

# THE SHIFTING DUNGEON ENGINE

## A DYNAMIC DUNGEON SYSTEM FOR THE EVERMORPH CUBE

*"You're all in the same dungeon... but every time someone moves... the dungeon shifts."*

### SETUP & OBJECTIVE

- Place the cube in the center of the table
- Each player starts on a different **center tile**: A5, B5, C5, D5, E5, F5
- If there are more than 6 players, roll a d6 and they share a starting tile with that corresponding location.
- Players need to all gather on the same tile to escape The Cube.

### CORE RULE : MOVEMENT = ROTATION

On a player's turn:

1. Move **1 space** (North, South, East, or West)
2. The DM rotates the cube in that same direction

**Example:** The moving player moves East from A5 to A6 (or to whatever tile is East of them), the DM then moves the center cube layer only one rotation to the right. The dungeon shifts for everyone else.

3. Any player can elect to not move at all and simply let the dungeon move around them...

### ONE SIMPLE RULE

If a player does not move on their turn, roll 1d6:

#### d6 Effect

- 1 Enemy appears
- 2 Nothing happens
- 3 Something strange happens
- 4 Dungeon shifts anyway
- 5 Something strange happens
- 6 Something strange happens

### SOMETHING STRANGE HAPPENS

Roll 1d6:

#### d6 Effect

- 1 You hear another player nearby... but no one is there
- 2 A wall becomes a doorway... then seals shut
- 3 The room chills; disadvantage on next Perception check
- 4 Something moves just out of sight
- 5 You hear your own voice say: *"Don't stay here."*
- 6 You briefly see another player nearby... then they're gone

### WHEN ENTERING A NEW TILE

Roll 1d6:

#### d6 Effect

- 1 Enemy appears
- 2 Trap triggers
- 3 The Dungeon is unstable, make a Dex check or lose your next turn
- 4 This area is poisoned and carries it's effect over to you next movement, if you encounter an enemy, you have disadvantage on your next attack roll
- 5 Brief glimpse of another player, you get one free movement in the direction of your choosing without the Cube moving
- 6 Nothing... happens



### FINAL NOTE

This dungeon is not meant to be solved. It is meant to be survived... long enough to find each other.