

214 9-6

REG. PRICE  
\$22.95

# MEGADUNGEON





# MEGADUNGEON







agonarch's argot



Baldur



upgrading arclight

alchemical halls



Lavish mine of Fur Slime

treasure maps

dragons

non Player  
characters

ads





# HOW TO USE?

This contains dungeon resources dual-statted for Basic/Expert versions of Dungeons and Dragons and 5<sup>th</sup> edition Dungeons and Dragons. It's done in the least invasive way possible. If the mechanical utility differs between the two editions, then they will be separated by the conjunction "or". E.g. "This provides a +2 bonus versus surprise or grants advantage on Wisdom(Perception) checks"

👁 indicate passive perception difficulties, ✠ indicate religion difficulties, ✂ indicates device/survival difficulties ♪ indicates investigation difficulties ✱ indicates Strength checks to break and 🛠 shows thief's tools difficulties.

📊 Indicates an item's weight in stone (or the number of slots it takes up to carry.)

The page layout of the dungeon areas is intentional. The map is on the left hand side, and the key for the dungeon runs on the right pages. This way, you can always keep the map and key visible.

Only the most broad and neutral stats are given to non-player characters, who should primarily be about personalities, rather than combat encounters. If one does arise, use the advice on page 92 of the 5<sup>th</sup> edition Dungeon Master's Guide.

Numenhalla is not a "classic" dungeon in the sense that it contains kobolds and orcs, but is classic in the sense that you will feel as if you are exploring a strange fever dream of youth, filled with things you forgot you saw when you were younger, but now wonder how you ever forgot.

This is ostensibly a presentation of the Numenhalla megadungeon, but since it's being presented bit by bit, how do you use it? Lots of different ways. The most honest and wonderful thing you could do would use the entrance halls to start your own dungeon adding in sections from this as they are completed. You could break out the individual dungeon sections or modules and use them as lairs or over-world dungeons. You can use any of the various bits or pieces, such as non-player characters or magic items in any campaign.

Megadungeons expand infinitely so connectors and dead ends can be used as a lair, or a miniature themed area in the megadungeon.

## CONTACTING US

If you'd like to be a paid art or writing contributor, please feel free to send samples or queries to [campbell@oook.cz](mailto:campbell@oook.cz) with the subject line "Megadungeon Query". Also, if you like this, or have any thoughts I'd love to know. So would Reddit, Twitter, or any of those other places people talk about things they like.

Megadungeon exists because of your support. Your help, your actions, are the deciding factor in whether this project lives or dies.

<https://www.patreon.com/hackandslash>

Written and illustrated by Courtney Campbell. Cover by James Shields. Additional interior illustrations by James Shields, Bodieh, and Kent Miller. Table of contents designed and drawn by Elizabeth Campbell.

# AGONARCH'S ARGOT

It seems worse now.

I thought, I'd just share this dungeon, but really I was being used by the dungeon itself. I had the opportunity to travel back and try again, but had no memory of the past and all my choices led me to the same place.

We only have one defense, you see? The mythic underworld is just a metaphysical model. What does it model? Our excursions from Yggdrasil. It's a metaphor.

When I was a child in my abusive home, I would retreat into books. This is a common song. I thought deeply about many things, how horrible it must have been to live through a terrible plague. I don't have to wonder about how it is to live through a plague any more.

There burns such an arrogant petty hatred in the heart of man. But I have been many places—I have hunted fish and fowl under a midnight sun; I have mastered arcane and eldritch symbols that allow me to command my thinking silicon golem to follow my commands; I have studied the ancient languages and read the petty, banal, and oh so human comments left by men dead thousands of years; I have fought ogres; I have brought succor to the mad.

It is not natural, this hatred! It comes from without!

What exists, exists because it is successful! Everything in existence says, quite loudly, I have been using the sun's energy in this way and nothing has stopped me so far.

I'll tell you again, but it's a waste of time. No one ever listens to the auger.

We are in the new stages, you see? This isn't the beginning. Long ago, there was a dawn in which many *kinds* of men lived. The athletic, muscular, and tight-knit *Homo sapiens neanderthalensis* tribes; *Homo Habilis*, tool users with large brains, *Homo Erectus* fire-using mighty people, *Homo Floresiensis*, the tiny fire and tool using, Indonesian people barely 3' tall.

We've already fucked and killed them all to death 100,000 years ago. The records of the crimes are in our DNA. It is Ishmael the ape, who comes to save man. We were not first. Who will be the last?

It is not abstract. Two men rode a dragon into the astral and a plague rides the land. It is 12,000 years of human society—not a first time, nor an ending, but a growth of Yggdrasil, and; HARK, how we have grown our tree.

Perhaps too much, for now it seems the chaos is pushing back.

What is the defense?

It seethes, right behind the facade. Some places it has manifested fully. A building surrounded by nets so that none within can kill themselves to flee prison; a warehouse where the plague is hidden and people work at hard labor for a pittance, places where people are kept in camps and cages, children and sometimes even their own wombs ripped away.

At first, we thought it was the serpent, or the plant, or the mighty power of nature. But each of those, at best, rarely regards us at all. The most pure manifestations aren't from nature, but from our own lives and impulses.

There is a defense. There must be.

The things I am saying are very straightforward, very literal. An atom where electrons exist in a field of potential is empty. It exerts forces, binding it to others, but it's almost entirely void. These infinitesimally small pieces of matter, exert powerful, radical forces millions of times larger than they are. You are receiving sensory data from dozens of sources and a portion of your brain is organizing it into something that appears to be contiguous, meaningful, but ultimately not a reflection of reality, which is pure, unadulterated, patterned chaos.

Madness, right outside your view. A seizure of chaos held in check by invisible bands of force, propagating and in fact part of the very universe itself. Your very brain, a mix of electricity, chemistry, and fundamental forces is configured to not even see it! Yes. Now, you are beginning to understand how to protect yourself. You can start to see it. Do you feel it?

Forces, enigmatic in their seeping dark influence. It corrupts and ruins human lives. It presses in everywhere, against the very forces that maintain the cohesion of reality. It is Kali. Unmaking. Chaos. Despite the one song itself! It comes. We all know it, as we go ahead into the dark.

You know what must be done. The time is coming and it is very soon. Do not despair, for even in failure the grey rain curtain of the world recedes. Someone must stand against this enormity. Someone must face the darkness. It never leaves.

You know what you have to do. You know what the defense is. This burden is now yours.

Come now into the dark. There's work to be done.





# BALDR

BALDR, JOIN US.

BALDR, WHO IS MUCH LOVED, JOIN US.

BALDR, THE FAIREST OF THE AESIR, JOIN US.

BALDR, WHOSE JUDGMENTS STAND UNALTERED, JOIN US.

BALDR, WHOSE JUDGMENTS STAND UNHEEDED, JOIN US.

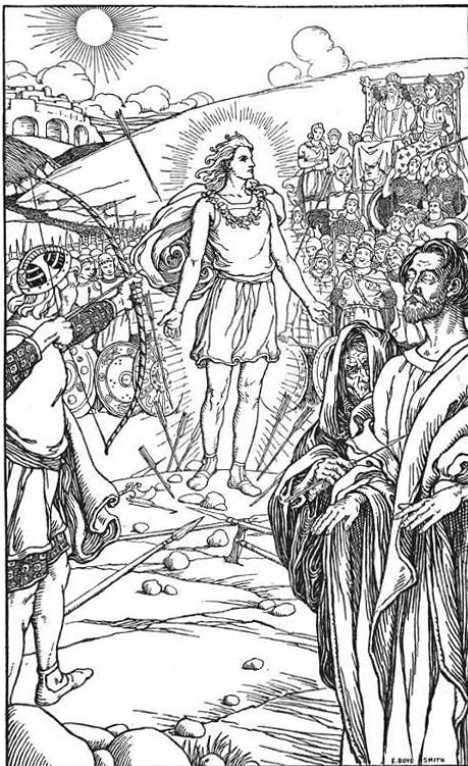
BALDR, THE WISEST OF THE AESIR, JOIN US.

BALDR, THE SHINING ONE, JOIN US.

BALDR, YOUR SERVANT CALLS YOU! COME TO ME NOW!"

On Baldr's tongue were runes graven, so that he had great eloquence. He rode a brightly shining horse, and his ships, which men called "billow falcons", were the sunbeams that sailed through the drifting cloudways.

Baldr's face was as radiant as sunshine. His hair gleamed like burnished gold.



Wherever he went night was turned bright. He was god of the dead day. Laid low by shadow and blind malice. Darkness now reigns.

NEW HEAVENS AND EARTH HE SHALL  
BEHOLD,

AND PEACEFUL FOLK, AND DAYS OF GOLD,

WHEN BALDR IS COME BACK AGAIN

O'ER AN UNDYING WORLD TO REIGN.

TRAPPED IN THE NUMEN, FAR FROM MEN,

LOST IN THE DEPTHS, GONE TILL WHEN,

HE LIES BENEATH THE NUMEN!

WILL NO ONE THEN SAVE US!

BALDR, OUR SUN IS GONE!

HE LIES BENEATH THE NUMEN!

B  
A  
L  
D  
U  
R



B  
A  
L  
D  
U  
R

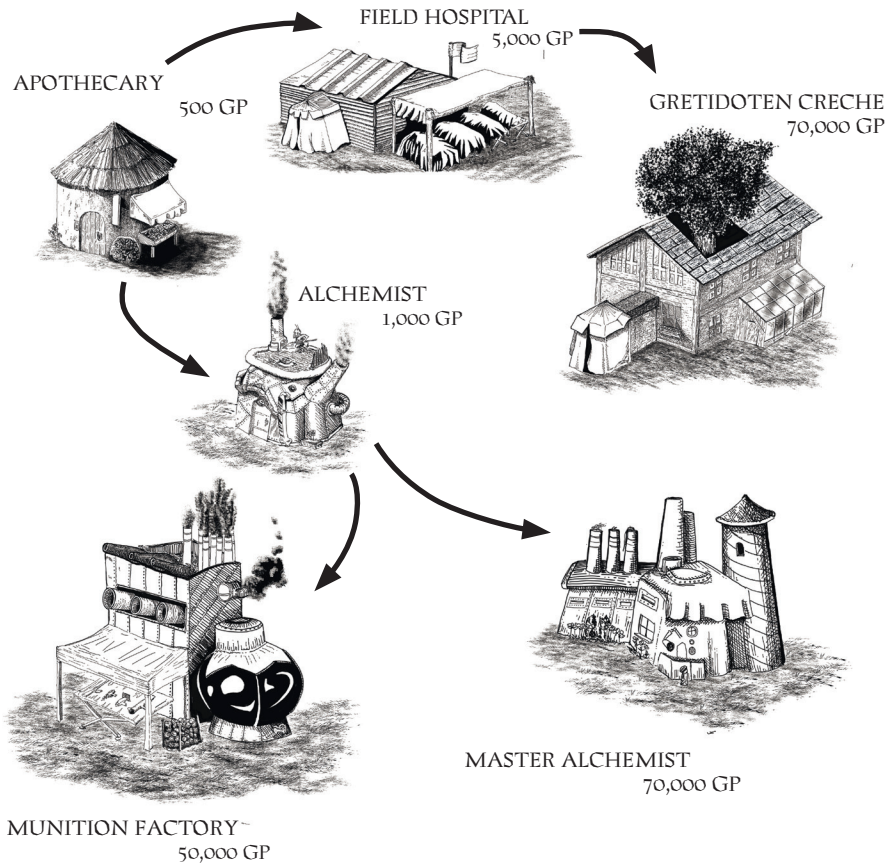
# UPGRADING ARCLIGHT

So much wealth rises from the depths.

What to do with such riches?

Invest in the city for advantages while delving!

The following upgrades are possible, adjust to taste for your campaign. Upgrades are linear! An apothecary chooses to be an alchemist or field hospital. Rich parties may fund additional new buildings that they upgrade differently.





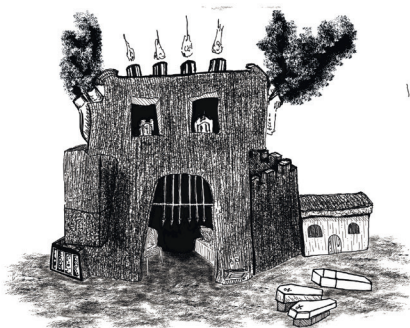
BLACKSMITH  
500 GP



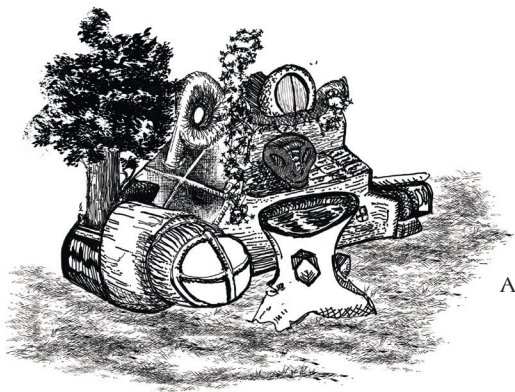
SMITHY  
5,000 GP



BINDI FORGE  
25,000 GP



NECROFORGE  
75,000 GP



ARBORFORGE  
90,000 GP

#### APOTHECARY UPGRADES.

**Apothecary:** Allows healing 1 hit point per level per day of bed rest. Sells bandages (5 sp) that stop bleeding and a medical salve (5 gp) that will heal 1-3 points of damage during a rest after combat. It requires 1 turn (a short rest) to apply and receive the effect. 25% chance of having a healing potion per week.

**Field hospital:** Every week a field hospital will produce 1d4 healing potions, and a 75% chance of having a potion of extra healing. For 5 gp and a night of bed rest all hit points will be restored. Provides master treatment skill for any serious injuries (broken arms, bones, spine damage, etc.)

**Gretidoten Cache:** The tree leaks sap that when collected, providing infinite free healing potions. A fruit blossom can be purchased for 5,000 gp that will cast raise dead on any corpse. For a 15,000 gp fee, a creature can be resurrected by regrowing the body, only a single part is needed. It contains the resources needed for wizards to create clones, or vat creatures for a rental fee, depending on the size of the vat used: 10 gp per day for a small vat, 20 gp per day for a medium vat, and 50 gp per day for a large vat. (See *On Downtime* and *Demesnes* for vat creature creation rules, pages 174-175)

**Alchemist:** The alchemist produces 1d3 healing potions a week, and 2d4 alchemical bombs. Alchemical bomb types vary, (see opposite ♣). There is a 40% chance per week of a discounted first level spell scroll for sale between 100-300 gp.

**Munitions factory:** Allows the production of rifles, round bombs, ammunition, flamethrowers, larger war machines: ballista, cannon, catapult, and reduces construction cost of vehicles by 10%. Ammunition for pistols and rifles is 10 gp/round.

**Master Alchemist:** The alchemist produces 2d6 healing potions and 4d12 alchemical bombs a week. There are 1d6 first level scrolls and 1d4 second level scrolls and a 40% chance of a third level scroll once per week. Alchemical ranged missiles for bows, crossbows, and slings are available for 25 gold a round (+1d6 fire, acid, ice, or electricity damage).



<b>Alchemical Bombs</b>	<b>Effect</b>	<b>Price</b>
<i>BEFUDDLEMENT GRENADE</i>	Save vs Wisdom/Paralyzation or confused for 1d4+1 rounds	200 gp
<i>SHOCK GRENADE</i>	1d6+2 electricity damage. 1d4+1 to all in metal armor within 10'	50 gp
<i>ALCHEMIST'S FIRE</i>	1d6 fire damage, 1 splash. Must put out fire or burn next round for 1d6.	20 gp
<i>SLAP GRENADE</i>	Save vs. Constitution/Paralyzation with disadvantage or fall prone	50 gp
<i>ICE GRENADE</i>	2d4+2 cold damage, 1 splash.	50 gp
<i>INFERNO GRENADE</i>	3d6 fire damage, 1d6 splash. Must put out fire or burn next round for 3d6.	600 gp
<i>SHRAPNEL GRENADE</i>	Anyone in light armor or less takes 1d4 points of piercing damage and must save vs. Constitution/Breath Weapon or begin bleeding.	40 gp
<i>FOAM GRENADE</i>	This puts out all fires in a 10' radius	25 gp
<i>SLIMEBANE</i>	This does 2d8+2 points of damage to plants, fungi, puddings, and jellies.	15 gp
<i>KNOCKOUT GLOBE</i>	Save vs Constitution/Poison or fall asleep for 1d4+1 rounds	100 gp
<i>TANGLEFOOT BAG</i>	Save vs. Dexterity/Wands or be immobilized for 2d4 rounds. On a successful save movement is reduced by half.	50 gp

<b>Weapon</b>	<b>Effect</b>	<b>Cost</b>
<i>ROUND BOMB</i>	Explodes 1d4-1 rounds after lit. Detonates in 5' radius. Does 6d8 damage.	200 gp
<i>PISTOL</i>	Fires 2× per attack. 10/20/40 1d6 damage 6 bullets held, 3/rnds to reload.	600 gp
<i>RIFLES</i>	60/180/240 1d8+2 damage, Advantage on attack rolls vs. armor. 1/2 Fire rate	1,400 gp
<i>FLAMETHROWER</i>	Bulky 120 lb. tank. 1d6 fire damage, 15' line.	2,500 gp
<i>FLAMETHROWER FUEL</i>	30 lb. Refill, good for 6 rounds of use.	250 gp



## SMITHY UPGRADES

**Blacksmith:** This allows purchase of basic arms and armor at book rates.

**Smithy:** The smithy upgrade provides a 10% discount on all arms and armor. For an additional 300 gp, it can create masterwork versions of weapons and armor.

### Bindi Forge

The bindi (grey elves) are ancient, mysterious craftsmen. Any light or medium weapon they craft has an additional +1 bonus to hit due to fine craftsmanship. This bonus stacks on top of any magical, masterwork, or other enhancement.

They also sell rings of protection, A +1 ring costs 2,000 gp, a +2 ring costs 10,000 gp, and a +3 ring costs 25,000 gp.



