

the WORLD'S LARGEST
DUNGEON



JIM PINTO



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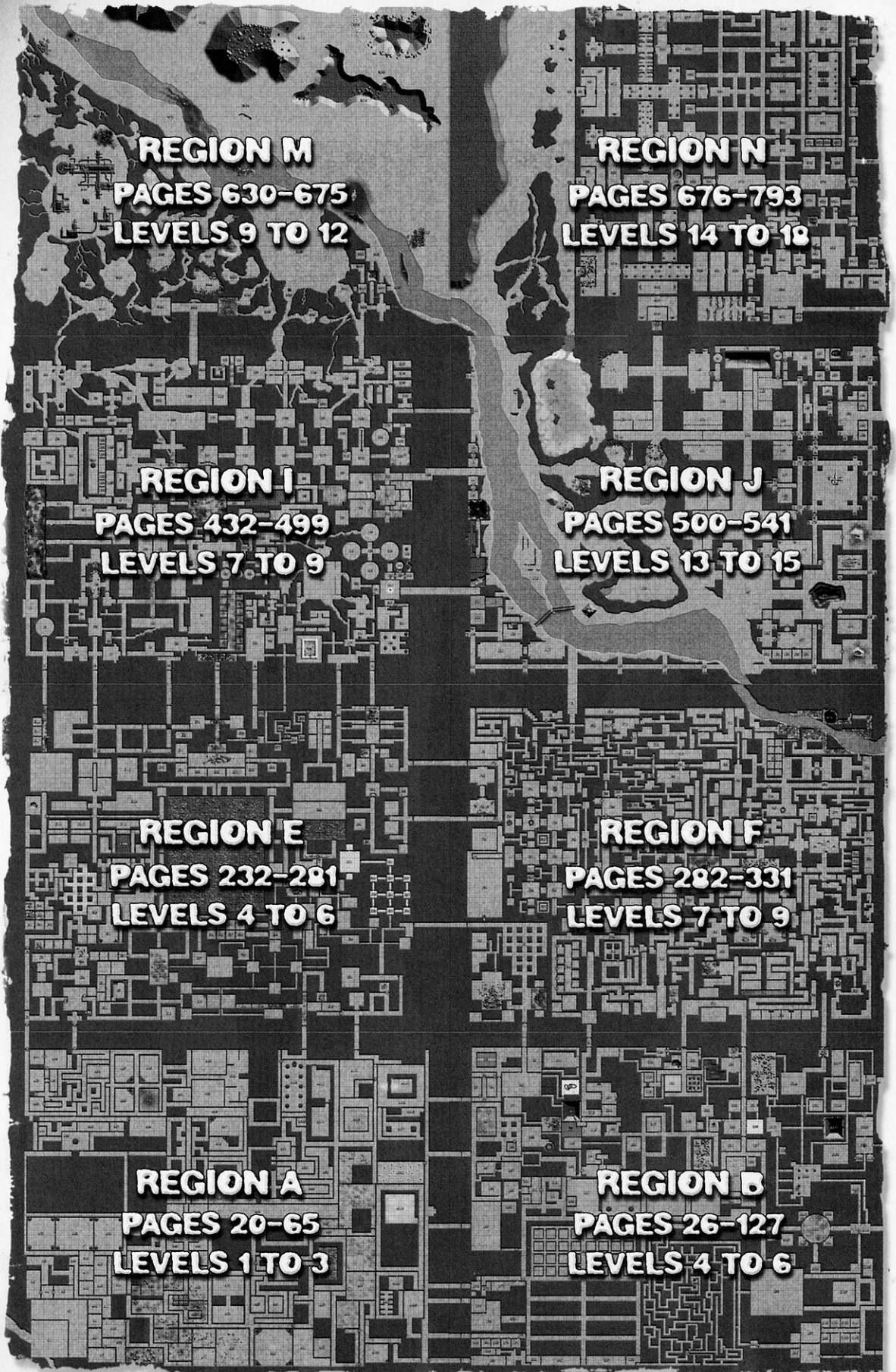
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*This one is for that little hack n' slasher in all of us.
May he one day rid the world of evil.*



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AN INTRODUCTION TO THE WORLD'S LARGEST DUNGEON

HISTORY

Millennia ago, the celestials built a great dungeon. Within it, the celestials erected mammoth walls, locks, doors, and traps. It warded off those who would enter, but also walled in those who would escape: it was a dungeon larger than any ever known. Within it the celestials imprisoned hellish undead, demonic beasts, and fiendish monstrosities.

It was a perfect construction. Before the first dwarf would ever be born to sculpt stone, angels and celestials carved a work of art that no one would ever see. Perfect in every detail, it would stand inviolate for thousands of years. But none can say why the gods ordered demons and liches to be entombed and not destroyed. And in time, the gods would rue their mercy.

Centuries passed and the tomb stood unchanged. The champions who protected humanity from the liches and hezrou and pit fiends stood vigilant guard, ready to spend eternity in honor of the gods. But time passed over the celestials. The world forgot its heroes. Even the heavens turned a blind eye to the angels, inevitables, and guardians serving out their destiny entombed in the earth.

No one is sure how much time passed; history has forgotten the quest of the celestial heroes. One thing is certain: the earth is an unforgiving mistress and her power cannot be held back.

An earthquake cracked the foundation of the dungeon. The rift spread for miles, nearly ripping the dungeon in two. Into the rift flowed magma, but it did not boil the occupants of the dungeon. The temperature rose beneath the earth, and the cold home of the unliving became capable of sustaining life.

It was not long before the derro came. They made their homes among the rocks and tombs. Many of the traps set throughout the dungeon had been triggered, and creatures that the celestials had sworn to entomb eternally had escaped. In time, more subterranean creatures would make their homes in the rock. All the while, celestials contained the truest evils in the heart of this prison.

Then another earthquake pushed jagged earth through the dungeon floor, destroying a large portion of its foundation. Driders and drow dug beneath the rock and rubble to make their homes. The same earthquake tore a hole in the ceiling, and flying beasts like the arrowhawk and belker perched on the highest plateaus of their underground sanctuary.

As the dungeon's population grew, so did the celestials' fear that mankind would be destroyed by its inhabitants. Two titans made the long journey to the mountains and stood guard at the entrance and exit to the tombs, in eternal vigil.

Time passed. Few monsters made the climb down from the surface or pushed up from below. Only the strongest made a home in the debris of the prison. Eventually, more derro came, bringing other diggers with them. When they required more room, the derro dug deeper.

The burrowing derro caused a massive landslide, bringing thousands of pounds of earth and millions of gallons of water crashing in. Hundreds of derro and duergar died and the survivors moved deeper into the dungeon. Enlisting every manner of enslavable race, the derro crossed a giant chasm and started digging again.

