS A GOOD DEFENSE.

Four coloured stone elves with a bow are in the four corners, and follow characters with their eyes. In every bow there's a Slaying Arrow (if hit, DC 20 Fortitude or dead. Death effect). Characters can go near them, remove the arrow and do whatever they like, but if they attack the elf with any mean, the attacked elf instantly shoots. If the arrow is removed the elf becomes a statue until it is put back. Statues and arrows are indestructible. If one of the coloured arrows is sticked in the shield, the room shifts to the appropriate colour. Note that the shield disappears, too.

S: a +3 Arrow Deflection Shield (if attacked by ranged weapon, Reflex DC 20 to make that hit the shield)



Swamp

Swamp-like terrain (speed is halved).

In the four corners are four opened graves. On each of them there's an orchish inscription: "Rest in peace".

Putting the orc's body (or any orc), undead or alive (or dead) in one of them makes the room shift to the appropriate colour.

T: Troglodyte zombie

P: Human commoner zombie.

O: Orc zombie



Moving Walls

Each of the four walls has a different colour, and a lever on it. Pulling it, the whole wall starts moving, making the room smaller. It can't be broken or stopped (DCs should just be too high), and it moves one square each round. After 7 rounds, when it's about to crush the characters, it just disappears. The room shifts to the appropriate colour or to the Treasure room if the order was correct.

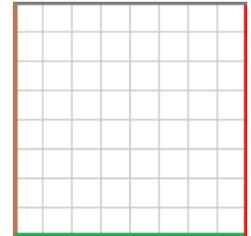
Note: this is meant as a last trick to make unaware adventurers flee (for example by teleporting away), so make it scary.

Emptiness

Every character finds himself in total emptiness for 1d10 minutes, then he's back in the room (Initial status). He has to make a Will save (CD 10+number of minutes spent there); fail means he takes 1d6 Wisdom damage.

Treasure Room

There's a door that leads outside the room, and the treasure. What the treasure is made of is up to the DM and his characters' desires. Are they looking for something special? Maybe a kidnapped princess is there? Or a long lost artifact?



Rhyming hint

Let the metal act like nature,
put the dead thing in his grave,
remind elves never forgave,
kill the angry hot-blooded creature.
Then the stone you shall not fear
for your goal is now that near
if the order has been kept;
else nothingness you'll get.

Orc's notes

Peas-Iron-Wood-Blood-Gold
Little bee want pollen. Jump in
grave. Fear arrow, no fear wall.