**Sensing:** For a small fee, the bindi will enchant weapons with the ability to detect nearby objects three times a day for a turn each. The price varies depending on what is detected. +1,000 gp for detecting shifting walls and rooms, +5,000 gp for detect secret doors, detect traps, and detect magic, and +10,000 gp for detect metal, detect gems. Only one detection module can be installed per weapon.

**Arcane flame:** Bindi can enchant weapons that on command can wreath themselves in magical energy. When forged, choose fire, lightning, or cold. On a successful hit, the weapon does an additional +1d6 hit points of damage of the energy type selected. When activated, the weapon sheds light as a torch. This costs 4,000 gp.

**Disrupting:** Bindi can create specific weapons that are very dangerous and deadly to all mechanical forms of life, granting a +2 bonus to hit them and an additional +2d6 damage. In addition, on a critical strike, the target must save versus paralysis/Constitution DC 18) or be destroyed.

### Necroforge

The westrador have been known for their runic arts, and have perfect the merging of runes, flesh, and steel. They can produce *staves of withering* for 15,000 gp

**Concealment:** Using ancient techniques, the necroforge can transmute a weapon of metal into one of bone and sinew. Any weapon can be implanted in a limb. The weapon is undetectable. With a single action, the character can call the weapon to his hand. It extrudes from the selected limb and is available for use. It is in all respects a normal weapon of its type, except it cannot leave his grip. The wielder is immune to disarm attempts and dropping his weapon. If dropped, it reabsorbs into the flesh. 4,000 gp

**Scarab Ammunition:** They breed ancient beetles to bore voraciously into human flesh, which they then place in suspended animation. Upon striking a target, they begin eating through the victims flesh. Unless the target takes a full action to remove the beetle, they do 1d6 points of damage for 3 rounds. This is not effective versus undead and constructs. 600 gp per missile.

**Souldrinking:** The necroforge has mastered the ancient technique of souldrinking. These malign weapons drink the life energies of their victims. On a critical hit, the target must save versus Death/Constitution DC 8 or have their soul consumed by the weapon. If the weapon deals the killing blow, the soul is also consumed. This does not affect outsiders or creatures with spirits. When a soul is consumed, the wielder gains 2d4+2 temporary hit points, +1 permanent additional hit point, and a +1 bonus on all rolls for the next turn. Striking an undead with this weapon does 1d4 points of damage to the wielder for every hit die the undead has, as it drinks in negative energy. Other than this drawback, having a weapon that drinks souls is one hundred percent safe and there is no risk of any side-effects whatsoever, guaranteed. Promise.

## Arborforge

The Gretchin can harness the power of the earth and land and turn it into powerful tools. Any medium or heavy medium weapon crafted in an arborforge gains +1 to all damage rolls. The arborforge also sells snakesticks, a 2' twig that turns into a poisonous asp when thrown on the ground for 500 gp each. The asp engages the nearest enemy target and uses deadly poison to kill it. They also sell *wands of lightning bolts* for 5,000 gp.

They sell magical rations for 100 gp each. Each ration has one of the following effects that lasts for one hour (until the next rest turn). +1d6 hit points recovered. +1 on all saving throws for the next hour, +1 to detect secret doors and traps, +1 to surprise rolls, +1 to initiative.

They sell potions of *control animal*, *control plant*, *growth*, *diminution*, and *neutralize poison* for 500 gp each.

The arborforge can create heavy weapons and armor using only natural materials, like horn, silk, scale, chitin, leather, and wood. These are identical to their non-organic forms, except they weigh ¼ as much. They also sell a wide variety and selection of poisons.

**Rooting:** weapons forged in the arbor forge can use the power of life to bind enemies. When struck by a rooting weapon, the victim must make a saving throw versus paralysis/Constitution DC 14 or have their movement halted for 2 rounds as they are wrapped up in vines.

# THE ALCHEMICAL HALLS

The Alchemical halls contain several resources, traps, and puzzles. It is divided into three main areas. There is the throne room and the pillar room and the associated secrets, the central area with the rebirth door and the hall of paintings, and finally, the eastern section which tests the acumen of Alchemists seeking knowledge.

The statues has eyes that are sapphires worth 10,000 gp each. They are attached to cables and must be pried out of the clasp connecting it to the cable. Behind each eye is pressurized grease that sprays out, covering anyone near the eyes in flammable slick grease. The room they are in is quite dangerous, the pillars are very narrow and designed to frustrate players. The leaps between poles are ~9 feet, making them risky (but possible) jumps (DC 15). It is a 40' fall to the acid, but because it is a liquid it reduces the damage of the fall by 10'. A 30' fall does 6d6 falling damage. Each round in the acid coats a player in acid that does 1d6 points of acid damage a round for 10 rounds. Several very enthusiastic black puddings live in the acid. They are not shy, and love to have visitors for dinner.

There is an illusionary wall in the rear that leads to a hall of mostly non-functional augatics. Triggering the Talos will also open the door to the hidden treasure chamber, but the talos is insane and will use its reality-slicing azoth and cannons and rockets to destroy everything until it breaks down.

The rebirth room will destroy the body of the character and anything they happen to be wearing. It will spawn their mental stats inside a random body. Determine the new form using a reincarnation table.

## **Falling damage is cumulative sum**

*For many years, pits provided serious challenges to players. So much so that a major class feature of monks was devoted to avoiding this specific challenge. The reason so much focus was put on the humble pit? Because Gygax calculated falling damage as a cumulative sum.*

*Gygax wrote "The correct procedure for determining falling damage in the AD&D game system is to roll 1d6 per 10' fallen, cumulative." - Dragon Magazine #69*

*Originally in the 1<sup>st</sup> edition Dungeon Masters guide, Gygax wrote "1d6 damage per 10', for each 10' fallen", and the editor, thinking it superfluous removed "per 10'". Inertia makes the rest history.*

*A 10' fall does **1d6**, a 20' fall does **3d6**, a 30' fall does **6d6**, and a 40' fall does **10d6**. **15d6** for 50' and **21d6** for 60'.*



The throne and the alchemical trials can be completed weekly. For those willing to solve the three-personed riddle, they can acquire a wish each week, IF they are willing to risk getting a wrong answer. You may streamline the processes if they always want to come here, but don't neglect other people and groups taking note of this behavior as they begin their journeys by travelling here. Ambushes, tricks, and new dangers will eventually take note.

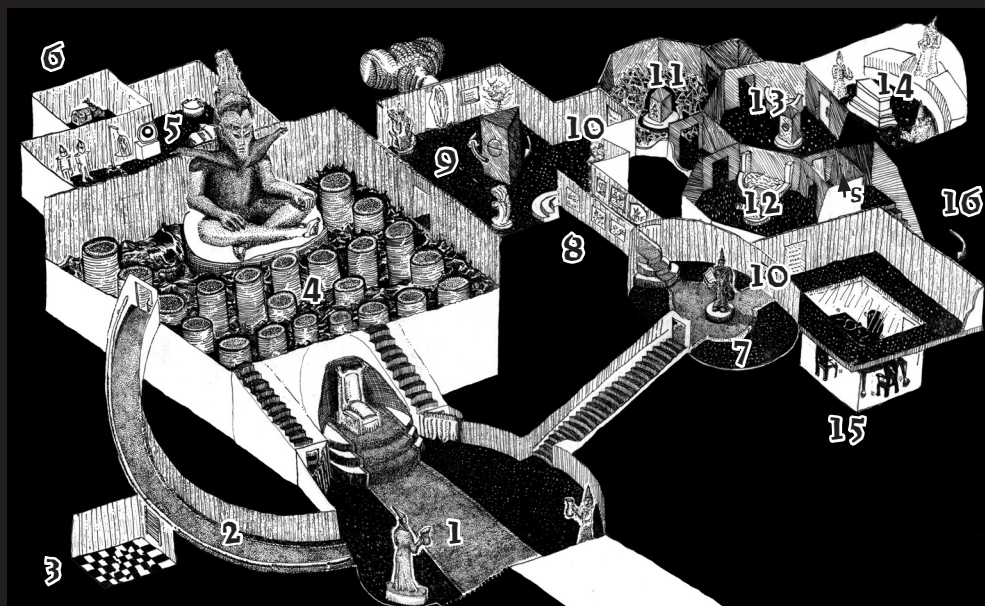
Solving the "one tells the truth, another lies, another sometimes tells the truth/sometimes lies" is a moderately difficult logic problem. But when running the encounter, you don't need to worry about the solution. Just answer each characters question accurately as the statue and give nothing away. If they ask the statue that always tells the truth a question, tell the truth. They must choose which statue to believe, with the wrong choice being a curse or death. With astute players, the puzzle is always relatively quickly solvable. With dim ones, perhaps their greed will lead to their doom!

Remember, they don't get told if they are right or wrong, they may only discover this by stating their wish to the statue they believe is the truth-teller and finding out. You pays your money, you takes your chances.

Note that not solving the puzzle and not acquiring a wish are completely acceptable outcomes.

### Rumors

1. Anyone who completes the alchemists transitions are granted a wish
2. Few survive the alchemist's test, though the rewards are great
3. It is said a museum of augatics untouched lies hidden in the Alchemical labs.
4. Greed leads many to their doom in the alchemical halls and distracts from the real prize
5. The alchemists halls allow you to discard your flesh and walk away in a new body.
6. The hall of paintings in the alchemical halls is more dangers and rewarding then it appears.



### Random Encounters

1. Non-Player Character
2. Talus
3. Choose a Nezumi (MD #4), Cannanite (MD #3) or Hengormoth (MD #2) or Tuth encounter.
4. Dragon



A ) Statue

B ) Invisible column  
of force rises to the  
ceiling

C ) Illusionary Wall

D ) Illusionary Pillars

E ) Pillar Drops into  
acid and slams  
pillars (G) to ceiling

F ) Pillars have their  
top covered in  
grease.

## 1. Entrance

*This shadowy chamber is flanked by thick curtains that obscure the way forward. An ominous bronze throne sits on a raised dais.*

**Throne** ➤ bronze with gold inlay and satin cushions,  
**Carpet** ➤ red, worn, threadbare, golden trim,  
**Statues** ➤ bindi holding forth carafes ➤ **Right statue carafe** ➤ filled with honey, **left** ➤ empty. If the empty carafe is filled with milk, throne activates.  
**Curtains** ➤ grey as walls, **Throne** ➤ loose flagstone behind throne ➤ see throne ➤ **Activate Throne**, grants alchemical knowledge 1/week.  
If already mastered, grants +2.

70' × 70' Ceiling 40', South stairs to **Halls of Heimdall #15** (Megadungeon #4)  
Northwest stairs to 4, West hallway to 4, eastern stair to 7

## 2. Unlit corridor

*This dark, curved, carpeted, path is warm and sounds are muffled.*

**Hallway** ➤ slants up, carpeted floor, **Brass bar along wall** ➤ dented along western edge ➤ manipulating this will open the trap door to 3

30' × 30' Ceiling 22', Northern door (to **#4 Pillar room**): sturdy, reinforced, open  
Secret passage, activated by manipulating the dented bar

## 3. Secret Library

*This chamber contains wealth, but also hidden doom.*

**Secret room** ➤, A mimic and 2 trappers lay here.

30' × 30' Ceiling 18', Wooden (oak) ladder (to **#2 Unlit corridor**): sturdy

## 4. Room of Pillars and Statue

*A huge stone bindi with gigantic sapphire eyes looks out over a pool of acid, while narrow six inch wide pillars poke out of the mire.*

Floor 50' deep, **White pillars** 6" wide, 10' apart ➤ At bottom 6' acid, **Acid** ➤ +1d6 hit points of damage per round ➤ **Black Ooze** × 3 at bottom, gain fast healing 5 due to being in acid  
**Large statue** ➤ cross-legged bindi, eyes glisten in light ➤ sapphires for eyes ➤ 10,000 gp each ➤ Eyes attached to cable, prying them out sprays pressurized flammable grease.

70' × 50' Ceiling 50' up, Floor 40' deep, covered in Acid  
3d6 damage for fall into acid and acid does 1d6 every round for a turn.  
Illusionary wall on north, Western door (to **2 Unlit corridor**): sturdy, reinforced, open.

## 5. Hall of Augatics

*This ancient hall of mechanical men is a treasure of parts for any that still function.*

**Stands and several different augatic designs** ➤ bobus, taluses, Djeds, and Keledones. Augatic hall ➤, switch on back of each stand.  
**Animates replica**. Talus activation attacks & opens secret door.

50' at widest, 30' deep. Illusionary wall passage to the south,  
Secret door (↗ DC 20, ↘ DC 27)

## 6. Secret Chamber

*Hidden behind puzzles and guardians lies this wealth!*

**See secret chamber** ➤

20' × 20', Secret door, opens when the Talus is activated in the Hall of Augatics.

## 7. Bindi Alchemist Statue

*A statue here holds a flask and tablet. Perhaps if the flask is filled with the right liquid?*

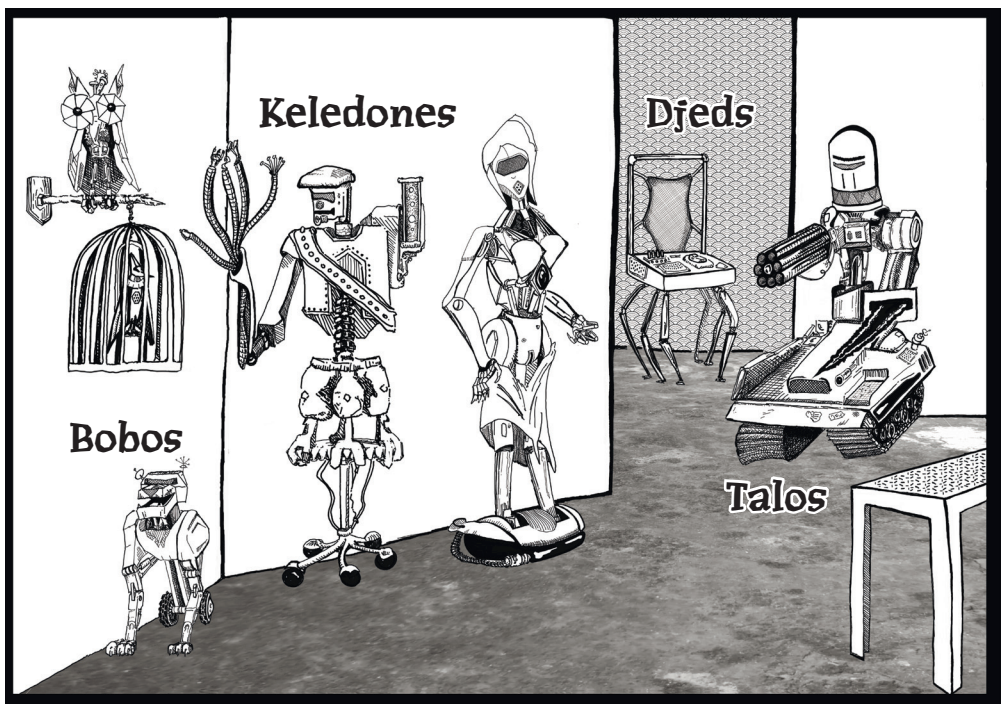
**Carpets** ➤ red, worn ➤ threadbare, golden trim  
**Statues** ➤ holding empty flask and tablet ➤ Tablet says:  
*Solid wealth flows from alchemical liquid*  
If flask is filled with alchemically active substance, it transmutes them into precious stones that have 80-130% the value of the potion (70%+10-60%).

50' × 30', Stair way north leads to **Hall of paintings (#8)**, West stairway to **Entrance (#1)**  
East door is made of lead and is found described at **Alchemist's challenge #10**.

**Secret chamber (6)** ☞ **Corduroy bag** tied with shiny rope. The shine is contact poison, save vs. poison/Constitution DC 12 or die painfully over one turn. On a successful save, take 2d10 damage ☞ **Mixed coins and gems** ☞ 268 gp, 30 sp, 80 cp, two 100 gp garnets, 3 chunks of turquoise (62 gp each).

**Cheap wooden chest sealed with locks** ☞ **Silver reliquary** with platinum inlay, contains rotted eyelid (2,422 gp), wooden **flute** with pearl (162 gp), alchemical **dagger** with steel blade and haft of pebbled brown crocodile skin, the round pommel is stamped with a runian crest (holds 1 dose of alchemical substance, releasable at will) (600 gp), 1,104 loose gp, small flawed black opal (97 gp), flawed bloodstone (13 gp), good spinel (806 gp), pearl (235 gp) ☞ **Chain suit** of alchemical valor mail ☞ steel links with bronze plates and dark leather buckles ☞ grants 2d8+2 temporary hit points 1/day, adds +2 hit points to any healing done.

**Augatic hall (5)** ☞ : There are 4 piles of augatic parts (see Megadungeon #1). Specialized modules are inside the long dead augatic corpses. **Keledones** contain *Auditory system enhancement*, +2 on listen rolls, (*Head*), *Vocal amplification*, 2d8+3 damage in 30' sonic cone, does 1d8 hit points of damage to the augatic on use (*Head*). The **bobos** have *Enhanced Perception Module*, +1 to detect secret doors and infravision/darkvision to 80'. A secondary *Auditory system enhancement* as above, an *Olfactory enhancement* that grants an augatic the scent special quality (*Head*), and a *Mimicry* (*Head*) Module that records and replicates sounds. *Oiled joints* (*Joints*), grant a +1 to stealth rolls. On the Talus (Cont.)



## 8. Hall of Paintings

*Six small windows, into  
mystery, adventure, and terror.  
One traps the soul, another  
watches them pass. What  
hidden wonders and  
treasures such small frames  
contain!*

### Carpeted floor, 6 paintings

- A) Painting of entrance chamber, always reflects current state of entrance.
- B) Painting of archaic bindi alchemist ♀ 1 in 6 chance of players seeing the painting's eyes move.
- C) Painting of the pillar room, with all the dangerous pillars absent.
- D) Painting of a bindi workshop.
- E) Painting of someone looking at this painting ♀ Close examination will require a save versus Polymorph/Wisdom DC 15 or become trapped inside the painting. Tearing the painting, causes death. Painting must be dispelled or nullified.
- F) Painting is of jewelry and scroll ♀ clever illusion, painting is actually just space in wall, containing jewelry and a scroll, see painting 5.