Within the last hundred years, the dungeon has seen unprecedented activity. Every manner of creature lives in the dungeon. An elder treant and its elven entourage have made a refuge in the westernmost portion, while the undead have remained entombed at the northernmost point since the dungeon's creation. The core of the dungeon (Regions F and G) show the greatest sign of conflict, with angels and devils waging a war that must end poorly. Lastly, the exit has seen a change of power that will stymie heroes who think they're "almost done."

The World's Largest Dungeon represents years of adventuring. Do not tread lightly, but raise your swords high.

FACTS ABOUT THE DUNGEON

The dungeon is in a mountainous region and has been buried for countless years. It can have any number of entrances, but for ease of play, we have provided only one. If the DM desires to add more, they should be well hidden or even guarded by the creatures protecting their portion of the dungeon (kobolds near the front, winter wolves along the cold northeast section, and so on).

Because the northern reaches of the World's Largest Dungeon have access to the surface world, it should be in a remote area, lest adventurers know all along it is here. Page 8 lists a number of ways for the PCs to "stumble upon the Dungeon, but ultimately, what draws the PCs to the Dungeon is for the DM to decide.

A chasm filled with magma (consisting solely of mephits) pushes through the earth beneath the Dungeon. It must have a beginning and end point, but the DM may simply insist that it remains under the earth, pushing up under a lake or sea bed, warming the ocean currents.

The monsters in the Dungeon do not have children. There are no locations with baby orcs or yuan-ti eggs. If this does not mesh with your vision of a harmonious dungeon, we apologize now. Killing children, whatever their race, faction, or identification, is not heroic.

What you are reading is the product of one line developer, almost 20 writers, and over 100 years of imagination and gameplay. We made it fun first and useful second. Logic was a byproduct of our stubbornness, but was always subordinate to the first two laws.

We hope you enjoy the read.



ECOLOGY

Taken at face value, a dungeon housing over 1,000 monsters is going to need a food source other than “the titan just eats the elves.” In all honesty, we don’t expect this adventure to be run from beginning to end. While it has been designed to be just that — the world’s largest dungeon — and it has a logical reason for being here, such an undertaking would break even the bravest DM and players.

Therefore, it is our contention that lichen, dire rats, goblins, and dire boars make for an excellent food chain. In the lower levels of the Dungeon, goblins hunt the dire rats and eat them, and someone eats the goblins. Who? That’s up to you. As for the higher levels of the Dungeon, drop in a farm of dire boars and you’re all set. Like all pigs, they’ll eat whatever slop you serve them, and chances are dire boars taste just as good as their real-world counterparts.

If you need more explanation beyond that, here are a few “magical” answers to help quell your need for realism.

- Underground springs of water provide all manner of sustenance.
- Time moves slowly here, so when most creatures do eat, it nourishes them longer.
- Because of the presence of the celestials, no one needs to eat. That’s why it’s such a hospitable place for monsters: there is less competition over resources.
- Races trade with the fey. In exchange for not wiping them out, the nymphs and dryads provide edible lichen and other food. After all, if you eat a treant today, you’ll be hungry tomorrow, and then what?
- At high enough levels, clerics can make food from nothing. Certainly a goblin shaman could summon a plate of grubs for his followers.
- The steam mephits provide magical sustenance to all who stand on the rocks of the Dungeon. (We don’t know how that works, exactly.)
- Certain races, like the driders, are experimenting with creature cross-breeding. Maybe chaos beasts or free-range chuul are tasty.
- Cut the Dungeon into bite-size morsels and run it as separate lairs, each with its own passage to the outside.
- Perhaps intelligent monsters are more nutritious...

EVERY MONSTER?

You’re probably wondering: how did AEG fit one of everything in here? Well, that’s easy to answer. We didn’t.

What?

Now you’re probably wondering how we could say that on the back of the package and not follow through on the inside. Isn’t that lying? Before you call your congressman, let us explain. Everything is in here, but not the way you’re thinking.

For instance, we have chromatic dragons and a metallic dragon, but not a blue or white dragon. We have a sphinx, but not every variety of sphinx; we thought the androsphinx satisfied the category and we moved on. We have most of the dire animals, but not all of them. Where we could, we used every part of the buffalo, so to speak.

Guardinals are just too cool to ignore and most demons and devils need to appear en masse, not just in cameos. We kept less interesting or useful monsters under wraps, so we could use the extra room to give the more important underground beasts (derro, drow, orcs, etc.) a unique look and feel. We especially hope you like what we did with the aberrations and undead, which are among our favorites.

Whenever possible, we mixed templates with monsters in interesting ways. An advanced elder treant is the focal point of nearly a square mile of the Dungeon, and one wild elf is a half-fiend, because we’d never seen one. (One writer begged for a fiendish, half-dragon lycanthropic digester, just to see the stats.)

You’ll also notice the lack of animals and vermin. Animals and vermin are not monsters. While a crow could certainly find its way into the dungeon to eat a dead rat, and each corpse attracts its swarm of ants, they do not belong in a dungeon.

In the end, we wanted to give you something you’d never seen before, but we also wanted it to be useful. Fanatic completionism took a back seat to making the Dungeon fun and useful.

LAYOUT AND DESIGN

The Dungeon was built to jail undead and demons, not to be comfortable. There are no barracks, kitchens, or anything resembling “living” quarters. Humanoids and other carpetbagger creatures have made do with what they’ve found here. Makeshift barracks do not afford the comforts of home. The PCs won’t find a logical pattern here.

After a few weeks of exploring, the PCs may start coming to their own conclusions about the Dungeon. If not, they can always run into the lantern archon.

LANTERN ARCHON(S)

One of the PCs’ best friends are the helpful lantern archons that may appear throughout the Dungeon. These celestials were assigned to know everything about their own dungeon sections, and some have survived to the present day. Each lantern archon knows why its Region of the Dungeon was created, but is ignorant of conditions on other maps. These archons are a great way to dole out information to the PCs.

Lantern archons can be found anywhere the DM likes. They know many things they shouldn’t, like PC names, recent plunder, total dead in the area, and so on. They are not there to tell the PCs what lies beyond a door, but rather to point them to the Dungeon’s major plots. Their original purpose was to watchdog the Regions, but since the earthquake, each archon has grown sullen (and perhaps a little lonely), taking on a personality of its own.

All of the lantern archons believe that Region O is the only exit to the Dungeon and that Barcellus (Room O59), a titan loyal to the celestials, guards it. They do not know that Barcellus has been replaced. See Region O for more details.

Feel free to give each archon a unique voice. Alternately, ignore them altogether and have the PCs “find” their way into the mess.

THE DUNGEON ENVIRONMENT: SCALE

The maps were initially designed to be 5-ft. by 5-ft. squares. However, this can easily be modified to 10 ft. by 10 ft. In fact, we recommend it. Doing so requires the DM to visualize some of the Rooms differently, but none of this reduces the playability or fun of the Dungeon. Adaptability is the key.

You may, if you wish, even increase the scale to 15 ft. or 20 ft. squares.

THE DUNGEON ENVIRONMENT: SIGHT

A key thing to keep in mind is that the Dungeon is completely dark. Except where noted, there are no sources of light anywhere inside the Dungeon. This environment does not present a problem for most creatures, which rely on darkvision or blindvision to find their way.