50' × 30', Stair way north leads to *hall of paintings* (#8), West stairway to *Entrance* (#1)  
East door is made of lead and is found described at *Alchemist's trial* #10.

## 9. Alchemical room

*Here lies the room and  
chamber of rebirth. All those  
who travel through rugged  
and moist crevice are born  
anew!*

North door ♀ plaque ♀. Entering door reincarnates player  
*Ye walk the passage / not body with soul  
but soul with body / fire, earth, air, water  
sulphur, mercury, salt / the material is transitory  
Enter—be changed.*

**Statues** ♀ marble ♀ air, earth, fire, and water

**Obelisk in center** ♀ carved obsidian ♀ one per face, spins, heavy  
40' × 50', North passage is narrow, moist. Lead door to east is *Alchemist's trial* (#10),  
Stairway south leads to *Hall of paintings* (#8).



## 10. Alchemists trial

*This challenge faces all who  
wish to master alchemy.  
Those who succeed are  
rewarded richly.*

### Lead door with inscription ♀ “The Alchemists Trial”

*These rooms three / a test of wisdom be  
solve each in turn / and your wishes you will earn  
behind the golden gate / lies your dreamt of fate*

Lead Door (open)

## 11. Sulphur Riddle

*This puzzle engages the mind,  
how do you fill such a  
irregular chamber to the brim.*

**Detritus on floor** ♀ thick covering of straw, **Bas reliefs** ♀ jagged  
carvings like the fire or the tumultuous sea. **Podium with inscription** ♀  
*The ignorant man is as bare / as this room is filled with air  
the enlightened man is full, you agree / as this chamber can possibly be.  
Stack, pack, bend and break / toil and suffer till your bones ache  
not till filled this room without space / will your goal you embrace.*  
(SETTING THE STRAW ON FIRE WILL FILL THE ROOM WITH SMOKE)

30' × 30', Passage east to *Salt riddle* #13, passage west to *Mercury riddle* #12,  
West Door, Lead #10, leads to *Alchemical challenge* #9



(Cont. from 15) The Talus has several modules. *Enhanced structural integrity* grants 2 DR, but require a (*torso* and *limb*) replacement. Thicker armor plating for a *torso* provides +1 AC, a *gyro-stablizer (torso)* which grants +4 or advantage on all physical tests and resistance to being prone. The Djeds possess three *cognition modules*, one for Stealth/ Poison Use, another for Listening, and a third for Alchemy. These are *head* modules that give proficiency in the related skill. There are also a number of weapons here

Weapon	Effect	Cost
SAW BLADE	On an attack roll of 1, weapon is inoperative. It has a -4 to hit versus heavy armor. 2d6 slashing damage.	1,250 gp
CANNON	100/120/140 1d12 damage 14 bullets held, 1 turn to reload.	3,000 gp
STROBE	Everyone within 20' must save vs. Paralyzation/ or be stunned for 2 rounds.	1,400 gp

Painting ☞ : A platinum **tooth** set with a ruby (874 gp), A **chitin scarab** with a silver symbol of a fly (45 gp), on a golden **chain** (125 gp), moldy **parchment** wrapped around twin spools that smells of cinnamon ☞ a scroll that allows you to summon a +2 weapon of your choosing for a single turn.

Secret storage room ☞ : A suit of ornate ½ **plate armor**, 15,000 gp (loose underneath trappers), A steel **heavy mace** with a head shaped like a spiked spear, the haft inlaid with six white marbles (350 gp), a golden **helmet** with the symbol of Tethys engraved and set with a fire agate (1,103 gp), A large **curved horn** made of steel (250 gp) a cypress wood **club** with steel bands wrapped around it, and a **bucket** of horseshoes cut in half, a pair of steel bloodstained butterfly **swords** with a hilt wrapped in dull brown sheepskin and a round pommel, there is a walnut **wood scabbard** inlaid with minotaur horn (+1 butterfly sword glows white).

Flagstone ☞ : Leaden **jar**, sealed with a lid. Four Emeralds (1,000 gp each), 9 electrum ingots (5 gp each) Beautiful electrum and copper **ring** engraved with folk symbols ☞ RING OF THE RAM.

Golden Alchemical ☞ : Various goods have been turned into solid gold here, four **chairs** (1,500 gp ea./ 150 lbs. ea.), A **table** (4,000 gp / 400 lbs.), A **pitcher** (350 gp / 35 lbs.), four **glasses** (200 gp / 20 lbs), **Chess set** (650 gp / 20 lbs.), **Pieces** (500 gp ea. / 5 lbs. each)



## 12. Mercury Riddle

*Eleven gods, nine remain,  
somehow to find six you must  
ascertain.*

**Fountain** ➤ fluid spout, **platform** ➤ basic inscription “SIX HERE”  
**Containers** ➤ 11 gallon and 9 gallon. Podium with inscription ➤  
*from this spout water flows / eternally it always goes  
the alchemists mind should be so / flexible, deep, and free to flow  
two containers stand before you for you to use  
one of eleven and one of nine as the gods excuse  
from these and nothing else, take water and mix  
in the end, leaving only one, filled exactly with six.*  
FILL 11, POUR INTO 9, EMPTY 9, PUT 2 LEFT IN 11 INTO 9.  
REPEAT LEAVING 4, REPEAT LEAVING SIX.

30'×30', Passage east to *Salt riddle #13*, passage north to *Sulphur riddle #12*,

## 13. Salt Riddle

*An egg in water must be  
retrieved, using no tool, only  
a single stone. The answer is  
obvious and true, so lets see  
what your players do?*

**Small basin** ➤ water ➤ egg in water, **podium inscription**  
*This pool filled with water pure / does not its contents obscure  
within lies a single egg / and for its freedom does beg  
but to remove the egg from the pool / you must not employ a single tool  
a singular stone you must use / then the egg the pool will produce.*

POUR SALT INTO POOL, THE WATER BECOMES MORE DENSE THAN THE EGG WHICH WILL FLOAT.

30'×30', Passage south to *Mercury riddle #13*, passage north to *Sulphur riddle #12*,

## 14. The Alchemical Reward

*The trials completed, one  
more obstacle stands in your  
way. Three statues will grant  
a wish, but which one is  
true? One is a liar, another  
one says whatever it wants. If  
you ask the wrong one,  
death or worse awaits. With  
only one question to each,  
who will you ask for your  
wish.*

**Two statues flanking** ➤ iron, silver. **Dias with giant statues** ➤  
marble, **Marble slab** ➤ wide enough to lay on. Statues recite:  
*Three trials you have overcome / and yet your task is not done  
one more puzzle yet remains / and then you will have your well earned gains  
guardians, alchemist three stand here / one of life, one of fate, and one of death I fear.  
The alchemist of life always speaks true / death speaks phrases decidedly untrue  
the one of fate is certainly less clear / true or false may his answers appear  
a single question my be asked of each / for you to have a conclusion reached  
lie down on the slab before you inquire / choose and state your wished for desire  
the alchemist of life will grant your wish true!*  
Another choice however will send it askew  
*the alchemist of death will not bode well / for your chances to continue to dwell  
and the one of fate will be dire indeed / for interest from fate is nothing men seek  
good luck in your choice, avoid deceit / ask the questions, make your wish,  
your task complete.*

## 15. Glass treasure

## 16. Secret entrance

**Window** ➤ glass ➤ shows golden alchemical ☸ Hidden from sight  
above, a Talus guards the treasure. The secret entrance is marked on  
the map

# THE LAVISH MANSION OF FUR SLIME

An abandoned wizard lair, home of mold, fungi, depths of secrets and puzzles. The lavish mountain of fur slime is what happens when an office kitchen used by wizards is abandoned.

It is sectioned into several interconnected areas. In the northwest corner are the remnants of a wizard's lab. This can be abandoned, or could become the lair of another being or creature the players have antagonized. There are a series of secret chambers to the east, each containing varieties of slime in their natural habitat. The rear chamber has a shaft that is frozen solid, that leads down to a secret area, containing treasure behind a nefarious puzzle.

The southern halls lead to the broken spout that has flooded the secondary level. The stairs lead down to the flooded level, where there's a leprechaun that lives in a mushroom house and a sentient god-fungus. The mushroom house is a normal mushroom—though it is large for a mushroom. All who enter the room and approach the mushroom shrink as they approach it until it appears to be a fairly large sized dwelling. Entering leads them into a deadly hedge maze.

The northern chamber on the flooded level is overtaken by Grovecrown (They/Them). Grovecrown is a sentient slime mold that consumes living creatures, and then spawns a pod which produces an infected copy of the person consumed. Grovecrown assimilates their memories and thoughts. Grovecrown hungers endlessly, but is trapped and bound here. They are highly intelligent, supported by many zombies, and desperate for life. But because they are trapped, Grovecrown values friendships over victims. Grovecrown's spores have powerful magical effects, and he offers to trade these magical pods in exchange for sentient life. Players have the option of volunteering their henchmen, capturing their opponents alive to sacrifice, or simply purchasing slave-Gortha in town.

Grovecrown extracts all the essential vitae and intelligence from those he consumes, and turns the shell into an infected zombie. They can control these zombies as appendages, but their range is limited. Grovecrown is not only physically bound with chains, but protected by heavy magical wards. The specifics of his binding and method of freeing him are left as an exercise for the referee.

The spores grant statistic increases, cures for permanent conditions, and more.

Trading lives for them is irredeemably evil.

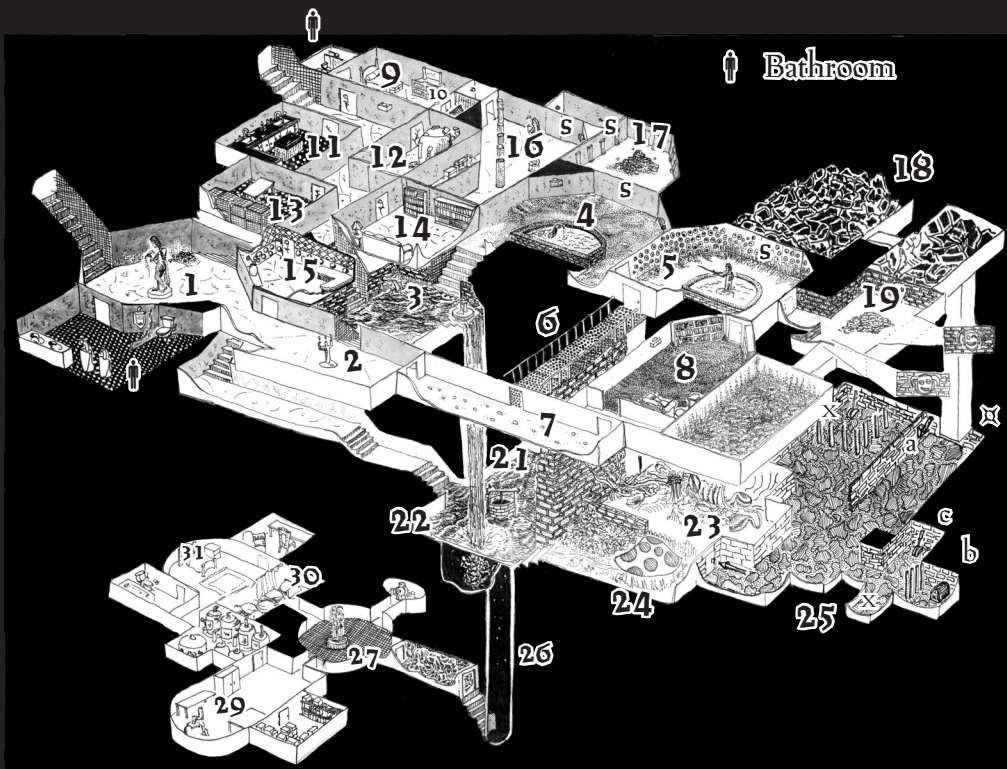
In the flooded chamber, there is a well filled with water. If anyone descends to the bottom of this well, they can discover the hidden lair of the alchemicalich. Yneras is an unfathomably powerful alchemical lich. Invaders into his home should beware.

The secret puzzle area requires travelling down a frozen pit. Some method must be devised of melting or bypassing the obstruction. The brown mold can be removed but will regrow. Even if the mold is somehow eliminated, it will still take several weeks for the ice to even begin to melt. If it were not melted, it would be a concealed pit that drops players 40' into #25.

Once the players bypass the frozen pit, they will enter a small chamber noted at #25. They descend on the north end. The lever near the landing (A) releases black puddings and ochre jellies that drop into the room from hidden chambers in the ceiling. The south switch (B) near the gate releases a covering of grey slime. (It's difficult to see on the map, but it's marked by the (B)) The small alcove in the south-east is a teleporter (marked with an X) that will leave you in the northwestern cell with a lever. The lever raises the southern portcullis, giving access to the treasure cache. Entering the treasure cache area will raise the eastern portcullis. There are two spaces for glow-globes, and only the western one is filled. Putting the western globe on the eastern lamp will raise the wall of the secret room. Pulling the lever in the secret room will raise the portcullis surrounding the visible treasure chest. There is a one way door that exits this area to #24 Mushroom House so the players can leave at any time.

The sign outside the mushroom house draws attention. The interior is a maze, and many of Sullivan's pets are here, ravens, cats, worms, owls, and various other creatures. Usually harmless, they are a considerable threat considering a 6' tall character is only 1" inside the giant mushroom house. In spite of the warning, Sullivan the leprechaun has both gold and wishes.





## Random Encounters 2d4

### 2. Non-Player Character

3. 2d6 Azure Jelly (AC 6, HD 3, MV 9" D:1d8)

4. 2d6 Crimson Jelly (AC 6, HD 3, MV 4" D:1d6+bleed)

5. 1d4 Blue Jelly (AC 8, HD 5, MV 3" D:1d4)

6. 2d6 Orange Jelly (AC 7, HD 2, MV 3" D:1d6)

7. 2d6 Ochre Jelly (AC 6, HD 3, MV 9" D:1d8)

8. 1d2-1 Steel Jelly (AC 0, HD 2, MV 12" D:-)

	FIRE	COLD	ELEC	SLASH	BLUDGEN	PIERCE
3.	✖	✓	⊙	+1	✖	+1
4.	✓	✓	✓	✖	✖	✖
5.	✓	✓	✓	✓	✓	✓
6.	⊙	✓	✓	✖	✓	✓
7.	✓	✓	✖	✖	✖	✖
8.	⊙	⊙	✖	½	½	½

The Steel jelly doesn't attack, and flees in 1d4+1 rounds at 36" under the effects of free action. If killed, he shatters into 5d10 lbs. of platinum (50-500 platinum coins)

All oozes, slimes, puddings, and jellies are immune to poison, acid and psionic abilities.

✖ Splits into two oozes ⊙ Immune ✓ Effective attack

Bathrooms have a 25% chance of an enemy encounter

## 1. Entrance hall

*The warm moist air here, surely must not contain any spores, bacteria, or other poisons.*

## 2. Waiting Room

*You can wait here as long as you wish, though nothing comes but danger and monotony in unequal measure.*

## 3. Spigot Room

*Half underwater, a dead body in the corner, and dripping liquid dozens of feet below to the lower level, something long ago has gone wrong here.*

## 4. Fount. Room(W)

*Sandy dunes cover the floor of this trapezium shaped room. Water splashes into a fountain on the south wall and the wall sparkles unevenly.*

## 5. Fount. Room(E)

*This unnerving room is covered in fungus that looks like eyes on stalks. An eerie statue stands in the fountain carved holding an ancient sword.*

**THICK HUMID ACRID AIR; Slick walls** 🐍 Fungus around walls of room 🐍 mushrooms, **Statue** 🐍 granite 🐍 nude bather with cloth and jug, 30'×30' Ceiling: 21' Stairway west, leads to **Halls of Heimdall** (Megadungeon #4) stairway north, to lower flooded level, hallway east to Waiting room South door (marked with rose): sturdy, wooden, stuck (★DC 18) to rest-room.

**Large Candelabra** 🐍 embedded in floor, candles lit, brass, **LAVENDER SCENT** (from candles), **Bench** 🐍 Granite

30'×30' Ceiling 18' Passageway west to Entrance (#1), East door (marked with eye): sturdy, wooden, locked. (♣ DC 15, ★ DC 25) to **hallway** #9 North door (unmarked): sturdy, wooden, locked. (♣ DC 20, ★ DC 25) to **spigot room** #3

**6" of water on floor, PUNGENT TANGY SCENT;** Room features are underwater **Broken Spigot (in southwest corner, underwater) spitting out water** 🐍 granite, shaped like a serpent 🐍 broken, shattered, ruined **Statue base in NE corner** 🐍 cracked granite; **Underwater corpse in SE corner** 🐍 see spigot room 🐍

20'×30' Ceiling 33'; stairs descend 15' down into chamber. South door (unmarked): sturdy, wooden, locked (♣ DC 20, ★ DC 25) to **Waiting Room** #2 West door (marked with thorn) : sturdy, stone, open to **Hallway** #9 North door (marked with thorn): sturdy, stone, locked (♣ DC 20, ★ DC 25) to **Fountain Room** #4 Open vista to lower chamber (#22)

**Sandy floor** 🐍 4" of sand 🐍 conceals a sand ooze. **Uneven wall** 🐍 many coins embedded in wall, copper, silver, gold 🐍 depressable, pushing copper, silver, gold opens west secret door pushing gold, silver, copper opens north secret door. **Fountain** 🐍 clear water 🐍 granite serpent spigot

40'×20' Ceiling 18', West secret door: sturdy, locked (👁 DC 26 ♡ DC 15 ♣ DC 20, ★ DC 25) to **Marble Hall** #16 North secret door: sturdy, locked (👁 DC 26 ♡ DC 15 ♣ DC 20, ★ DC 25) to **Golden Treasure** #9 East door (marked with thorn): sturdy, stone, locked (♣ DC 20, ★ DC 25) to **Fountain Room** #5

**Fungus on walls** 🐍 "spyfungus" 🐍 appears like eyeballs on stalks open and close, **CHILL IN THE ROOM** 🐍 coming from north wall, **Fountain with statue** 🐍 granite statue of a man with a sword pointing west, **Fountain water** 🐍 green color 🐍 hides an emerald ooze 🐍 attacks if water is disturbed.

40'×20' Ceiling 18', Pointing the statue to the north or east wall will unlock the secret door. East secret door: sturdy, locked (👁 DC 26 ♡ DC 15 ♣ DC 20, ★ DC 25) to **Room of Faces** #19 North secret door: sturdy, locked (👁 DC 26 ♡ DC 15 ♣ DC 20, ★ DC 25) to **Ice Cavern** #18 West door (marked with thorn): sturdy, stone, locked (♣ DC 20, ★ DC 25) to **Fountain Room [W]** #4 Southwest door (marked with thorn): sturdy, stone, locked (♣ DC 20, ★ DC 25) to **Walkway** #6 Southeast door (marked with rose): sturdy, stone, locked (♣ DC 20, ★ DC 25) to **Study** #8



## Door Carvings



**Thorn**



**Eye**



**Rose**

Walls ➤ Pale Green Streaked Jade

Floors ➤ red Carnelian

Doors ➤ stone ➤ carved with symbols shown at left

Spigot room ➤ **Dead body**, waterlogged. A suit of fine **steel full plate**, breastplate emblazoned with image of writhing sea serpent. Armor is engraved with skulls and is +1. A clean **brass flail** with a ball shaped like a ball of antlers. The haft is of redwood and is beautifully inlaid with adamantite, The brass metal ungulates as if it were liquid brass. This is a *flail of smiting* +1. It is a +2 weapon versus evil or chaotic creatures and does 3× damage on a critical. It is a +4 weapon versus constructs and outsiders and on a critical, they take 4× damage and must save versus death (Constitution DC 10) or be destroyed/banished. A **footman's shield** made of gleaming steel and yew emblazoned with arcane lavender runes, reading "*Guard ye well, this determined labor.*" on a black field. It is righteous, allowing the wielder to double in size. This raises their strength by 2 and grants them 2d8 temporary hit points. You gain DR/2, and you take a penalty of -2 to your armor class. You can activate this one time a day and it lasts for one turn. A **ring** made from Mogyosth bone set with a black sapphire +1 ring of protection, a **silver ring** inlaid with a pattern of brass ring of shielding, and a **wide scroll around a rod**, written in cuneiform script made of human leather, it is a scroll of shadow containing the spells *darkness*, *blindness*, *shadow anchor*, *shadow magic* and *demi-shadow magic*, and a *Wand of Obtenebration*, Raises the level of illusion spells by 2, allows you to cast *Darkness* for 1 charge, or *Shadow Blast* for 2 charges, holds 10 charges, gains 1d6 for every 24 hours completely shielded by light.

A nearby **pouch** contains 17 pp, 58 gp, 14 sp, A zircon (500 gp), eye agate (100 gp), and lapis lazuli (1,000 gp)

**Backpack** ➤ empty herb **pouch**, ivory toggle **clasp** with a large amethyst (200 gp) surrounded by decorative beading (350 gp for the whole clasp), **block and tackle**, **torches**, **bedroll**, **rations**, **holy water**, silver **holy symbol**.

## 6. Open Crosswalk

*This metal grate crosses thirty feet up in the air, a stone wall descending down to the fungus filled and moist chambers below. On either side, a fragile railing is all that's stopping anyone from a disastrous fall.*

**Railing** *Iron bars, view into rooms below* *HUMID, ROTTING, FUNGAL SCENT.* View into a well surrounded by water *Well Chamber #21*, The water falling from the *Spigot Room #3* below is visible, to the east side, roots and plants and mushrooms and moss from *Grove Crown Lair #22* and *Mushroom House #23*.

Chamber ceiling is 23' above, 30' down west side 20' down east side Railing is not sturdy. North door (marked with thorn): sturdy, stone, locked (♣ DC 20, ★ DC 25) to *Fountain Room [E] #5* South door (marked with eye): sturdy, stone, locked (♣ DC 20, ★ DC 25) to *Gemstone Hallway #7*

## 7. Gemstone Hallway

*The hallway ahead is lined with emeralds, as if they have fallen out of a merchants pouch. Such wealth!*

**Gemstones on floor** *emeralds* *actually green slime drops* HD 2, dissolves armor in 1d4 rounds, then creature in 1d4 rounds. Immune to electricity, weapons, vulnerable to cure disease, fire, and cold.

40' × 10' Ceiling 11' high

West door (marked with eye): sturdy, stone, locked (♣ DC 20, ★ DC 25) to *Waiting Room #2*

Northwest door (marked with eye): sturdy, stone, locked (♣ DC 20, ★ DC 25) to *Skywalk #6*

Northeast door (marked with rose): sturdy, stone, locked (♣ DC 20, ★ DC 25) to *Fountain Room [E] #5*

**Chair** *leather recliner, Bookshelves* *molded books, end table and lamp* *nothing of note, Clock* *cherry grandfather* *stopped* *behind glass, brass pendulum with gold on velvet* *Covered in yellow mold, opening glass spreads 10' cloud.* Winding or moving the clock hands triggers poison gas, making everyone within 60' to save or become nauseous for 2-12 turns. Depressing the eastern torch scone opens the secret door to *Moss Room #20*

40' × 10' Ceiling 11' high

West door (marked with eye): sturdy, stone, locked (♣ DC 20, ★ DC 25) to *Waiting Room #2*

Northwest door (marked with eye): sturdy, stone, locked (♣ DC 20, ★ DC 25) to *Skywalk #6*

Northeast door (marked with rose): sturdy, stone, locked (♣ DC 20, ★ DC 25) to *Fountain Room [E] #5*

## 9. Bedroom

*What better bed than one down in a mine filled with fur slime!*

**Bed** *linen sheets, made, Chest of drawers* *oak* *see bedroom treasure ☑*, **Foot locker** *walnut* *unlocked* *see bedroom ☑*, **Rug** *4 stone, 120 gp value* *circular pattern*

30' × 20' Ceiling 11' high West door: Sturdy, wooden, open, to rest room.

South door (marked with rose): sturdy, stone, locked (♣ DC 20, ★ DC 25) to *Hallway*

East door: sturdy, stone, locked (♣ DC 20, ★ DC 25) to *Closet #10*

## 10. Closet

*What could you find in a closet?*

**Clothing** *various linens, low value; Shoe rack* *shoes, worn leather, four pair, Wood Paneling* *secret door to north,*

10' × 10' Ceiling 11' high, North secret door: sturdy, wooden, open to *Marble Hallway #16*

West door: sturdy, stone, locked (♣ DC 20, ★ DC 25) to *Bedroom #9*

## 11. Lab Storage

*This room has a solid grey bench that runs the length of the room, and it's covered in glass apparatus, metal contraptions, and tubes and hoses.*

**Lab supplies** *beakers, vials, syringes, cloth, tubing, wipes, labeled bottles, unlabeled bottles, folding chairs*

20' × 20' Ceiling 13' high North door (marked with thorn): Sturdy, wooden, open, to *Hallway*

## Bedroom 🗡️ 🐉

Chest of Drawers 🐉 **Top drawer**, linens, various bits of fabric, cotton socks, gold earring set with opal (80 gp) FALSE BACK, small silver coffer (220 gp) containing 120 pp and a brass ring set with four black micas (*ring of darts*)

**Middle drawer** 🐉 tattered and torn vellum, scroll mounted on a pair of dowels 🐉 treasure map.

**Bottom Drawer** 🐉 3 sp, 2 gp, false bottom leather case locked (🐉DC 12 🐉 DC 13 🐉DC 27), trapped with poison needle, save or die. 🐉 Contains pipe whistle with a platinum chain running through a ring at top.(120 gp), a long necked bottle containing opaque muddy pine green liquid, tastes of spearmint and mud (*potion of extra healing*) Phial with a greenish watery liquid, odorless/tasteless, smokes when exposed (*potion of flying*), Elephant Ivory Ring set with three extra-planar quartz (*ring of fortitude*)

**Foot locker** 🐉 wooden 🐉 oak 🐉 latched 🐉 a pair of men's low boots made from shiny black leather and hellcat trim (*boots of levitation*), a hooded robe made from red wool and black satin with mink for trim (*robe of stars*), a cloak made from rust wool and sand linen (*cloak of displacement*)

**Bookshelf** 🗡️ : *The fundamentals of manners when conducting inventory. Statistical analysis of grain storage efficiency. The almanac of livestock populations of the spin-ward planes, The lore of local social customs, Variability in corn health based on fertilizer mixtures, The folio of cow markings, etc.* Various and continual works regarding livestock, grain, and various analysis and techniques related to quality and yield.

**Secret treasure** 🗡️ Short metallic rod, warm to the touch (*Rod of Flailing*), A green marble wand with a extra-planar quartz set in the head, can fire a targeting ray at will (+2 to hit target for next round), and for one charge can cast a ray of flame (4d6 fire damage). Small silk bag of holding, sealed with golden thread (Weighs 1 stone, can hold 20). Twisted ball of tiny serpents are actually braces of toxic defense. When worn they provide protection as chain armor, and they retaliate with a +0 attack at anyone who misses. On a successful hit the target must make a save vs. Poison/DC 8 Constitution save or die. Three very good rubies (2,000 gp each)

**Portcullis treasure** 🗡️ : Large wooden chest 🐉 padlocked (🐉DC 16 🐉 DC 10 🐉DC 28), Scythe trap near handle, save vs. Wands/DC 13 Dexterity. On a successful save, it does 3d4 damage. On a failure, lose 1d4 fingers. Each finger lost reduces Dexterity by 1. 1,000 platinum pieces, midnight blue silk cloak with furred interior (*Cloak of the Bat*). Supple Dragonskin gloves (Cont. pg. 31)

## 12. Creation Vat

*This large vat is connected to dozens of tubes and wires.*

**Medium sized vat** ➤ Connected to tubes and piping and wires with glass window ➤ inside is an incomplete alchemical golem.

20' × 20' Ceiling 16' high West door (marked with thorn): Sturdy, wooden, open, to hallway.

## 13. Morgue

*This is some sort of caged storage for the dead.*

**Rusty cages line the back wall** ➤ 16 cages ➤ one human skeleton ➤ one collar ➤ one pile of rags ➤ one scarred dog corpse; **Steel Table** ➤ dark stains; **Tile floor** ➤ drain.

20' × 20' Ceiling 14' high North door (marked with thorn): Sturdy, wooden, open, to *Hallway*.

## 14. Study

*A small cozy study with an uncomfortable looking couch.*

**Bookshelves** ➤ large obscure books ➤ see bookshelf ☞; **Couch** ➤ leather with brass tacks and gold cloth trim

20' × 20' Ceiling 14' high North door (marked with thorn): Sturdy, wooden, open, to *Hallway*.

Secret door, when one book is pulled, bookcase swivels ➤ see study ☞

## 15. Waiting Room

*An odd room to wait for something that never comes.*

**Bench** ➤ granite in northeast corner; **Marble table** ➤ decorative plant ➤ battered tin vase; Upper half of wall is decorative tile.

**Irregular wall** ➤ Brass hemispheres on wall to waist level.

20' × 20' Ceiling 14' high south door (marked with eye): Sturdy, wooden, open, to *Entrance Hall*.

North door (marked with eye): Sturdy, wooden, open, to *Hallway*.

## 16. Marble Hall

*This hall of marble pillars, has three large busts, a central one of Hera, flanked by Huginn and Muninn*

**Marble pillars**; **Three marble daises with busts** ➤ Huginn, Hera (opens north secret door if depressed), and Muninn;

**Marble Pudding** (AC 6, HD 8, D2d8) Has glue attack, Immune to cold, melee and electricity split ooze

30' × 40', diagonally separated, Ceiling 22' high

West door: Sturdy, wooden, open, to *Small closet*, button wall opens secret door to *Closet #10*

North secret door open by depressing Hera dais: Sturdy, stone, closed (☞ DC 26 ☹ DC 15,

\* DC 28), to *secret chamber to 17*

## 17. "Golden" Treasure

*A huge glittering pile of gold coins lies in the center of this room and it is CERTAINLY not a golden ooze. Who's ever even heard of such a thing?*

**Tops of walls are marble, hemispherical columns decorate the walls**; **Huge pile of gold coins** ➤ **Golden ooze**

**Golden ooze** (AC 4, HD 8+4, D1d8) Immune to fire. On death, drops 2d4×1,000 gold pieces.

30' × 30', Ceiling 22' high

West secret door, cannot be opened from this side (\* DC 24) South, secret door, cannot be opened from this side. (☞ DC 26 ☹ DC 15, \* DC 25) to *Fountain Room*

## 18. Ice Cavern

*Any flame in this room noticeably dims, as the brown mold covering the ceiling feeds off the heat.*

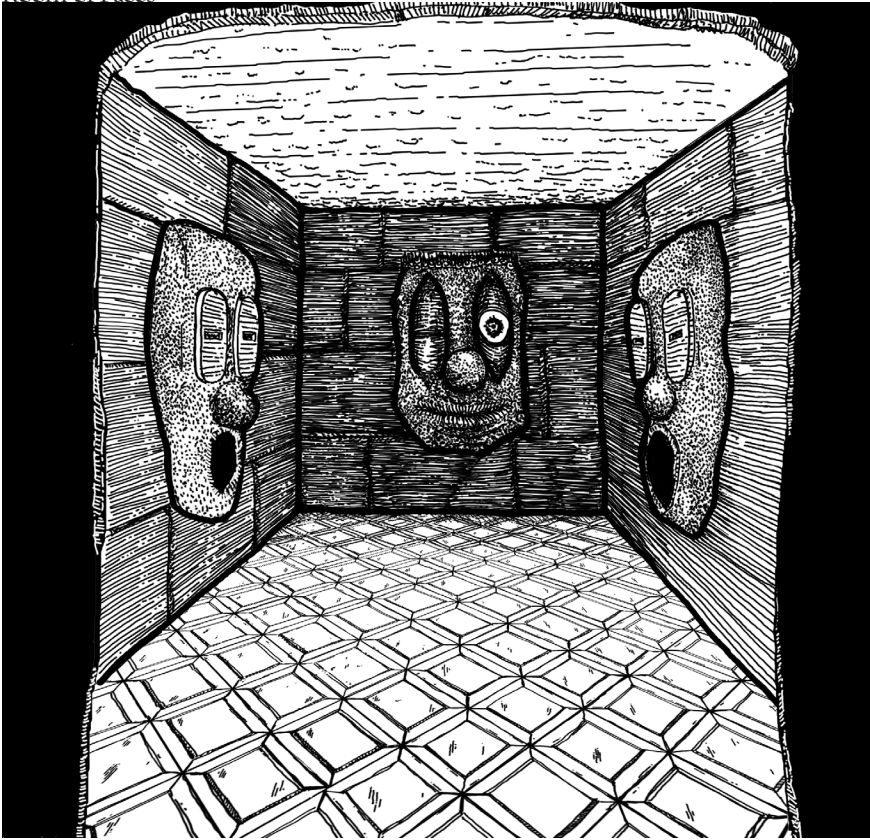
**Ice covered walls and floor** ➤ stone surface beneath ice; **High dark ceiling** ➤ Brown Mold ➤ torches and other fire dim; **White puddings and snowflake oozes** hide in the ice. **White Pudding** (AC 9, HD 9, D1d8) Immune to cold, weapon attacks split, **Snowflake Ooze** (AC 9, HD 6, D1d6), Immune to cold. Cold aura does 1d6 to all within 5', Takes half damage from weapon attacks.

70' × 30', Ceiling 24' high

South secret door in west chamber, cannot be opened from this side (☞ DC 18 ☹ DC 6, \* DC 24)

Pit, coated in ice, leads to ✕ in **Puzzle Room #25** South secret door in east chamber is frozen solid.

Room of Faces



Grovecrown





## 19. Room of Faces

*A mound of coins, Westardor high, sits glittering in this room under the glare of three faces.*

**Giant pile of mixed coins** ➤ Metallic Ooze (AC 9, HD 7+4, D 1d8).

**EMITS FUMES**, save vs. Poison/Constitution DC 12 or become fatigued. If fire is used, this erupts into flame, and does 2d6 damage in 15' radius for the next 1d4+1 rounds; **Stylized smiling faces** ➤ East wall is face with eye winking. Faces on north and south wall have slits for eyes. Inserting a blade in the right eye (the one that is shown winking on the east wall) will open the secret doors. Inserting blade into the wrong eye fills the room with poison gas, causing tongues to swell and cotton mouth. Save vs. Poison/Constitution DC 15.

30' × 30', Ceiling 18' high

North secret door, (👁 DC 18 ♡ DC 12, ★ DC 24) will break frozen ice, leads to **Ice Cavern #17**

South secret door, (👁 DC 20 ♡ DC 12, ★ DC 25) to **Moss Room #20**

## 20. Moss Room

*A magical room, filled with a soft bed of moss, a calming aura, and glittering mushrooms.*

**Bed of forest moss** ➤ warm, comfortable, resting here for a turn cures disease and heals 4d8 points of damage. **Mushrooms in forest moss seem to sparkle** ➤ crystal mushrooms worth 200 gp each. Delicate, prone to bruising, can collect 1d4 safely per turn.

30' × 30' Ceiling 14' high

North secret door, (👁 DC 18 ♡ DC 8, ★ DC 25) Button on wall opens secret door, leads to **Room of Faces #19**

West's secret door, (👁 DC 18 ♡ DC 8, ★ DC 20) Button on wall opens secret door, leads to **Study #8**

## 21. Well Chamber

*At the bottom of these narrow stairs, lies this indoor flood of water. In the center an ancient stone cylinder rises above the liquid surface.*

**Water 3' deep** ➤ Conceals a Crystal Ooze (3) (AC 8, HD 4, D4d4+Poison)

Save vs. Poison/Constitution DC 15 or be paralyzed for 2d6 turns, immune to acid, fire, ice and non-magical weapons; **Well** ➤ 4' high ➤ filled with water ➤ secret entrance to alchemical lair. See #26 hidden well entrance.