Of course, while darkvision or blindvision allows the creatures to see, there are distance limits to such vision that come into play in some cases — a creature with darkvision 90 ft. can have a significant advantage over one with darkvision 60 ft.

Because of this, unless the party is composed entirely of races that have darkvision (commonly dwarves and half-orcs), they must rely on light sources to find their way. Aside from illumination problems (torches burn out, *light* spells end), having to rely on light sources presents a huge handicap to moving in Sections where other creatures can see in the dark. Outside, a torch can literally be seen from miles away on a moonless night. Inside a dungeon, low ceilings and tight corridors reduce torch visibility to 100 ft. or so. Nonetheless, any attempts at stealth, including surprise, are ruined by a simple candle as a watchful creature is likely to spot the light source long before it becomes visible. Nothing attracts unwanted attention in darkness like a source of light.

Regions H, K, L, M, the eastern edge of N, and O all have slightly different lighting conditions. Higher ceilings, holes in the mountain tops, and other conditions make these Regions different from the claustrophobic tunnels of the remaining dungeon. Review these chapters and make sure the PCs understand just how high the ceilings are.

THE DUNGEON ENVIRONMENT: SOUND

Sound doesn't travel as far as the PCs might expect. While the Dungeon is not soundproof, the walls were made very thick to muffle the screams of the demons inside their cells. Wards were added to soften the annoying, persistent echoes. Years of neglect have caused these wards to warp, creating an unplanned new effect: sound is unpredictable.

This means a lot to clever DMs. If the PCs are being extra quiet, perhaps a single breath gets funneled down a quarter-mile of corridor, alerting everyone of their presence. Or an epic battle in a Room two doors away goes unheard. Echoes from the farthest reaches of the Dungeon could be heard at the entryway, and the PCs' footfalls could go unheard by someone right in front or behind them.

Don't be afraid to use this to your advantage or to help low-level PCs sneak past larger adversaries. It is important to note the Regions H, K, L, and O do not follow standard rules regarding magic, wards, and — in this case — sound. Feel free to apply these concepts as you see fit (see *Encounter Conditions*, page 10 and 830).

THE DUNGEON ENVIRONMENT: TRAPS

While most of the original magical traps have long since failed or been destroyed when the creatures imprisoned here escaped, the celestials maintained a number of other traps up until their departure to Regions E and G. Although they are usually in areas of strategic importance, such as at an important junction or guarding a supply cache, traps can occasionally be found in unexpected places.

Many traps were designed only to paralyze the undead and demonic forces that could not be destroyed. Others produce cold and/or fire depending on whether they were designed to kill devils or undead. Acid and sonic traps were effective as well, bringing many creatures to their knees. However, because of the nature of the undead and demonic beasts, someone always had defenses against something. As a result, a variety of traps were made, many of them magically capable of resetting themselves.

Over the centuries, many creatures have stumbled through these corridors, tripping glyphs, spells, and fire traps. The hardest ones to spot have been tripped, and some never reset. The ones that have a marking were circumnavigated once the first hobgoblin was turned into a rat or doused with flaming oil. The easiest ones to spot have been avoided.

That said, traps can be anywhere the DM wants to put them. While corridor traps have a tendency to slow down game play, a project of this type requires them to some degree. Be merciful and give PCs a chance to spot them. Doors, columns, and secret panels could be trapped. Anything that a demon might try to move to get out of a dungeon could be trapped. But feel free to add all manner of non-lethal traps whenever the whim strikes.

THE DUNGEON ENVIRONMENT: OTHER

Because the original builders had little need for creature comforts, the Dungeon has little in the way of furniture or standard dungeon decor.

These Regions are geologically unstable. While an actual collapse is not going to occur while the PCs are in the area, occasional rumbles and tremors are common, and can be anything from a minor nuisance to a real hazard (see *Random Encounters* for more information).

INTERIOR DOORS AND WALLS

STANDARD DOORS

Unless stated otherwise in the Room or area text, a standard dungeon door conforms to the following rules.

1. If there is no description of the door, it is closed, but unlocked.
2. It is made of wood and bound with iron.

▣ **Iron Door:** 3 in. thick; hardness 10; hp 90; break DC 32; Open Lock DC 30.

3. It opens in one direction only and has pull rings on both sides, allowing it to be pulled open or pulled closed. All doors push open into the Rooms from the hallway or from the previous Room, unless otherwise noted. In case of a conflict, the decision is up to the DM.
4. Although heavy, it is well anchored on common hinges and can be opened by any creature of Small size or larger simply by leaning on it. Any door can be pushed, but they may only be pulled by a creature able to grasp the ring. Creatures of Tiny size or smaller do not have the mass to pull the door open even if they have the strength.
5. It is neutrally hinged and does not swing open or closed on its own; a closed door stays closed and an open door stays open unless someone, or something, shuts it.
6. It has roughly a half-inch gap between the bottom of the door and the floor, allowing for air, light, noise, and smells to escape. Most prison/vault doors are sealed completely.

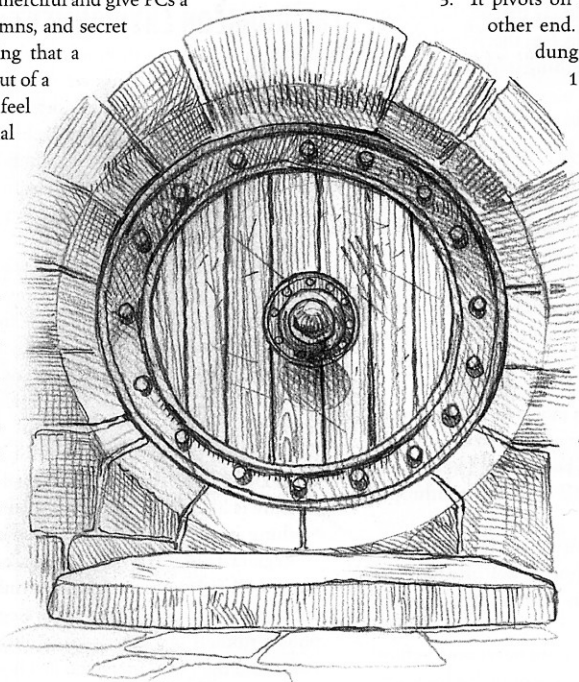
SECRET DOORS

Unless stated otherwise in the text, a secret door conforms to the following rules.

1. If there is no description of the door, it is closed.
2. It is made of stone, or whatever material the wall is made of.

▣ **Stone Door (stone wall section):** 3 ft. thick; hardness 8; hp 540; break DC 50.