40' × 30' Ceiling 40' high, floor covered in 3' water (difficult terrain). West exit, leads to stairs that go to **Entrance Hall #1**; Stairway on Northeast to **Grovecrown Lair #23**. Open to south **Hidden Pit #22**

## 22. Hidden Pit

*The ground is here, surely stable, and wouldn't just disappear leaving a hole to the depths.*

**Water 3' deep** ➤ cloudy ➤ **Pit 20' deep** is hidden under the water.

40' × 30' Ceiling 40' high, floor covered in 3' water (difficult terrain). West exit, leads to stairs that go to **Entrance Hall #1**; Stairway on Southeast wall, to **Mushroom House #24**. Open to north section **Well Chamber #21**

## 23. Grove Crown Lair

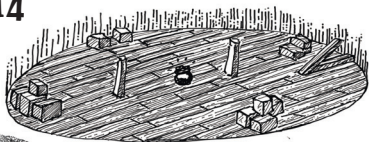
*All the mold, fungus, jellies and jams have grown an alien mind, and it lives in this room. It may bargain great power, but only in exchange for lives. Lives such as the Gortha sold for their service, easily purchasable at market.*

**Roots cover the floor; a fungus tree dominates the room** ➤ giant, pulsing ➤ bound in chains. Grovecrown, (AC 9, HD 10+50 D1d6×5 + Poison Gas) Grovecrown is in command of thralls (as zombies).

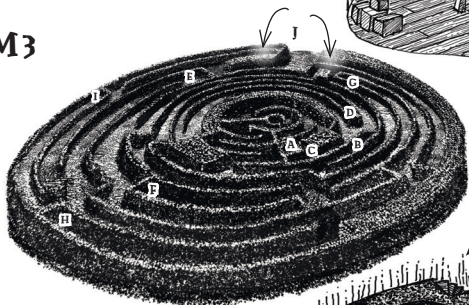
Grovecrown is telepathic and is willing to exchange human lives for spores. There are a variety of spores *Up spores* give +1 to a statistic, *Down spores* cure disease, *Strange spores* induce a random mutation, *Charm spores* grant you a vision as *Contact Other Plane*, *Bottom spores* when consumed cast both *Heal* and *Cure Critical Wounds*, *Top spores* grant a skill or weapon mastery. Grovecrown controls the thralls as if they are disposable appendages

40' × 50' Ceiling 32' high, floor covered in twisted roots (difficult terrain). West exit, leads to stairs that go to **Well Chamber #21**, Southern arch to **Mushroom House #24**.

M4

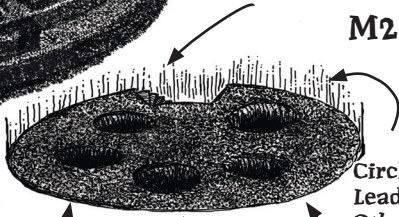


M3



Wavy Lines ~  
Leads to 1,000  
Agate pools

M2



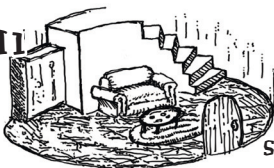
Circle ~  
Leads to  
Other Circle

Up Arrow ~  
Leads to Next  
Floor

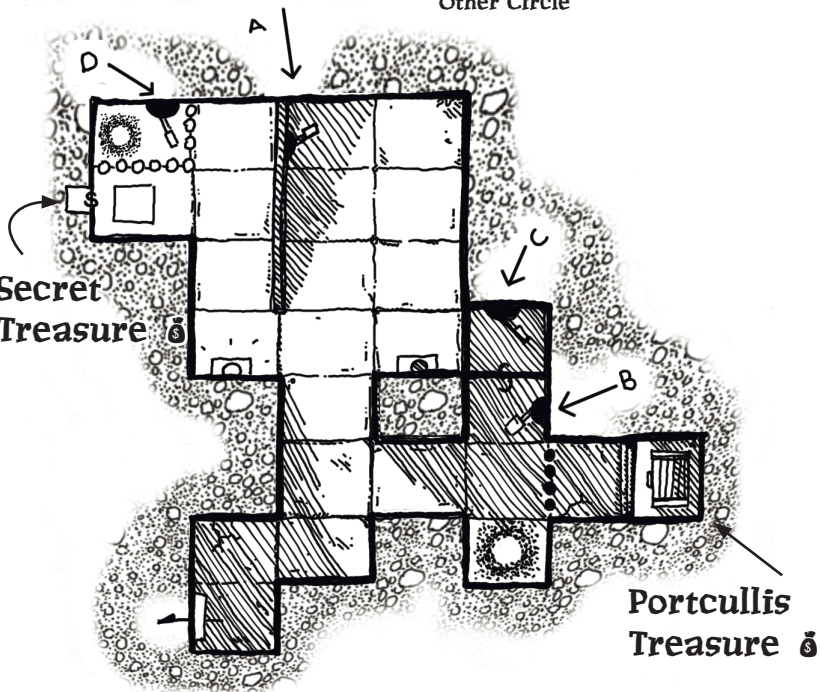
Circle ~  
Leads to  
Other Circle

Sun ~ Leads  
to entrance

M1



Secret  
Treasure



## 24. Mushroom House

*A toadstool house, knee high, with a tiny door, with a tiny sign. It's too small to read, but if you get a little closer...*

**Mushrooms** cover the floor of this room; **Small toadstool with 4" tall door** nearby sign and plate; **Sign** says "Absolutely no pot o' gold or wishes inside! No Solicitation!—Murphy O' Sullivan"

**Table with plate by door** plate has sliced mushrooms eating them requires a save vs. Poison/Constitution DC 10 or be nauseous for 2d12 turns. Approaching the house causes characters to shrink, until they are 3" tall.

30' × 30' Ceiling 18' high, floor covered in small mushrooms. West exit, leads to stairs that go to **Hidden Pit #22**; Open to north section **GraveCrown #23**

M1) Stairs up, **Bookshelf** Matchbook, **Table** button

M2) Spongy floor, five pitch black holes lead to other places. Each is marked with a symbol. Finding the correct path forward leads to M3) Plant Prison at north entrance. A) **Wooden chest with latch** inside is a note "Thanks for the gift!" Save vs. Paralyzation/ DC 18 Charisma or lose 1 random item, magic items preferred. B) **Pot of 800 gold coins**, over a normal sized Trap Door Spider. C) **Patch of clover** Each turn gives a 1 in 6 chance of finding a four leaf clover, dozens of stealthy (+18) Jermalines attempt to steal items from the players. D) **Brambles** animate and attack. E) **Idol with offerings**, if any action is taken without leaving an offering, a normal sized rat attacks. Idol, jade (50 gp) food, tiny gem flecks, silver goblets F) Seemlessly transports to G, G) seemlessly transports to F, H) **Pair of leather shoes with silver buckle** If approaching within 10', it automatically kicks someone in the ass for 1 point of damage, and then flees at 80'. It is AC 0[20] and has 5 hp. I) **A table is here with golden mead** that heals 5+1d8 hit points for any who drink. One turn later, make a save vs. poison/DC 15 Constitution or become disoriented. This gives disadvantage to hit, and -2 to AC for 2d6 turns.

M4) Reaching the center transports character's to the addict. The room is covered in a glow. There is a pot of (fool's) gold in the center of the room, that sprouts legs and flees from everyone. The real pot of gold is on the ceiling (invisible) and can be located from the golden glow. The Leprechaun Murphy O'Sullivan and housecat are here.

## 25. Puzzle Room

*This ancient chamber is only reachable via frozen solid shaft in the eastern ice cavern*

**North lever (A)** rusty triggers release of black puddings and ochre jelly from ceiling. **South lever (B)** release grey slime in 10'×10' square. Southeast X teleports to X in northwest corner. Lever D in northwest destination opens Secret Treasure **🔒** panel. The portcullis bars remain, but retract via pressure plate in floor of south chamber. Eastern torch/glowglobe is empty, switching globe location will open the secret room with the C lever. The C lever raises south portcullis, providing access to the portcullis treasure **🔒**

50' × 80'ish Ceiling 12' high, Southwest exit, one way door, Sturdy stone, open, one-way

Continued from page 25. . . (Gloves of Agility, +2 to Dexterity checks), Steel Girdle Apparatus of Ogre Strength, a mechanical girdle that provides an enhanced strength. Small horselike gaming piece, made from ivory, amber eyes (120 gp). 6 oz of perfume in a nondescript vial (225 gp)

**Workshop treasure** **♣** : **Alchemical sample tube** **♣** congealed serum, muddy black **♣** CINNAMON **♣** *Water breathing*; **Vial** **♣** filled with a sand-colored watery liquid with silver flecks **♣** SOUR DILL PICKLES **♣** *Ventriloquism*; **Flask** **♣** green hued gelatinous liquid **♣** SEWAGE **♣** *Treasure Finding*; **Sample tube** **♣** black clotted liquid **♣** FORMALDEHYDE **♣** *Regression*; **Steel Flask** **♣** gloppy silver broth **♣** GASOLINE **♣** *Protection from sprites*; **Sample tube** **♣** inky invisible concoction **♣** ODERLESS/TASTELESS **♣** *luck*; **Star shaped bottle with sky blue frosted glass** **♣** boiling sand colored solution **♣** TASTES OF SUGAR **♣** *Nutrition*; **Heart-shaped bottle with red tinted glass** **♣** glowing, cream colored mixture with dark green streaks **♣** TASTES OF PEPPERMINT AND OLD CHEESE **♣** *Perception*; **Stoppered flask** **♣** opaque, muddy grey mixture **♣** SMELLS OF WINE AND EMITS SMOKE **♣** *invisibility*; **clay jug** **♣** golden colored distillation **♣** MARSHMALLOWY **♣** *Fire Immunity*; **Old perfume bottle** **♣** luminescent red syrup **♣** FRESHLY CUT GRASS **♣** *Illusion detection*; **Bone tube** **♣** cream colored gelatinous mixture **♣** ODORLESS **♣** *Titan Strength*; **Hornbill Ivory tube** **♣** watery extract that shifts colors, from sky blue to lavender, **♣** OVERRIPE FRUIT **♣** *Extra-healing*

## RUMORS

1. Wishes are granted to the clever and not greedy who find the man in the mushroom.
2. Many amorphous creations roam the lavish mine of fur slime.
3. Oozes, slimes, and jellies are quite good at camouflaging themselves.
4. There are many hidden secrets in the lavish mine of fur slime.
5. There's more than one person tricked by Murphy O'Sullivan
6. In a frozen hall, there is a chute to a secret chamber which hides a mysterious treasure.
7. Strange life grows in the mine, with even stranger desires
8. Yneras the master alchemist must have been dead for years, but his chambers seem inhabited. Could he be an alchemicalich?

## 26. Well Entrance

*This well is filled with thirty feed of liquid. Anyone descending to the bottom will find nothing, unless they have wizard sight.*

## 27. Fount and golem

*A beautiful marble fountain, four female vat corpses, and an alchemical golem.*

## 29. Alchemical Workshop

*A well stocked alchemical workshop, with a selection of magical liquids, alchemical reagents*

## 30. Vat Chamber

*This is a chamber for the creation of crossbreeds, vat creatures, and engineered alchemical monsters.*

## 31. Serglio

*resplendant silks, and down velvet cushions line the walls and floor of this room, but they are long untouched and covered in thick dust.*

## 32. Yneras's lair

*This is the lair of the powerful lich Yneras.*

**Secret door** (👁 DC 20, 🗝 DC 16 \* DC -) 🌀 Invisible arcane runes (automatically seen with *Detect Magic*) Tracing runes opens door, holding the water magically in place.

10' × 10' Ceiling 60' high, Secret door, trace magical rune to open.

**Fountain** 🌀 lavender marble, cascading water, **ROTting DRY STENCH**; **Bodies** 🌀 stacked, female, **Alchemical Golem** (AC 5, HD 16, D Slam 2d6+6 +Fire beam) **Rupture**, anyone attacking the golem in melee takes 1d4 damage. It is immune to fire. Cold does no damage but Slows the golem as the spell, Fire Beam 4d8 fire damage.

30' × 30' Ceiling 20' high, Exits to seraglio, body storage and alchemical workshop.

1d8 of each alchemical essence, Bars: 4 silver, 6 lead, 3 tin, 8 gold, 2 platinum, various reagents, four augatic parts, see workshop 🌀 ; see opposite.

60' × 30' Ceiling 20' high, Door to Vat chamber, Sturdy, steel, open.

**Six Vats, Medium (6), One Vat large (1)**

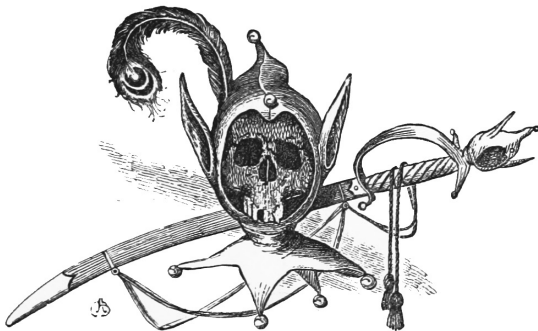
40' × 40' Ceiling 20' high, Secret door, trace magical rune to open.

**Silk pillows (40 gp each)**

30' × 10' Ceiling 17' high, exit via curtain to Yneras's lair.

**Lair of the alchemicalich.**

10' × 10' Ceiling 60' high, Secret door, trace magical rune to open.





# TUTH TUNNELS

These tunnels were once sealed, but the door is now ajar. Graffiti covers the walls that disparages the gods. The opening chamber is bare, excepting the graffiti and rebar. Three openings have been tunneled into the chamber. The tunnels enter a maze of dirt passageways filled with roots. The tunnels are, on average, about six feet in diameter, but at several points become narrower requiring normal sized humans to squeeze through.

This should not be neglected if combat breaks out. People will have difficulty moving past each other, and situations may make certain weapons (spears, et. al.) more useful than others in combat situations. Creatures you meet in the tunnels will be prepared for this. Most carry grenades or explosives designed to really punish people in pent quarters. Unless noted, all terrain is uneven and treated as difficult.

The tuth are an enigma. Sometimes they are large eyed creatures that do little but respond "meep". Sometimes they are dinosaur birds wearing toolbelts, running around and dicking with cryptic technology. It is rumored that they are responsible for the repair and upkeep of Numenhalla. It is also rumored some people are so stupid that they believe glorified chickens are functioning electricians.

The halls are occupied by two persons of note. Basiane Nygill is a proud broodmother witch and she sells powerful alchemical combinations to those who visit. There is also a demon lord known as Krughan, who spreads corruption throughout Numenhalla. Both can add additional power to characters, Basiane can teach people to be witches as a character class, and Krughan can bless people with his corruption, granting them a powerful boon and tasking them with secret missions in the depths.

The center is filled with a twisting maze of passageways that seem all alike. Other notable areas include a paper dummy of a spider in a room full of explosive gas and fumes. This is the exterior to a lair of an actual trap door spider who has a taste for roast flesh. Near here, there is an entrance to the plaza (detailed forthcoming), a virtual orgy of items, things for sale, and people, though the portcullis blocks passage to an empty chamber.

There is a small chamber with exceedingly toxic frogs. These creatures are chill, but humanoids are part of their diet. A group of skeletons is working on constructing a 'ship' near the river, but they are skeletons and it is very hard to construct a ship without any muscles. They uselessly attempt to use tools to construct the strange vessel. They are lead by two armored skeletons known as Bardicus and Shamush in their sisyphian endeavour. Following the river upstream leads north to the 1,000 agate pools. Downstream exits to the exterior.

The river is open to the other levels. Thirty feet above it, is a narrow unstable rope bridge, and above that again is a more sturdy wooden bridge. There are several threats. Large killer bees lair on the sides of the crevice and are sensitive to disturbances. The real threat though comes from the paradoxical sphinx. It lets anyone who tells the truth past, and then asks if he will attack them if they try to cross the bridge. If they say no, he will attack because they are lying. If he says yes, he will attack because it is the truth.

The crevice is open and is over 120' deep. From the top bridge you can see down to the river and vice-versa. The river flows quite quickly, and those in armor or without the ability to swim will be swept along, the current is quite strong. Either side of the river has an embankment that can be reached and traveled upon, but it is precarious. There are several passages down to the river, one by the witches house, another on the far bank that leads to the rope bridge.

#### **Random Encounters for Tuth tunnels 2d4**

##### **2. Non-Player Character**

3. 1d6 Paralytic vermiform centipede (AC 7,[13] HD 4, MV 12" D:6 tentacles, D paralyzes)

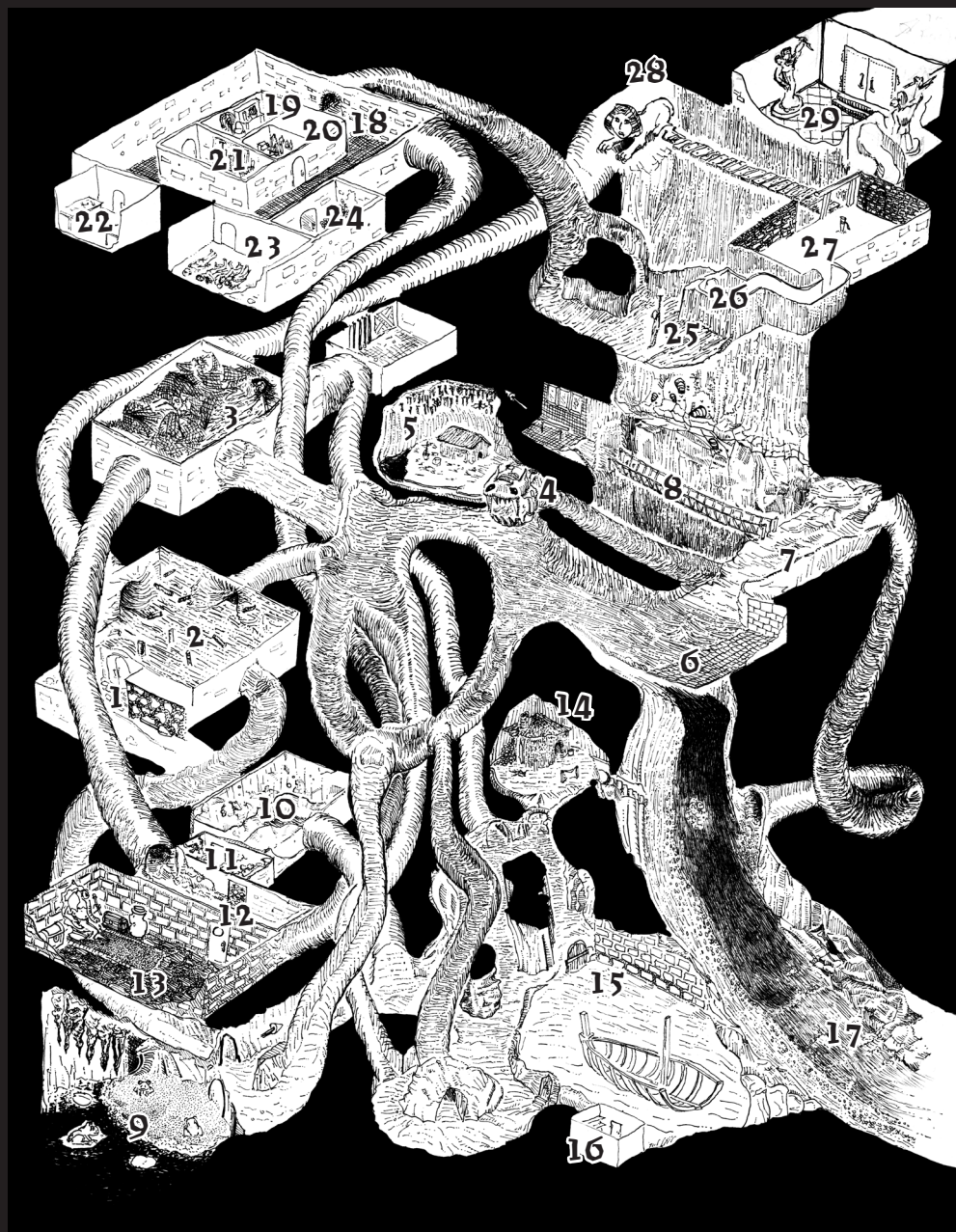
4. 2d4 Corrupted Tuth (AC 6[14], HD 1+1, MV 6" D:1d8 ML 8, Sv. F1) Always hostile

5. 4-16 Tuth (AC 8[12], HD 1, MV 120" D:1d4 ML: 6 Sv. 0-level)

6. 2d4 Corrupted Tuth (AC 6[14], HD 1+1, MV 6" D:1d8 ML 8, Sv. F1) Always hostile

7. 2d6 Poison Frogs (AC 7[13], HD 2, MV 6"+3" hop D:1d8+poison)

8. Dragon



## 1. Entrance

*This circular door looks like it was installed to keep this area separate from the rest of the dungeon.*

**Steel Door** *↻* ajar, round, swings open to the left, wheel hatch type handle; Writing on door *✚* DC 15 check to read, *"Do not open, these chambers have been sealed by order of Typhon"*.

10'×10' Ceiling:12' door (to **Chamber #2**):Sturdy, metal, open

## 2. Chamber

*Tunnels have been dug into the walls of this room and the walls have been covered in graffiti*

**Bolts** *↻* broken, sticking out from floor and ceiling and walls;  
**Tunnels** *↻* Dirt and rock, uneven, drilled or bored out; **Graffiti** *↻* *"The gods are a lie", "The Outsider saves", "These confusing tunnels are damned", "Danger!"*

25'×30' Ceiling:16' exit tunnels North to **Supply Closet #18**, east to central tunnel complex, south to southern tunnel complex

## 3. Spider Decoy

*What evil malicious creatures would create a fake spider to smoke out fire happy murderhobos? A real spider has taken advantage of the situation.*

**Thick webbing** *↻* Highly flammable *↻* see Spider *☼*; **Spider** *↻* decoy *↻* if lit, flames fill room and down 20' of each corridor. Does 6d6 fire damage, save vs. Breath Weapon/Dexterity DC 15 for half. **Dark walls** *↻* hidden trap door *↻* **Giant Trap Door Spider** (AC 4, HD 4+2, D1d6+2 + poison. (save vs. Poison/Constitution DC 15 or die). The spider has a taste for roast barbecue. It is not responsible for resetting the decoy.

30'×20' Ceiling:12' corridors, west to Guard Room #12, south to central tunnel complex, East to closed store.

## 4. Bone Arch

*This ancient monster jawbone juts from the surrounding earth. Enter its maw, if you dare. . .*

**Archway** *↻* Humongous jawbone *↻* reptile *↻* ancient dead dragon

15'×10' Ceiling:16'

## 5. Bat Farmer

*So, is he farming the bats? or the bat guano? You'd think it would be one of those, but you're probably wrong.*

**Nezumi Acolyte** *↻* **Gasali Kabirumah** (Bat Farmer AC 4[16], hp 6, d1-8) scimitar, scale mail, rations. 11 sp. Kabirumah is mentally unstable, *rigid*, *anxious*, and has an obsession with politics between bats.

20'×20' Ceiling:36' passage south to #7 toll bridge

## 6. Empty Room

*The southern part of this room is covered in dressed stone, as if part of it were dug out and finished*

**Worked (dressed) stone floor and walls**, on east, west, and south;  
**Light fog**, **Muddy tracks** *↻* crisscrossed room, various types  
**Debris** *↻* broken arrows in southwest corner, rags in northeast  
**Dark spots on wall** *↻* Tiny spots of harmless mud

20'×20' Ceiling:14' Extension pushed south in east/west hall.

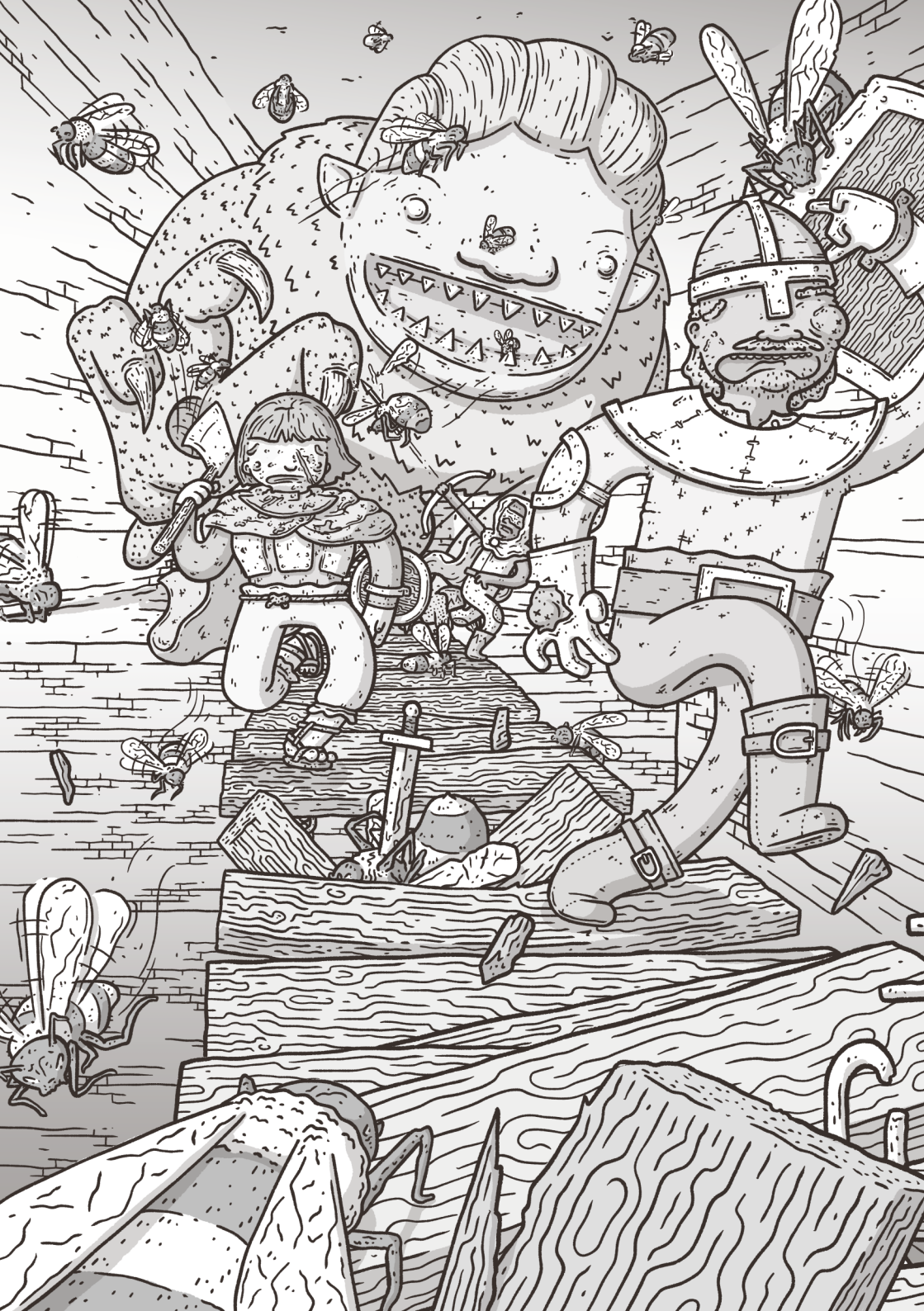
## 7. Toll Bridge

*A ratman and his gang extract a toll from all who cross here. They have defensive fortifications set up with arrows and alchemist fire grenades.*

**Rope Bridge** *↻* manned by **Stesanor Kelang**, and his ratmen cronies demand money *↻* 100+ gp per character, more if they appear rich; Stesanor is *prying*, *mouthy*, and on a poor reaction roll they will attack. He is supported by a ratkin *plaugeberer*, ratmen, and acolyte (**Megadungeon #4**) *↻* **Ratkin** *☼*

30'×20' Ceiling:60' Back side is open to river, passageways head east and west







## 8. Bridge of Killer Bees

*This narrow rope stretches across a vast canyon. Above, you can see the shadow of a more sturdy bridge, and below, a rushing underground river. Above the noise of water rushing by below, there is a low buzz, that resonates in the crevice*

**Rope Bridge** ➤ **PRECARIOUS**, holds 1,000 lbs. Giant killer bees lair on the walls. Anyone who doesn't succeed at contested stealth check has a 2 in 6 chance of disturbing the bees. Anyone on the wall immediately disturbs the bees, which attack. Taking damage on the bridge risks a fall into the river. The bridge is difficult terrain, and is considered **PRECARIOUS** (requires 1 hand free in order to move).

15'×60' Ceiling: 60' River below 20'

## 9. Toad Pond

*Sicking toads with viridian and ocher skin lair in this otherwise pleasant pond.*

**Water** ➤ clear, **Giant Toads** ➤ Giant toad ☑

Nine Giant Poison Toads (AC 7[13], HD 2, D 1d6+Poison Mv: 60 + 30' hop, Save vs. poison/DC 15 Constitution save or die)

30'×30' Ceiling: 28' steps down into pond

## 10. Amber Room

*Creatures and animals remain frozen in crystalline amber in stasis put to sleep by who knows what horror wait out an interminable eternity trapped forever.*

**STILL COOL AIR GRASS SMELL, Ambered Creatures** ➤ *Nezumi Acolite, Two Tuth, Five adventurers, two Hengomoth, a Cionid;*

30'×20' Ceiling: 13' Iron Portcullis (south passage): sturdy, metal, locked (☑DC 14; ★DC 28)

## 11. Empty Room

*This rubble-filled room is drenched in entrails and gore, a terrible rotting stench hanging in the air, with no immediate indicator of who incited such inequity.*

**Rubble** ➤ stones, pile near south wall; **ROTTING STENCH, STILL COOL AIR Entrails and Gore** ➤ crawling with maggots and flies

10'×20' Ceiling 15'; West door: Sturdy, wooden, Stuck (★DC 14)

East door: Barred, wooden, locked (☑DC 14; ★DC 30)

## 12. Guard Room

*This cobweb coated room is filled with corrupted Tuth that the nearby demon lord has armed with grenades.*

**Cobwebs** ➤ empty, on ceiling, Armed and armored corrupted Tuth guard the door. Tuth Guardians (AC 6[14], HD 1+1, D1d8, M10 Mv 60'). They are *hasted* and have cover set up on their side of the room. They throw *alchemist's fire* and *shadow shells* (1d6+1 damage, save vs. poison/ DC 12 Constitution or lose 1d4+1 Strength and become blinded for 2d6 turns (20-120 minutes)

20'×30' Ceiling 28'; Passage north to #3, Spider Decay; Passage south leads to #18 supply closet

East door: Sturdy, wooden, Stuck (★DC 14) to #11 Empty room

West door: Sturdy, Iron, Open to #13 Demon Room

## 13. Lair of the Demon Lord

*This dark chamber is the throne room of Krughan the demonlord who corrupts and mutates the Tuth here.*

Krughan Demon Lord corrupts the Tuth here see "TALKING TO THE DEMON LORD" on next page. Krughan (AC -2[22], HD 15, D 1d8+2d6+10, Mv 90' Fly 120' ML 12, Immunity to non-magical weapons. MR of 50%/ Legendary Resistance, HP 51/[254] Corruption (Touch does 2d6 damage for 2 rounds), Immune to surprise, can fling corruption ichor to 30' for 2d12 damage. He is surrounded by 10 corrupted Tuth guardians as above. Demon lord ☑

20'×40' Ceiling 32', East door: Sturdy, Iron, Open to #12 Guard room

**TALKING TO THE DEMON LORD:** Krughan will gladly talk, but anyone engaging in conversation must save vs. paralyzation/DC 15 Charisma save, or become Charmed. **Groveling** ✎ Gain a boon of corrupted; **Interrogating or trade** ✎ information about Numenhalla in exchange for golden metal, **Offering or asking for aid** ✎ request a magic item, in exchange will bestow the corrupted blessing.

Corrupted blessing makes you a pawn of the demon lord, and he will provide you with secondary (secret) goals every time you venture into Numenhalla. The referee will design these side-quests. .In addition, roll 1d4: ▲ A slimy tentacle grows from your neck, gain a free attack as a fighter of your level that does 1d6 + Dex damage; ▲ Boils and pustules provide a +2 stacking bonus to AC; ▲ Bulging brain and translucent skin, raises your Intelligence by 4, and grants an additional first and second level spell slot. If you cannot cast spells, learn two 1<sup>st</sup> level and one 2<sup>nd</sup> level wizard spell; ▲ Slimy, slug-like feet, rubbery dark skin, provides advantage on all stealth rolls, grants a +2 bonus to initiative.

**TALKING TO THE BROODMOTHER WITCH:** Basiane is wearing a cloak of women's faces, will give discounts for people that bring her more woman's faces. treacherous, witty, obsessed with materialism (things == happiness), Old, talks like a grandmother. Seduce gales of laughter; trade offers items for sale; Offer Aid: Quest: Defeat demon lord, to unlock her training people in a witch class, Honor provides a 10% discount on financial transactions. Insult, threats, or demands end the conversation and require a reaction roll. 12, vanishes, 11-5, curse two players, 4 flee, 3- attack.

She sells: *Ice grenade* (x3), *knockout globe*, *shadow-shells* (x2) (as the demon's corrupted servants); *cloaking shadows potion* 1,200 gp, *polymorph self potion* 350 gp, *ESP potion* 850 gp, *heroic spell-casting potion* 1,200 gp and an unlimited number of additional *healing poultices* (heals 2d8+2 hit points over 1 turn) for 125 gp. Unmarked prices on page 8.

**Spider Treasure** ☒ : loose ✎ mixed coins (6,847 sp, 16 pp), **Bindi corpse** ✎ steel throwing axe capped with spike, knot work engraved on haft, steel **splint mail**, coat, 3 brilliant red plaid and cream colored velvet, bloodstained **steel boots**, boiled leather **leg braces**, **shield** of steel and mahogany with illegible purple banner, a Westrador **skull** with all holes sealed by wax, containing a glowing distillation of a light blue color with blue grey streaks, tastes of pineapple *Potion of Super-Heroism*, **map case**, **crowbar**, 10' **pole**, **rations**, **Desiccated human** ✎ steel **poleax** with cherry haft painted blue, Westradian forged **chain mail** +1 that makes a soft grinding noise when the wearer moves, it is made from well-oiled high-carbon steel. **Leggings** of cold iron and quiet leather **boots** made from wyvern hide, an **ornately embroidered green fine**

## 14. Homestead

*This is a small hut where the woman Basiane Nygill lives. She is a nezumi broodmother (see Megadungeon #4,*

## 15. Ship Room

*A frame for a half built ship lies in this room, dozens of skeletons working on it. There appear to be two larger skeletons directing the rest.*

## 16. Closet

*This is a closet filled with fish guts*

## 17. River

*This is the raging river, it travels out of the dungeon, dumping you about 15 feet in the air above the ocean near Arclight. Swimming upstream leads to the 1000 agate pools*

## 18. Supply Area

*This small chamber and area is clearly where the Tuth keep their tools. Chemical and ethereal scents abound*

## 19. Mop Room

*This chamber smells like acrid lemon and ethereal salty mists and is filled with janitorial equipment, hoses, buckets, water, and supplies.*

## 20. Chemical Room

*This room contains many powerful solvents, which can be useful in a variety of ways.*

## 21. Cart Room

*This room contains tool carts, attached to harnesses the Tuth can pull.*

## 22. Workshop

*This is a fully functional artificers workshop.*

**Small hut** dwelling of Basiane Nygill, broodmother witch. See

**TALKING WITH THE WITCH**, opposite.

40'×30' Ceiling 20', Cavern exit south to corridors

**Ship** metal frame; **Cool salty air**, **Hissing noise**, **Skeletons** (14) working on ship (AC 7[13] HD 1, D 1d6)

50'×60' Ceiling 32', South door: Sturdy, wooden, stuck to #16 Closet (\*DC 14)

West door: Sturdy, wooden, locked & stuck to corridors (●DC 16 \*DC 14)

North door: Sturdy, wooden, locked & stuck to corridors (●DC 16 \*DC 14)

**Muddy floor** skeleton tracks; **Wooden shelving** rot; **Rubble** near door; **Fishy Stench**; **Debris** pile of fish guts.