3. It pivots on a vertical axis by being pushed on one or the other end. Because they are much heavier than standard dungeon doors, secret doors require a successful DC 12 Strength check to push open or closed, and the following special size modifiers apply: Colossal +16, Gargantuan +12, Huge +8, Large +4, Medium +0, Small -4. Creatures of Tiny size or smaller do not have the mass to push open a secret door, no matter how strong they are. In addition to these modifiers, any creature that is on more than two legs or is otherwise exceptionally stable gains a +4 modifier.
4. Unless noted, discovering it requires a DC 20 Search check. In more advanced Regions this number may be as high as 30 or 35, per the DM's discretion.
5. Unless noted, it has no locking mechanisms and thus cannot be locked, nor does it have a return mechanism. Secret doors remain open if opened, or closed if closed.



6. It is six feet high by seven feet wide. When fully open (the door is completely perpendicular to the wall) there is a total of two feet worth of maneuvering space between the secret door and the wall. This is large enough for a single creature of Medium size to squeeze through on either side simultaneously; creatures of Large size or larger normally cannot fit through such a space (although whether they actually can or not is ultimately the DM's call and depends on the physical characteristics of the creature; an Escape Artist check may be in order). The door sits one foot off the ground on a threshold to allow for the pivot, a fact that also makes it more difficult to detect. Keep in mind that when opened, there is a threshold one foot high that creatures must step over in order to pass through.
7. It is built to very tight tolerances, although there is a slight gap at the top and bottom through which noise or air might pass. Because of the thickness of the secret door, this gap is not large enough to allow light through.
8. Pushing it open causes the stone to scrape slightly and makes the same amount of noise as a person in medium armor trying to walk silently (DC 5 Listen check to detect the noise).

THE SIMPLE ANSWER

Unless otherwise stated, all walls are stone and all doors are iron.

☒ **Iron Door:** 3 in. thick; hardness 10; hp 90; break DC 32; Open Lock DC 30.

☒ **Stone Wall:** 3 ft. thick; hardness 8; hp 540; break DC 50.

Due to the nature of the Dungeon, even a small section of broken stone causes no lasting damage to the superstructure. Only a force on par with a cataclysmic earthquake can damage the foundation.

LOCKED DOORS

A number of doors in the Dungeon are locked. This makes the Open Lock skill very handy. In fact, PCs shouldn't enter this dungeon without a rogue and a masterwork set of thieves' tools (lockpicks). That said, there are a number of things the PCs should be aware of.

There are generally 20 tools in a given lockpick set. For each lockpick that is damaged or lost, the PC suffers a -2 circumstance penalty to his Open Lock check. Thieves' tools are generally so delicate that only a DC 25 or 20 Craft (blacksmith or locksmith) check can fix them. Usually, a rogue just buys new tools. In *The World's Largest Dungeon*, that might not be an option.

CEILINGS

The dungeon ceiling is sometimes as low as 10 ft. and sometimes as high as 50 ft. or more. Originally we detailed ceiling height, but cut it for space, opting instead to include more useful details (like tactics). The DM may decide how tall each Room is, or roll once per Region, Section, or Room to determine the ceiling height.

If you need details, consider rolling for each Room.

1d20	Height
1-5	10 ft.
6-10	15 ft.
11-14	20 ft.
15-16	25 ft.
17	30 ft.
18	40 ft.
19	50 ft.
20	2d6 × 10 ft., or 1d20 × 5 ft.

Outside the "dungeon" proper, where the stonework becomes dug-out earth and the Regions are more cavernous, the ceilings rise as high as four miles in places.

TELEPORTATION AND EXTRADIMENSIONAL TRAVEL

The walls of a prison are useless when its inhabitants can just phase out of existence and reappear on any plane they wish. The celestials therefore surrounded the prison with a null field, negating all extradimensional travel and teleportation. Any magic that allows the PCs or creatures to "jump" from place to place is negated. In fact, as a result of this design, creatures that have teleported in have found they cannot escape.

Since the earthquakes pockets have developed throughout the complex where the null field has weakened disappeared completely. The text explains exactly where, but Regions H, K, L and O are the weakest in this regard. Additionally, some maps, such as A, E, F, and N, have teleportation built into their design. The maze-like nature of Regions E and F make the random teleporters that much more devastating.

The DM may decide that creatures like barghests, shadows, blink dogs, and so on have limited range of motion on the ethereal or shadow planes, but they can never escape the prison altogether. Spells like *dimension door*, if allowed, only work to line of sight or 100 ft. (whichever is less).

Bags of holding, *portable holes*, and the like lose their link temporarily with the dimension in question. Stored items cannot be accessed, and items added fill the bag as though it were a normal item.

TREASURE

The celestials did not build this dungeon with trinkets in mind. Most anything the PCs find will be items that monsters brought with them, or items that a demon or devil died with. In such an instance, the item would have been scooped up by someone (hobgoblin, etc.) and taken back to his lair.

EXPERIENCE POINTS

Most DMs and PCs aren't going to like this, but it was inevitable. If the PCs earn XP at the "normal" rate, they'll be 8th level before they leave the first map. In order to keep this adventure challenging, we had to ignore that.

It is our intention that PCs advance only twice per map. The progression allows them to reach 20th level or so by the time they reach the end of the Dungeon and provides enough challenges to keep things interesting. We can't enforce this; no one is going to be at the table watching you hand out XP. 3rd Edition's greatest strength is a single XP progression for all classes, allowing DMs to advance the PCs to the next "bump" at will.

Map A is designed for levels 1 to 3, Map B for levels 3 to 5, and so on. A chart is provided on page 9, showing where advancement should take place.

SOME LOGIC ABOUT XP

Interestingly enough, experience points are supposed to represent things learned by overcoming a foe or trap. But once you've defeated your 20th orc, what more can you learn from killing orcs? DMs that wish to apply this logic to handing out XP may want to cut XP rewards in half each time the PCs kill a creature they've killed before. This should provide DMs and PCs with the necessary "realism" without sacrificing playability.

If the PCs still don't like this logic, hand out XP for the Encounter Level (EL) and not the CR of every individual monster.

A SILVER LINING

If this dungeon is NOT run from beginning to end as one epic campaign, and merely cut into 16 separate dungeons for use in separate campaigns, then feel free to hand out whatever XP you like.

GETTING IN

How the PCs find the Dungeon is ultimately up to you. Since it's been hidden for centuries, discovering the Dungeon is an impressive feat. However, the PCs should not be aware of the scope of the Dungeon, at first, being drawn in by something simple, only later to learn the density of the World's Largest Dungeon.

Here are a number of ways to get things started, but feel free to make up whatever you like.

1d20*	Reason
1	Glory. Is there any other reason?
2	A holy order — knowing of the Dungeon's presence — built a monastery over it. Waiting for the "sign bearers/chosen ones" to arrive, they invite the PCs in. It has remained a secret, until now.
3	The PCs, having chased a creature into the Dungeon, are now trapped and must make their way out.
4	One of the PCs falls through a sinkhole into Room A1 and the party must jump in to save him (it's deeper than their rope allows them to climb).
5	The PCs, ordered on a mission by a church, guild, king, etc., gather their belongings and begin the longest journey of their lives. They are in the dark about what lies ahead and only a few wizards know the truth.
6	Rumors of a great artifact attract one or all of the PCs.
7	Rumors of gold, jewels, and treasure attract one or all of the PCs.
8	Omens, prophecies, and the superstitions of the peasantry, point to something evil stirring beneath the earth. "North of here, you'll find it... brewing its demon seed. It's evil. More evil than you can imagine, my friend. Saw it with my own two eyes, I did."
9	The PCs (or a particular PC) are summoned by their deity to complete an important quest. The deity is unclear on the details, but a journey north to an abandoned cave and a visit with a titan are required.
10	The PCs (or a particular PC) are summoned by their deity to complete an important quest. The deity summoning the PCs is actually an angel, solar, or marut needing help. It speaks to the PCs in visions, drawing them to aid it.
11	The PCs (or a particular PC) are summoned by their deity to complete an important quest. The deity summoning the PCs is actually a demon imprisoned in the Dungeon, craving freedom. It speaks to the PCs in visions, drawing them to free it.
12	Hunted, the PCs take refuge in a cave to wait out their attackers. However, once inside, they discover the Dungeon (Room A1).
13	The PCs wait out a storm in a nearby cave. Once inside, they discover the Dungeon (Room A1).
14	Creatures from Region A escape to the surface (somehow) creating havoc and mayhem wherever they go. The PCs are sent to investigate.
15	An inexplicable earthquake rips apart a city. Magical divinations point to the source, miles north under a mountain foretold by seers as a place of destruction.
16	A lost relative or friend went missing recently, and the PCs are sent to investigate.
17	One of the PCs inherits a piece of land located above the Dungeon.
18	Dead guardians of the Dungeon, unquiet since they failed in their duties, haunt the land. Their "bodies" lie in desecrated soil, so their spirits approach the PCs, asking them to put their remains to rest. This works well if there is a sympathetic cleric in the group.

19	"Um... It's like a dungeon and stuff, ya know? So let's, like, go check it out."
20**	The gods and celestials can see all of time at once. They knew the fate of man long before his birth on this world. They knew that champions would come to the aid of the celestials even before they built a single dungeon wall. They knew the day would come when mankind would "grow up," and the truest challenge of their right to self-govern would be overcoming the horrors that lie within the World's Largest Dungeon.

* Or just pick one.

** This is the reason the designer chose. The PCs are fated to enter the Dungeon, overcome its foes, and free their world from the tyranny of evil.

Alternately, if the players know that you bought this book, tell them to equip themselves for a long journey and pick a mission from the list below.

1d20*	Reason
1	Glory.
2	Treasure.
3	Glory <i>and</i> treasure.
4	A punishment.
5	A tournament.
6	Church or holy mission.
7	A rescue mission goes horribly wrong.
8	The death of the titan marks the end of an age. Now it's the time for heroes. The doors are open. What are you waiting for?
9	Throw the PCs a curve ball. Take them through Module B2, and have the rubble in Room 51 lead to Room A1 of the World's Largest Dungeon.
10	It's time to save the day!
11	You just spent a bundle on this book and you're going to play it, whether the PCs like dungeon crawls or not!
12	Experience Points, man. Experience Points!
13	It's what the <i>Knights of the Dinner Table</i> ™ would do.
14	It's what <i>Igor</i> ™ would do. It must be mine!
15	Because if the World's Largest Dungeon was in your backyard, you'd grab a shovel, throw on some armor, and pack a lunch.
16	You just started college and you need something to do for the next 4 years.
17	There's always room for <i>Orcs</i> ™!
18	We know you've discovered girls and beer, but c'mon... one last adventure.
19	Peter Adkinson™ says so.
20	When you're done gaming, the <i>World's Largest Life</i> ™ starts, and pretend is much more fun.

* Or just pick one.

QUICK AND DIRTY PERCENTILE

Since 20 times 5 equals 100, any percentile can easily be figured on a 1d20. Simply round the percentage to the nearest 5 or 10, divide by 5, and roll that number or less on a 1d20. This is a fast and easy calculation that you can do in your head.

While this book lists all percentiles as 10%, 35%, 60% and so on, it is designed for DMs to use 1d20 and multiply the roll by 5 (to keep the game moving). On page 832, you'll find a chart, just in case.

BASIC OVERVIEW

Each map (or Region) has its own theme. Divided by obstacles, territorial markings, secret doors and so on, these Regions can be divided into separate adventures or linked into one grand campaign. While each chapter explains its role, this is a short overview of each section.

Region A. Orcs, kobolds, and extraplanar creatures fight for territorial control. At the heart of the conflict is a wererat bent on controlling the whole Region. This introduction suggests to the PCs that this is not a typical adventure. Levels 1 to 3.

Region B. A series of traps guard a fractured goblin empire. Hobgoblins, bugbears, blink dogs, and a false king. Levels 4 to 6.

Region C. Almost as chaotic as it is ordered, Region C unites many classic dungeoneering themes: traps, puzzles, and unique monsters. Region C is also a dead end, and unless the PCs recover the special key in Room C105, their trip here will go for naught. A black dragon trapped inside the maze and an ancient spectre make up two of the Region's finales. Levels 7 to 9.

Region D. One of the most important plots of the entire complex, the derro are the source of most problems in this dungeon. Now a xill and his minions have enslaved dwarves, duergar, derro, grimlocks, and all manner of burrowing creatures to free an entombed evil. Levels 14 to 18.

Region E. One of a handful of celestial outposts in the Dungeon, the inevitables and guardinals struggle for "authority" while monsters from Region I and the southernmost portions of Region E break down their defenses. A number of creatures in this Region (insects, shadows, etc.) reduce the PCs' ability scores with their poisonous/draining attacks. Clerics will need spells like *minor restoration* to survive the journey. Levels 4 to 6.

Region F. The most complex maze in the Dungeon, this Region is controlled by three opposing minotaur tribes, each being played against the other by a manipulative rakshasa-medusa team. Randomly teleporting gates make this Region nearly impossible to map. Levels 7 to 9.

Region G. The heart of the Dungeon, and the most important struggle to save the PCs' world from extinction, Region G is the location of the final battle between the angels and demons. Levels 9 to 11.

Region H. Elf guardians and dedicated fey stand vigil around the "first tree," fallen into the Dungeon a few centuries ago. This is the most roleplaying-intensive Region, and the PCs can affect the Dungeon on a much different level than the high fantasy epic conclusions of Regions D, G, and N. Levels 11 to 13.

Region I. Tied to Region M, this Region is home to all the aberrations and "things that should not be." Concerned that the creatures could escape into Region E and, the inevitables built wards to keep them in, but the tide of war slowly slips in the PCs direction. Levels 7 to 9.