**River, water rushes south** current is moderately fast

**South** exits on mountains side, ejecting players about 40' up above the ocean. **North** leads to 1,000 ancient agate pools (detailed next issue).

West passage: stairs to #15. Ship room. East passage: leads up to corridor near #6 & #7

**Three copper horrors** patrol here (AC 3[18], HD 2, MR 10%/ Advantage on saves vs. magic, claw +7/2d6 slashing+**Shocking Grasp** (1d8 lightning damage))

50'×40' circular loop. Corridor exits to entrance and east to ghosts and kennel  
Individual doors will be noted in their room numbers.

**Tools** brooms, mops, brushes, buckets; **Handles** 3'-7' wooden rods; **Hooks on walls, pipes** produce hot and cold water, buckets.

20'×10' Ceiling 11', east door: Sturdy, wooden, unlocked to #18 Supply area

**Shelves** steel, plastic covered wire shelves. **Chemicals** Plastic jugs all are class A-D solvents (see facing), both in ½ gallon and gallon sizes, **Strong ethereal scent**.

10'×10' Ceiling 11', south door: Sturdy, wooden, unlocked to #18 Supply area

**Carts** cleaning/supply carts, rags; **Small tools** hammers, screwdrivers.

10'×20' Ceiling 11', North door: sturdy, wooden, unlocked to #18 Supply area

**Two benches** one steel, one wooden, covered in brass parts and tools. four piles of augatic parts lie here

20'×20' Ceiling 14', east door: sturdy, wooden, locked (●DC 22 \*DC 27) to #18 Supply area

linen sash, a large shield of pebbled deer leather stretched over fur, with a cross emblazoned on the front in forest green on a cream colored field. Full faced helm of steel. 15 steel x-bow bolts +1 in leather quiver, A iron dagger with hilt wrapped in black leather, the pommel is a lanyard ring, when striking the weapon leaves rose traces. A scroll mounted on a pair of dowels made of parchment and densely packed writing (*protection from magic*), torches, wine, wolves bane.

Ratking ♂ : Plague-bearer ➤ cold iron earrings inscribed with name "Annis" (1,133 gp); Ratman ➤ 3 pearls worth 99 gp each, rusty dagger, 8 gold in knitted bag, closed with a knot; Ratman ➤ 1 turquoise worth 107 gp and 5 gold in a denim bag sealed with rope ties; six acolytes each with short sword, silver ratkin holy symbol (5gp) and 22 gp total

## 23. Body Closet

*This is the dead body storage room.  
It's where you store dead bodies*

## 24. Empty Room

*This room contains shattered wood,  
and strange spindly mushrooms*

## 25. Useless Ghost

*This room is haunted by a less than  
useful ghost.*

## 26. Abandoned Kennel

*Animals were once kept here.*

## 27. Empty Chamber

*This room contains an unpopulated  
pet chain, and an opening that leads  
to a wood plank bridge. The sound  
of a raging river far below.*

## 28. Paradox Guardian

*A mad sphinx lies here, ready to eat  
all he questions.*

## 29. Tuth Factory Sublevel

*This leads to the Tuth Factory Sublevel  
(see Megadungeon #2)*

**Bodies** ➤ five stripped heavily bruised human bodies.

10'×30' Ceiling 14', east door: sturdy, wooden, open to #18 Supply area

**Wood debris** ➤ broken shafts in back of room; **mushrooms** ➤ small and spindly, growing on decayed indistinguishable organic mass.

20'×10' Ceiling 14', east door: sturdy, wooden, locked (🔒 DC 22 ★ DC 27) to #18 Supply area

**Body hanging from ceiling by neck** ➤ the noose is barbed steel if approached, *Memnon Yaballa* the phantom appears. He believes he's being hung and begs for help. If reality is pointed out, he becomes surprised. His comments should be of absolutely no use, He acts needy and overbearing.

40'×20' Ceiling 14', extruded worked section of tunnel.

*Smoky scent.* **Debris** ➤ bent ruined bits of metal, rock and rubble, cracks in floor, dusting of hair/fur and bits of ivory.

20'×20' Ceiling 14', passages rough north to #18 Supply area, Worked passage south to #27

**Solitary Post** ➤ metal, 3' high; ledge, bits of metal **Bridge** ➤ 4'wide wooden planks, well built, safe to cross. Excessive noise or combat will draw the bees from **#8 Rope Bridge of Killer Bees**.

30'×20' Ceiling 14', passages worked south to #26 abandoned kennel, Bridge north. Illusionary wall, difficult to detect. (👁 DC 29 ♪ DC 6) Worked passage south to #27

**Sphinx** asks anyone who isn't Tuth or traveling with Tuth. *"If you answer the following truthfully, I will allow you to pass. Will I allow you to pass unmolested, or will I consume your flesh?"* as he licks his lips. It is impossible to answer, and he will attack. The combat will draw the attention of the bees from #8.

Hallway, Ceiling 22',

**Large locked steel doors**; **Statues** ➤ marble, depicting the wrath of typhon.





SIR YESIM YILDIZ

*0<sup>th</sup> level human merchant*

Hit Points :8	Constitution:12
AC:6[14]	Intelligence:11
Strength:11	Wisdom:7
Dexterity:10	Charisma:13

Lacking philosophy and driven by material reward, Yesim Yildiz, specifically intends to create disruption among the tuth. He wants to sabotage their equipment and set traps in order to capture and disrupt their operation, in order to support his "Dungeon Repair" business, which is really a group of thugs who extort money from locals. He sells and justifies his actions as a Randian objectivist.



REYGHAN MATMOOR

*2<sup>nd</sup> level Alchemist*

Hit Points :20	Constitution:8
AC:9[11]	Intelligence:17
Strength:13	Wisdom:5
Dexterity:17	Charisma:8

Reyghan is an amphetamine dealer, who is happy to tag along and sell his "medicine" to anyone who wants it. He is uninterested in participating in direct conflict. He drinks and is not beyond joining a group and having them fight another group for the loot. He's sensitive to which way the wind is blowing.



#### BARON FINNBOGI GARDARSIN

##### *4<sup>th</sup> level Fighter*

Hit Points :36	Constitution:12
AC:2[18]	Intelligence:11
Strength:15	Wisdom:8
Dexterity:9	Charisma:13

Quiet and concerned with knightly honor and virtues, he knows of the corrupted demon Krughan and seeks to end his reign, and has no compunctions about sacrificing people to meet this end. He is pious and cultured. Otherwise he is polite and heroic. His only concern is the purity of his soul and he believes his only recourse is to kill the demon.



#### DARA MAVE

##### *5<sup>th</sup> level Necromancer*

Hit Points :18	Constitution:14
AC:7[13]	Intelligence:11
Strength:9	Wisdom:17
Dexterity:9	Charisma:16

A remorseless necromancer, on a search for rare 'ingredients' by which she means organic parts. She is not above taking from the party in an unfortunate situation. She is whimsical and harsh.

# DRAGONS



## Basic

**Xerstrazlash the old** (AC 4[16], HD 14, HP 112, Mv 240', Att 3, Claw 1d8x3, SA Breaths lightning 180' line) This is a blue avian dragon with a thousand legs. He can smell secrets and charm with his voice, requiring a save to avoid charm. He is indestructible and has the power of speech.

## 5<sup>th</sup> Edition

**Kralkron the Swift**; Large Dragon, Evil **Armor Class 18** (natural armor)

**Hit Points**, 158 (14d12+60) **Speed** 240 ft.

**STR** 14 (+2), **DEX** 22 (+6), **CON** 20 (+5), **INT** 22 (+6), **WIS** 12 (+1), **CHA** 14 (+2)

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified

**Senses** darkvision, blindsight 20 ft. passive perception 10

**Legendary Resistance** (3/day);

**Multiattack.** The Dragon makes 3 attacks with its claws

**Lightning Breath** (Recharge 5-6). line 90 ft. 42 (12d6) lightning damage, DC 24

Dexterity save for half

**Bite.** Melee Weapon Attack, +17 to hit, reach 10 ft., one target. Hit: (1d8+2) damage.

**Legendary Actions** (2)

**Millipede.** The dragon can move on any surface, and use a bonus action to move 120 ft.

**Indestructible.** If reduced to 1/2 hit points, regain 10 at the start of each round.



## Basic

**Nakamabrash the Stupefying** (AC -1[21], HD 14, HP 14, Mv 100' /fly 100', Att 2, Claw 1d4x2, SA Breaths ice and despair) Nakamabrash blinks as a blink dog, and can breath water like air. It cannot speak, but it understands every language that is written.

## 5<sup>th</sup> Edition

**Nakamabrash the Stupefying** ; Large Dragon, Evil **Armor Class** 31 (natural armor)

**Hit Points**, 21 (3d12) **Speed** 100 ft, fly 100 ft.

**STR** 16 (+3), **DEX** 11 (0), **CON** 11 (-0), **INT** 5 (-2), **WIS** 12 (+1), **CHA** 14 (+2)

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified

**Senses** darkvision, blindsight 20 ft. passive perception 10

**Legendary Resistance** (3/day);

**Multiattack.** The Dragon makes 2 attacks with its claws

**Despair Breath (Recharge 5-6).** line 90 ft. 42 (12d6) half cold and half psychic damage, DC 18 Charisma save for half

**Bite.** Melee Weapon Attack, +2 to hit, reach 10 ft., one target. Hit: (1d4+3) damage.

**Legendary Actions** (2)

**Mourn.** As a bonus action, can force everyone within 30' to make a DC 11 Wisdom save or lose their reaction and bonus action till the end of their next turn.

**Blink.** As a bonus action, move action, or reaction, blink 60' in any direction.

# MEGADUNGEON MUSINGS

"How do you make 'a big dungeon' exciting?" is a question that provides a lot of insight into the assumptions behind the question.

Dungeons and dragons is an amazingly exciting tense game. The dungeon map is an arena. The vaunted "time pressure" of random encounters isn't from contact actual with the encounter. The dungeon itself is not only a hazardous playing field; frequently the players have little familiarity with it.

Each megadungeon board or section should have some sort of connecting theme. Good areas contain many branching looping paths and verticality. A dungeon without elements of verticality provides an experience as flat as the map. A dungeon without branching and looping paths is unusable to create a dynamic adventure.

Earlier megadungeon issues have discussed the importance of tracking movement, and having encounters appear within a certain range, causing the players to treat them as one would rats in a nearby wall. The fact that encounters can be (and are) much more powerful than the group is a feature. Dragging that encounter into an obstacle can allow you to recover the treasure in the chaos.

"Yes," the referee thinks to himself, "I see you saying these things, but when I sit down to play, my players are more lethargic. How do I make this happen in play?" This is a good question, because it is literally the referee's job to do this.

## FRAMING

Megadungeons have this framing explicit; it causes distaste to the self-important aesthete. Dungeons and Dragons is a game first, and indeed, rose to popularity and mainstream appeal for the first time in the late 70's and early 80's as a party game.

Megadungeons have a large party vibe—there's an explicit mission to an explicit level to accomplish a task, and it is about the drama that's happening in the moment. This drama is motivated by introducing additional players in the form of encounters, rival parties, and the level itself, containing both monsters, treasure, and the result of the quest. The general idea is that the danger level continues to increase and more and more pressure is added while the players try to reach their goal.

The referee provides this pressure. Deciding to add a rival party at the start of the session, having a dragon appear when the players reach their goal, or having a dungeon effect occur is something you can just do. Whatever encounters or situations you dream up, as long as their consequences are telegraphed and the results of them are resolved fairly agency is maintained. Making decisions is the fertile ground provided by Dungeon Master Fiat; resolving them should be impartial, fair, and in keeping with the verisimilitude of the fictional reality.

Frequently this means encounters are eliminated or obviated in ways that may feel unsatisfying to a person who is focused on providing a 'narrative arc'. That is not the job of a referee, your job is providing meaningful obstacles. For the players those are the



heroic victories that make them feel like heroic adventurers. Soon, someone will fall in a hole and die ignobly, and the cycle will continue.

It is the tension of these challenges and how they are managed that are the domain of the referee.

Module framing is very straight-forward. "You have come to the Keep on the Borderlands to rid the caves of chaos of monsters", "For years the coastal towns have been burned and looted by the forces of evil. You and your fellow adventurers have been recruited to root out and destroy the source of these raids", "Therefore, a party of the bravest and most powerful adventurers has been assembled and given the charge to punish the miscreant giants".

Refereeing is group facilitation. This framing works for sandbox games, it works for linear narrative adventure paths, and it's part of why any style of play is 'exciting'. The referee is not a computer and their primary job is not mechanical adjudication, it's conveying the experience of leaving the safe known and venturing out into the deep realm of eldritch danger.

Players have these tools. They are accumulating rumors. They are completing quests. They are understanding and mapping the zones. Restocking isn't done in the abstract, consider revisiting a level to a show bringing back a character. It's an opportunity to deepen either a mystery or gain understanding to hidden secrets.

Numenhalla has this explicit, the entrance is inaccessible due to water. You can only access Numenhalla when it's accessible (i.e. when I can run it) but that access is limited. Maybe it will only stay open 8 hours (48 turns), 12 hours (72 turns), or 16 hours (96 turns), decided and told to the players before they enter. They are of course, welcome to stay and meet whatever fate awaits them in the deep.

Megadungeons are free from homework for players, they don't rely on setting or background knowledge. They don't require consistent attendance in games. They focus on challenging the players, moment to moment the entire time they are at the table. They remove all of the detritus that detracts from making meaningful play decisions and puts them right in front of the players. And, they absolutely maximize playtime.

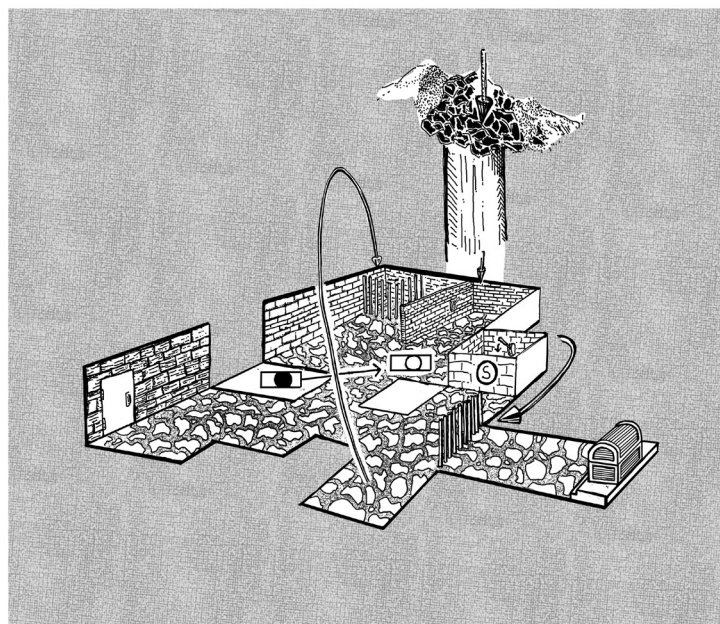
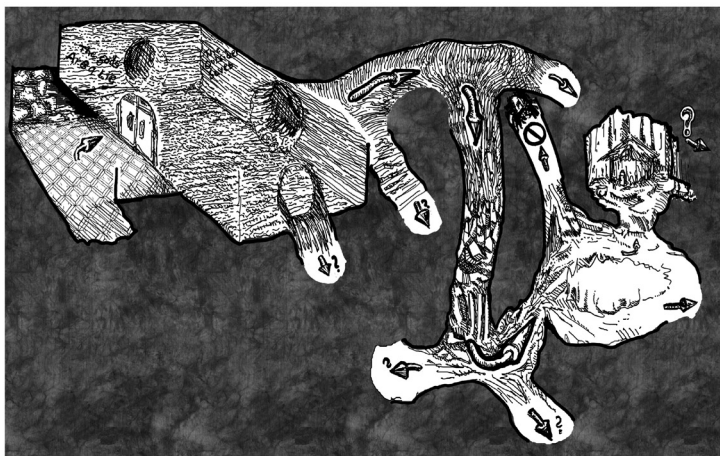
The prime engagement and motivating factor for Megadungeon has been obviated by the internet and rapid pace of life. It was similar to the appeal of early MUD's, roguelikes on microcomputers, and other forms of local community scorekeeping. Your experience point totals were a literal score in a living game.

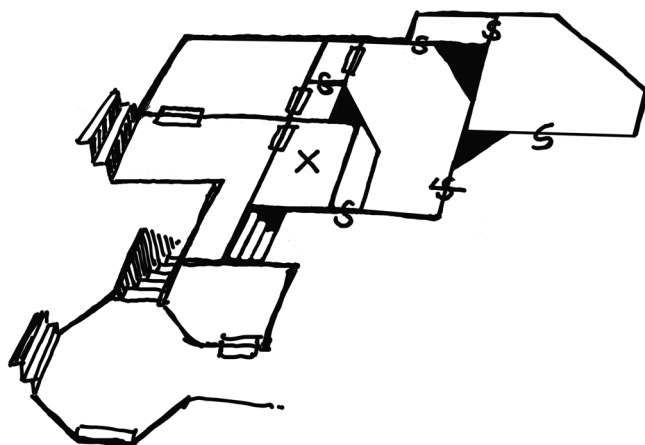
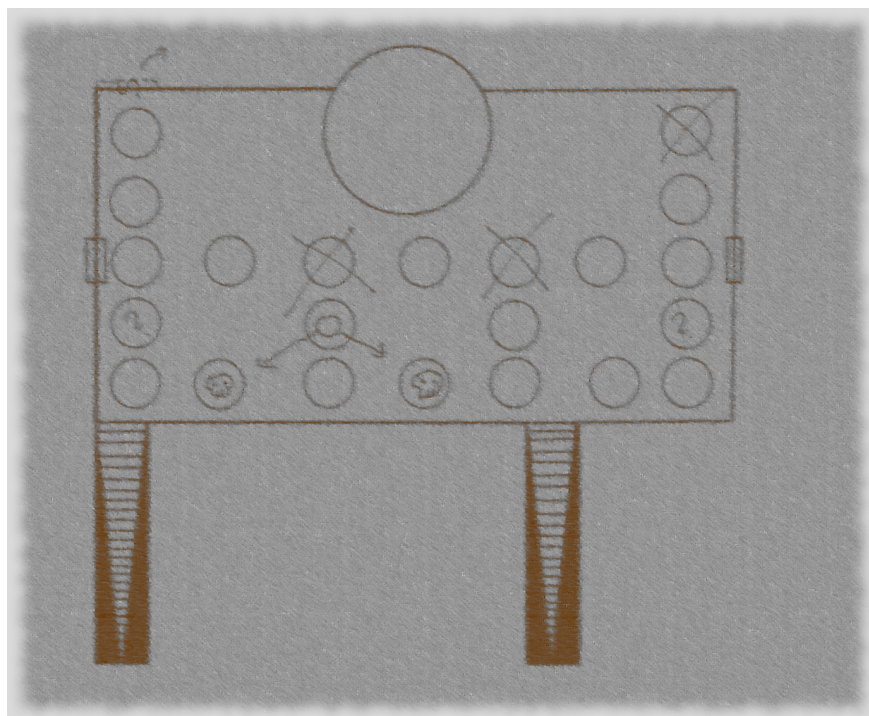
Megadungeons still provide all the same tools for development and engagement that other campaign styles do, character advancement, campaign mysteries, et. al. They can, ultimately be conquered; by which I mean freed from it.