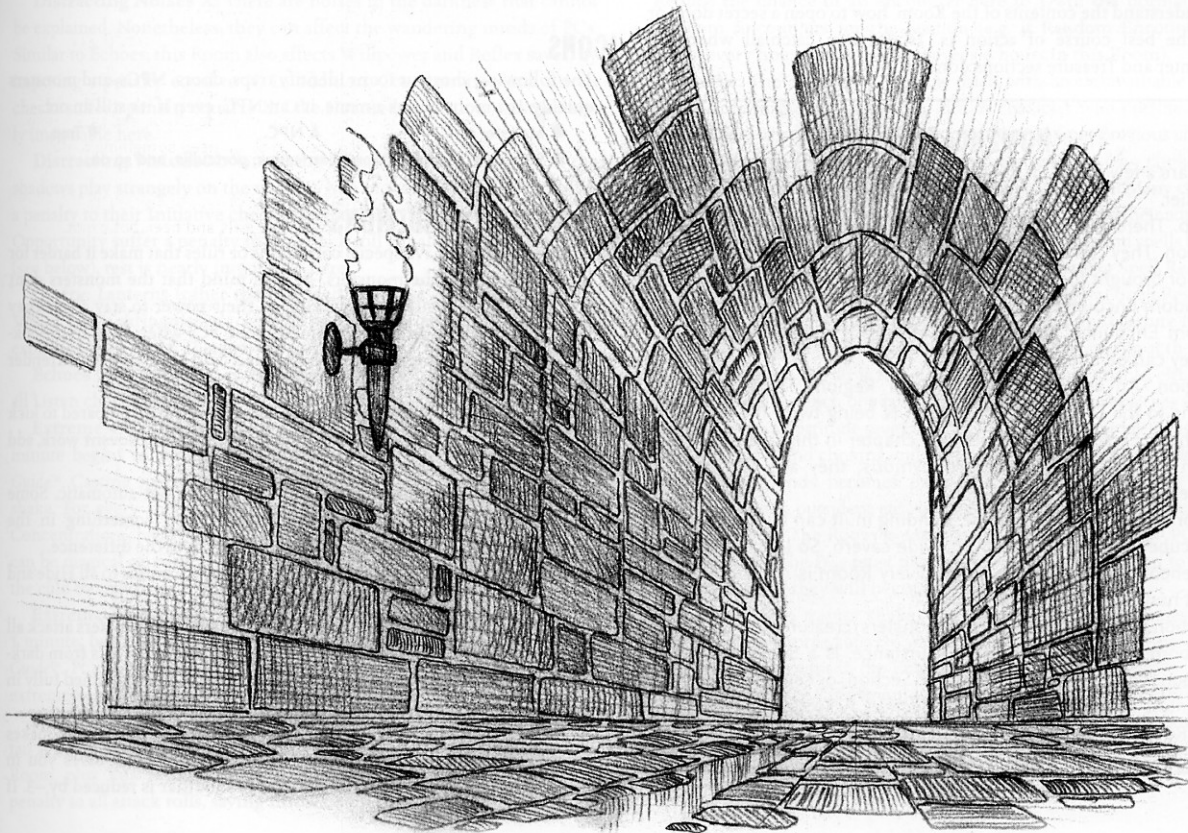
Region J. Based on dungeon crawls of old, this Region has puzzles, trapped statues, and tribes of monsters living elbow-to-elbow. With a nearly impossible finale, the Region will have PCs visiting again and again. Levels 13 to 15.

Regions K and L. These two Regions are intricately linked. Another by-product of the derro dig, this lake and adjoining swamp are the result of the landslide that dropped the two-mile-high ceiling into the Dungeon. Levels 11 to 13 and 13 to 15.

Region M. Tied to Region I, M is the most conflicted of the maps. Drider masters perform horrible experiments on their drow slaves, tossing the aberrant remains into Region I. An exit to the mountain peaks above the Dungeon promises escape for those who can fly, but the cloud giants and flying beasts that control this Region have their own plans. Levels 9 to 12.

Region N. The largest and most impenetrable part of the Dungeon, the Tomb of the Unliving houses a three-front war between a lich, a mummy lord, and ghost. Millennia of war have sculpted the landscape of this tomb, but none of these beasts have yet succeeded in releasing the terrible World Eater. Levels 14 to 18.

Region O. The climax to the Dungeon holds yet another twist. While the PCs may or may not know about the titan guarding the exit, the frost giants have enslaved the Region's occupants and taken control of the exit. They are not pushovers and PCs thinking the undead were the final piece of the puzzle are in for a rude awakening. Because the PCs can race to the end, this Region covers Levels 16 to 20.



READING THE ENCOUNTERS

Each encounter — all 1,612 of them — is written in the same format. Each opens with the number and name of the Room followed by pertinent information on running the encounter.

If there is specific information about the door or entrance to the Room that DMs should be aware of before the PCs enter, it can be found before the Read Aloud Text. Additionally, if there is a trap or something of note before the door, it is mentioned here. Some encounters happen in hallways, so be alert for them.

Read Aloud Text. It is recommended that the DM paraphrase or relay this information in his own voice, rather than read it aloud verbatim. This text relays to the players what they see, hear, and sense about the environment.

Initial Attitude. Attitudes for NPCs and monsters are Hostile, Unfriendly, Indifferent, Friendly, and Helpful. Few in this dungeon are Helpful. The *Player's Handbook*™ explains how to use the Diplomacy skill to sway attitudes, should the PCs choose to negotiate rather than fight. Hostile attitudes are hard to change, and monsters that are assigned to guard duty rarely change their minds about attacking.

See the *Player's Handbook*™ or page 828 of this book for more on NPC attitudes.

Encounter. This is the meat of each Room, and includes the Room's history, details of the environment, monsters, traps, and so on. If a Room is completely empty, there is still a short description to give the DM something to improvise. If a monster or NPC is present, its hit points are listed. If the encounter refers to creatures from another part of the Dungeon, it lists the Room they are from.

Encounter Condition. This is a special section. Written in shorthand, these notes point the DM to the chart on page 10 and 830, explaining exactly how to conduct the battle. Not every encounter has a special condition, but feel free to add them to taste.

Sometimes Encounter Conditions exist for encounters that are not violent. Details are still provided should a fight break out, or should the PCs try to sleep in a haunted chamber.

Tactics. Sometimes generic, other times specific, the tactics of a given monster are explained here. Sometimes the Tactics section helps a DM understand the contents of the Room, how to open a secret door, or what the best course of action is. Tactics is a catch-all when the Encounter and Treasure sections don't fit.

NOMENCLATURE

There are a few keywords that we used to make reading this a little easier.

Map. There are 16 full-color 22-inch by 17-inch maps in this dungeon. They can be cut into smaller lairs for individual adventures, or brought together into one campaign.

Random Encounter. Every Section of the Dungeon has its own Random Encounter chart. These are usually rolled every hour, but they can be altered to taste.

Region. An entire Map is called a Region. There are 15 Regions to the Dungeon, with Region N being twice the size of the others. Each Region has its own chapter in this book. While Region and Map are nearly synonymous, they are not interchangeable terms.

Room. The thing the PCs are standing in. It can be a 10 ft. by 10 ft. cube. Or, it can be a 100 ft. wide cavern. So long as there is an encounter there, it's a Room. Every Room is numbered. If it's not numbered, it's not a Room.

Section. The territory that the monsters/creatures/NPCs live in. "Rooms K11 through K24," for instance, is a Section of the Dungeon. Some rules affect an entire Section, or certain Random Encounters may occur only in that Section. A Section comprises many Rooms and should not be confused with a Region.

Treasure. Be careful not to read this aloud until the PCs have taken time to search the Room. Because there are over 1,500 Rooms in the Dungeon, no matter how much or how little treasure we assigned, it was going to be the wrong amount. Carefully weigh whether or not the PCs need another +1 *longsword*; would the campaign be better served with a potion of *cure light wounds* instead? Don't be afraid to give out less treasure at the start of a Region, anticipating greater rewards at the end.

EL. This is the encounter level, here only to help DMs quickly grasp the difficulty of the encounter. If you're giving out XP, you can use this instead of each individual monster's CR.

Scaling. Each encounter with a monster or trap includes tips on how to make the encounter easier or harder. The DM should feel free to ignore this section, or embellish each encounter as he sees fit.

The DM is always free to increase DCs. If the PCs succeed at every Diplomacy, Hide, Listen, Search, Spot, or Swim check, the game can grow stagnant. Increasing the DC is as simple as saying "the stonework is very dense" (a -6 circumstance penalty to all Listen checks), or "the pervading darkness and low ceilings make it hard to see" (Spot checks are more difficult beyond 30 ft. or so).

This book is a great big toolbox, and you are the craftsman.

✦ **Stat Block.** An NPC or monster stat block appears in this font and follows each Encounter in which a monster of that type is present. We understand that in doing this, there is a duplication of effort, but the more important issue was being complete and thorough.

Stat blocks are presented in 3.5 format. Any time the stat block is different from the information printed in the *Monster Manual*™, the stat block is correct. Even though they might look similar, stat blocks often vary from one another in terms of weapons, hit points, and even special qualities. Read them carefully. An iron golem, for instance, might have a magical attack that it normally wouldn't have. Many encounters have been designed with these changes in mind. Ignoring them robs the adventure of crucial flavor.

The final line of a stat block is Possessions, which details items when the Atk and AC of the creature is not thorough enough. It is occasionally omitted for space reasons. If a Possessions line is missing, but Atk lists a *longsword*, assume that the NPC carries a *longsword*.

ICONS

The following shortcut icons identify traps, doors, NPCs, and monsters quickly. If a monster has a name, it's an NPC, even if it's still an orc.

✦ **Monster.** ▲ **NPC.** ⚡ **Trap.**

▣ **Structure.** Includes doors, barricades, portcullis, and so on.

ENCOUNTER CONDITIONS

Some encounters have special conditions or rules that make it harder for the PCs to defeat the monsters. Bear in mind that the monsters don't want to die; they will do everything in their power to stay alive. They fight from vantage points; they ambush the PCs when they aren't looking; they use numbers to their advantage; and they flee or surrender when death is imminent.

None of the monsters in this dungeon are stupid. Be prepared to kick the PCs around a little until they learn this. And if that doesn't work, add a few Encounter Conditions of your own.

Encounter Conditions listed in [brackets] are not automatic. Some are optional, while others are contingent upon something in the encounter. Read the Encounter thoroughly to note the difference.

Ambush: The monsters gain a +4 circumstance bonus to all Hide and Move Silently skill checks prior to Initiative.

Ambush (darkness): In addition to Ambush, the monsters attack all light sources at first from a distance and then attack the PCs from darkness, taking advantage of their darkvision. Darkness is explained fully in the *Dungeon Master's Guide*™.

Bog: Like Flooded (see below), a bog prohibits movement and makes a creature's high Dexterity useless. Strength, not speed, saves you in these situations. Every creature's Dexterity modifier is reduced by -3. If

this reduces the Dexterity bonus to 0 or less, the creature is considered flat-footed. In addition, movement is halved (minimum 5 ft.) and no one can take a free 5-foot step. Torches have a 50% chance of guttering out in the damp air. If a PC falls into the bog, his torch automatically goes out.

Concealment: The monsters in the Room gain the benefits of concealment (hiding in shadows, etc.), unless they are adjacent to a PC. Concealment confers a miss chance of 20% on any successful attack against the monster or NPC.

Concealment (total): The monsters in the Room gain the benefits of total concealment (hiding in shadows, etc.), unless they are adjacent to a PC. Total concealment confers a miss chance of 50% on any successful attack against the monster or NPC.

Cover: The monsters in this Room maintain cover (they push over a table, stand behind barrels, etc.), unless they are adjacent to a PC. Cover grants a number of benefits per the *Player's Handbook*[™], including bonuses on Reflex saves, Hide checks, and AC.

Cover (soft): As Cover, but soft cover provides no bonus to Reflex saves.

Cover (total): As Cover, but the benefits are total.

Cursed X: Something isn't right about this Room. Its inhabitants are slightly unhinged or its walls seem to sag with an undefinable sadness. The longer PCs spend in this Room, the harder it is for them to leave. Increase the DC of all Willpower saves by X while in this Room. Monsters or PCs already suffering from madness do not suffer this penalty.

Deep Darkness: This Room is cast in perpetual magical darkness that cannot be dispelled. Torches and lanterns give off 1/2 their normal light and magical light requires a Concentration check (DC 15 + spell level) or it is extinguished.

Deep Silence: This Room is cast in perpetual magical silence that cannot be dispelled. Listen checks are altogether impossible, and spellcasters cannot cast spells requiring a Verbal component.

Desecration X: This encounter takes place in a desecrated Room. X is the turn resistance all undead gain against turn attempts.

Diseased (Name) X: For every minute the PCs spend in this Room, they must succeed at a DC X Fortitude save or contract the named disease. Even diseases that normally are only contracted through ingestion or injury can be contracted in this Room.

Distracting Noises X: There are noises in the darkness that cannot be explained. Nonetheless, they can affect the wandering minds of PCs. Similar to Echoes, this Room also affects Willpower and Reflex saves, by imposing a penalty equal to X. In addition, Concentration and Listen checks suffer a penalty equal to X. Like Haunted (see below), rest is nearly impossible here.

Distracting Visions X: Something is waiting in the darkness, or the shadows play strangely on the walls. While in this Room, the PCs suffer a penalty to their Initiative checks equal to X. In addition, all Attacks of Opportunity suffer a penalty to the attack roll equal to X. Like Haunted (see below), rest is nearly impossible here.

Drafty: Lanterns (other than hooded lanterns), and torches have a 50% of being extinguished, casting the PCs into darkness. Darkness is explained fully in the *Dungeon Master's Guide*[™].

Echoes X: A great deal of noise and distraction increases the DC of all Listen checks by X.