If you are a neophyte, hold true to these words. If you read something, and there is information you feel you don't have, you won't find it hidden in the text. Don't waste your time looking. Besides, if you took a moment you'd realize you already knew the answer and don't need someone to tell you it.

Go play.

# TREASURE MAPS





# THE TUTH

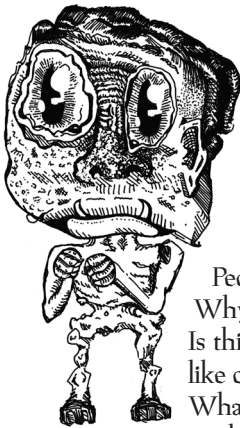
Someone has to run and maintain the halls of Numenhalla. No one is, of course. But people have to invent someone to do it, enter the Tuth.

Or the Tooth, or meeps, or huth, or woth. Sometimes they turn into statues after exclaiming meep. Sometimes they confuse excretion with exclamations. Encountering the Tuth has the same energy as walking in on your parents having sex. They are embarrassed, you are embarrassed, and the threat of imminent drama ensues. Tuth are usually encountered in numbers of 3-18. Those not directly involved with whatever strange activity is going on will exacerbate the situation with unintelligible lamentations.

Tuth have been noted engaged in the following activities.

1. Removing graffiti from a wall.
2. Adding graffiti to a wall.
3. Looting a corpse.
4. Moving a corpse.
5. Putting loot on a corpse.
6. Moving treasure.
7. Taking a break—smoking/playing cards.
8. Sweeping and Mopping dungeon.
9. Spreading debris around the dungeon.
10. Repairing their tools.
11. Fighting another group of Tuth.
12. Talking with another group of Tuth.

It is important to note that tuth do not speak. Their vocalizations are limited to shrieks, clucks, and surprised bird noises. They rely heavily on intonation and volume to confer meaning.

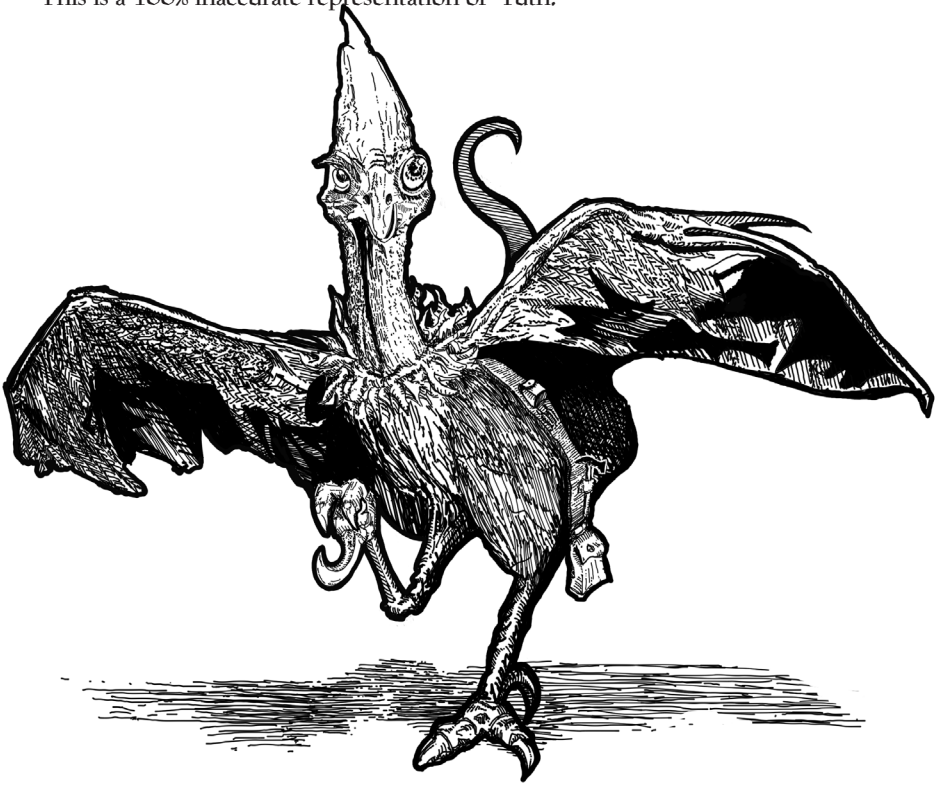


AC: 7[13], HD 1, HP 4, Mv: 60' D:1-6, Sv: F1, ML: 5

They carry nothing, except sometimes belts with a variety of tools and objects. These objects are not always useful.

People have seen this creature which says "meep".  
Why does it say meep?  
Is this a monster? A baby? Is this just what the ass looks like of the tuth bird? Is it some sort of camouflage?  
What the hell is happening here?! Look at it!  
Look away! Madness!

This is a 100% inaccurate representation of Tuth.



What is even happening here? They just make bird noises!



# HONGISTADOR

## FANTASY ART

-AND-

## STICKERS

HONGISTADOR ON



CHECKMARKCOMICS

@GMAIL.COM

COMMISSIONS

OPEN!



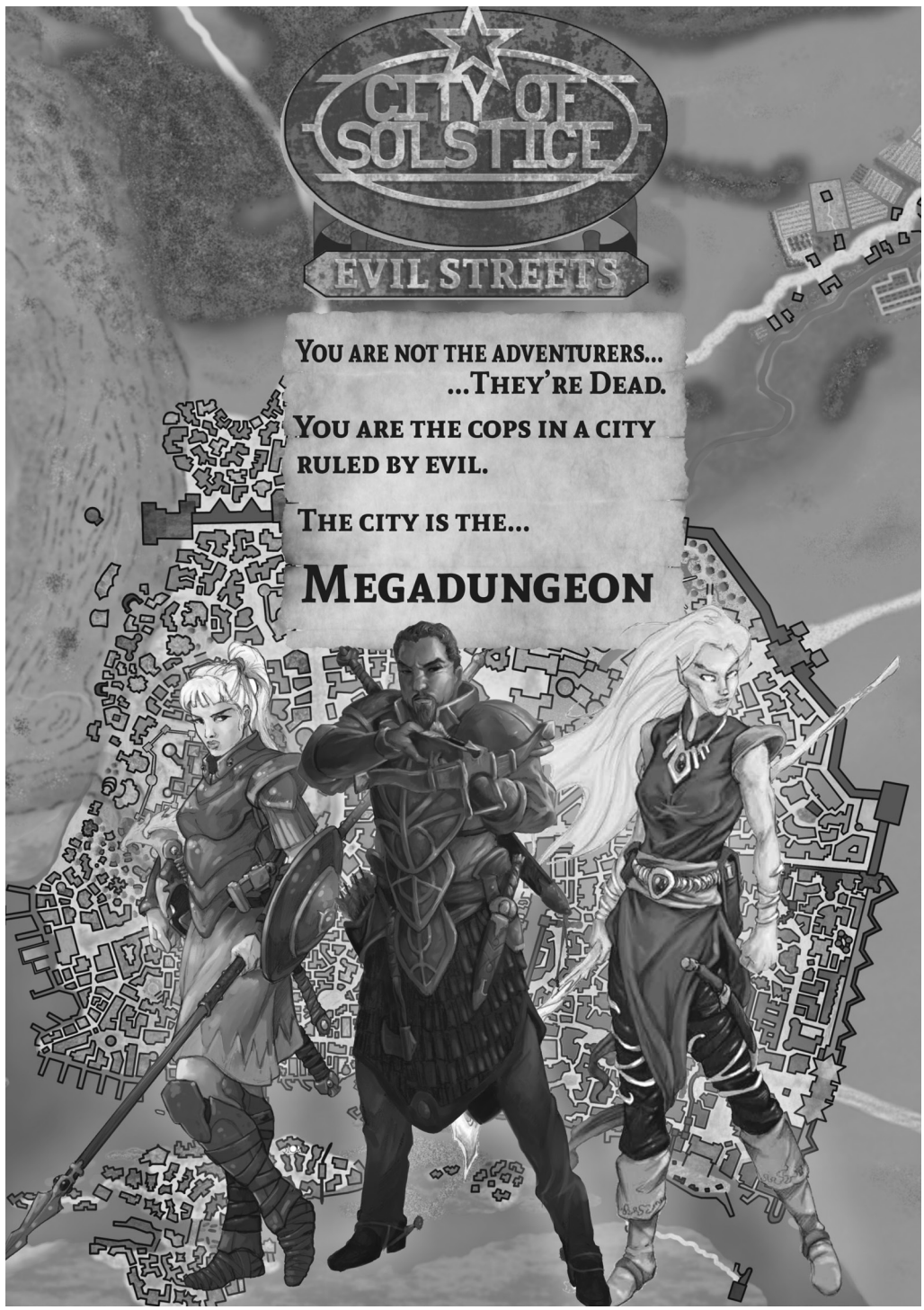
## The Merciless Merchants



Come get crazy with us....like this guy!

- Old School designers, applying OSRIC, Labyrinth Lord, and For Gold & Glory rulesets.
- Check out our new **Kickstarter** for the **City of Vermilion**! Kicking off on 7/26/2019 (OSRIC).
- Hot deals on adventures and blogging:  
[Themercilessmerchants.com](http://Themercilessmerchants.com)
- **Patreon:**  
[www.patreon.com/malrexmodules](http://www.patreon.com/malrexmodules)
- Look for us on Lulu, DrivethruRPG, Facebook and MeWe





# CITY OF SOLSTICE

## EVIL STREETS

**YOU ARE NOT THE ADVENTURERS...  
...THEY'RE DEAD.**

**YOU ARE THE COPS IN A CITY  
RULED BY EVIL.**

**THE CITY IS THE...**

**MEGADUNGEON**

# Willow

## A Grim Micro Setting



Willow is a grim backwater micro setting made for swords and wizardry rule system, but can easily be used with other old-school systems or even SE. Willow is a town that can be dropped into your campaign setting. Focused on game-able content and being easy to use at the table, It is graphic and art heavy. Structured as a mini hexcrawl, players will have to work together to investigate a mystery to move on from a damp backwater town to bigger, brighter places. Available now on Drivethrurpg and in print from Exhausted Funeral and Indie Press Revolution.



### Sarapesh

*a city who's brick and mortar  
move between dimensions*

*where markets sell the rarest  
goods from a thousand worlds*

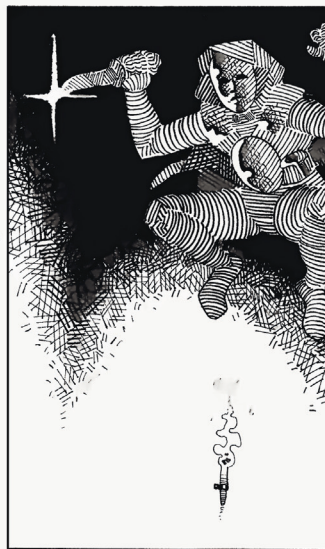
*where a hundred thieves guilds  
and a hundred oligarchs backstab  
each other for control*

## The Shifting City

*a system agnostic rpg setting  
guide and soundtrack*

available on:

 **itch.io** &  **bandcamp**





**Coiled Sheets of Lead**

zrzavy.blogspot.com

*presents*

# **The Lost Lush: RELOADED**



**Pub-Crawling Urban Picaresque  
Adventure for Low-Level Characters**

*Available now at:*

**DriveThruRPG**



# ASCENDANT

*The superhero role-playing game of infinite possibilities*

Pre-order **now** at <https://www.indiegogo.com/projects/ascendant>



"Call it spreadsheets and sorcery again  
and I'll have your tongue!"

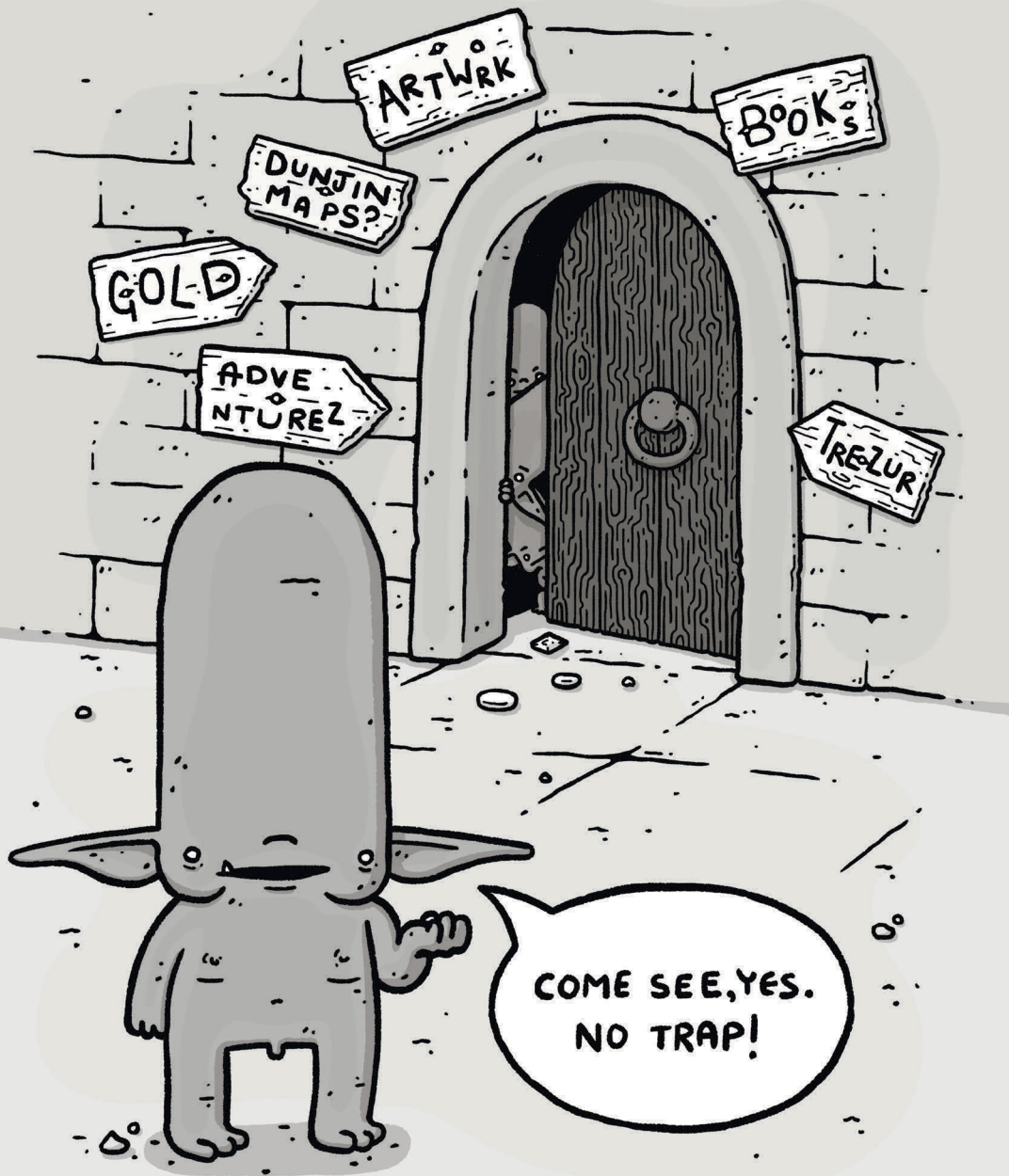


# ADVENTURER CONQUEROR KING SYSTEM

"Epic-scale world construction rules... in the sandbox spirit of the hobby's earliest campaigns" -

Allen Varney

Available now at [DriveThruRPG](https://www.drivethrurpg.com/)



[WWW.SLOWQUEST.COM](http://WWW.SLOWQUEST.COM)

MAPS, BOOKS, ADVENTURES & OTHER TREASURES

ADVENTURER CONQUEROR KING SYSTEM™

# EYRIE OF THE DREAD EYE



WRITTEN BY COURTNEY CAMPBELL

## High level play done right!

Check out the award winning adventure *Eyrie of the Dread Eye* and challenge high-level parties with a real high-level adventure!

*"Good enough to be centerpiece of a campaign for months."*

—Bryce Lynch, known hard-ass reviewer

Come see what all the 5 star reviews are about  
Get the module people will be talking about for years!  
Available at [DrivethruRPG!](#)



Wizard Funk is a old school B&W RPG 'zine, a homage to the APA zines of the 1970s. In it you will find amateur fantasy RPG art and fan written material to use in your home games. Jam packed with never before seen adventures, monsters, magic items, dungeons, rants, etc. Some of the material is from the golden age and some is written in the spirit of the golden age.

*All digital Issues \$1.00! Only on [DriveThruRPG.com](https://DriveThruRPG.com)*