Extreme Cold: Anyone remaining in this Room for more than 1 minute begins to suffer the effects of cold, per the *Dungeon Master's Guide*[™]. Casting spells in the cold is difficult: teeth chatter and fingers shake. For every spell cast in this Room, the caster must succeed at a Concentration check (DC 10 + spell level) or the spell is lost. The cold can be magical or natural. DMs can increase or decrease the severity of the cold by requiring Fortitude saves more or less often.

Extreme Heat: Anyone remaining in this Room for more than 1 minute, begins to suffer the effects of heat, per the *Dungeon Master's Guide*[™]. PCs in medium or heavy armor cannot take a charge action in extreme heat. The heat can be magical or otherwise.

Fear X: An inexplicable pallor of evil permeates this Room. PCs that fail at a Willpower save (DC equal to X) are shaken until they leave the Room, plus Xd6 minutes afterwards. Shaken PCs suffer a -2 morale penalty to all attack rolls, saving throws, skill checks, and ability checks.

Fearless: The monsters and NPCs here cannot be intimidated or cajoled, and do not back down from any fights. Undead cannot be turned. Instead, they suffer damage equal to the character level of the cleric on a successful turn attempt.

Flooded: These Rooms have become flooded by a high water table or some magical effect. Every creature's Dexterity bonus is reduced by -2. If this reduces the Dexterity bonus to 0 or less, the creature is considered flat-footed. In addition, movement is halved (minimum 5 ft.) and no one can take a free 5-foot step. Torches have a 50% chance of guttering out in the damp air. If a PC falls into the water, his torch automatically goes out.

Fog X: Fog reduces visibility in the Room (except darkvision) to X ft. Creatures up to X ft. away have concealment (20%). Beyond that, creatures have total concealment (50%).

Hallowed X: This Room is holy. Clerics (and paladins) gain a bonus to all Charisma-based skill checks (including turn attempts), equal to X, but suffer a penalty of -X on rebuke attempts.

Haunted: Rest is impossible. Spells cannot be memorized, meditation doesn't work, and the benefits of natural healing are cut in half.

Hazardous Footing X: The floor is covered in debris, rocks, glass, or sharp objects, or otherwise impedes movement. PCs moving faster than 1/2 speed across Hazardous Footing must succeed at a DC X Reflex save or fall to the ground suffering 1d4+1 points of damage from the debris. No one can take a free 5-foot step on Hazardous Footing. Tiny or smaller creatures gain a +6 competence bonus on this save.

Invisible: For some magical reason, the monsters in the Room gain the benefits of invisibility, until they perform an action (attacking, casting a spell, etc.) that removes this benefit. In addition to its other benefits, invisibility works as Total Concealment, conferring a miss chance of 50% on any successful attack against the monster or NPC.

Negative Energy: Undead heal 1 hit point per hour in this Room. PCs suffer 1 hit point per minute in this Room.

Poor Footing X: All monsters and PCs suffer a penalty to their base attack equal to X unless they succeed at a Reflex save (DC 10 + X).

Positive Energy: PCs heal 1 hit point per hour in this Room. Undead suffer 1 hit point of damage per minute in this Room.

Safe: This Room is generally safe and might be a good place to rest. Reduce the chance of an encounter here to 1/6th the normal rate of Random Encounters for the Section (e.g. if Random Encounters are rolled every hour, they are rolled every 6 hours in this Room).

Smoke: The air in this Room is thick with an unbreathable smoke, either from magic use or a recent fire. A character who breathes smoke must make a Fortitude save each round (DC 15, +1 per previous check) or spend that round choking and coughing. A character who chokes for 2 consecutive rounds takes 1d6 points of nonlethal damage. Many creatures that do not breathe (demons, outsiders, etc.) use Smoke to their advantage.

Spell Resistance X: This Room is guarded by wards and spells that dispel all magic cast within it. Treat all occupants as having Spell Resistance equal to X. This does not stack with a creature's inherent Spell Resistance, but instead replaces it, if X is greater. In many cases, the creature living in the Room is unaffected by the Spell Resistance when casting at the PCs.

Stagnant Air: The air in this Room is nearly unbreathable, either from rot, decay, or the stench of a rank beast. A character who breathes stagnant air must make a Fortitude save each round (DC 15, +1 per previous check) or spend that round choking and coughing. A character who chokes for 2 consecutive rounds becomes nauseated. Many creatures that do not breathe (demons, outsiders, etc.) use Stagnant Air to their advantage.

Submerged: The Room is completely underwater and the PCs must swim across it. The PCs must have some way to breathe water to remain in this Room, or they will begin to drown.

Tremors X: A tremor shakes the Dungeon, dropping stones on the PCs. PCs must succeed at a DC X Reflex save or suffer 2d6 points of damage at a random point in the Encounter.

Unhallowed X: This Room is unholy. Clerics (and paladins) suffer a penalty to all Charisma-based skill checks (including turn attempts) equal to X, but gain a +X bonus to rebuke attempts.

SKILLS

Here are a list of skills that we generally believe you'll need high marks in to survive this dungeon.

Balance, Concentration (if you're a spellcaster), Decipher Script, Diplomacy, Disable Device (easily the most important skill), Heal, Hide, Intimidate, Jump, Listen, Move Silently, Open Lock (the second most important skill), Search, Speak Language (Undercommon, Goblin, Draconic, and Celestial are a good start), Spellcraft, Spot, Survival, Swim (depending on the route they take), Tumble, and Use Rope.

The following skills should help the PCs (in general), survive the Dungeon in style.

- Craft (blacksmith, etc.). For repairing damaged weapons and armor during the party's 2 year stint underground.
- Handle Animal. For staring down wolves, taming stray pets, and dealing with DMs.
- Sense Motive. Goblins lie, but it's important for PCs to know how much is truth and how much is imagination.
- Use Magic Device. Maybe not necessary, but it helps.

Skills like Disguise, Forgery, Gather Information, Perform, Profession, Ride, and Sleight of Hand are more suited for the *World's Largest City™* and have little to no use in this product. Encourage new PCs to avoid wasting points in these.

Because nobody's heard of the World's Largest Dungeon until now, bardic lore isn't going to help much. "No, I don't know any songs about demon princes banished to the Abyss for slaying everything living fire elf. I've never even heard of fire elves. Can I just sing my song now, please?"

SPELLBOOKS

Wizards do not have it easy in this dungeon. No, that's not strong enough. Wizards get *hosed*.

Because the PCs are going to be underground for about 2 game years, with no way of returning to the surface, it's difficult for wizards to justify spells "appearing" in their spellbooks. Sorcerers, druids, and clerics all draw their power from a less tangible source, but a wizard has no new sources of magic. Because this may upset those wanting to play spellcasters, there are a number of ways to help wizards through this.

There are plenty of scrolls scattered throughout every Region (and plenty of room for the DM to drop them into the Dungeon as he sees fit). When these scrolls are discovered, the wizard can merely place the spells in his spellbook rather than "waste" them in combat. This ensures that wizards always have something, but wholly determines what they can and cannot learn.

Alternately, the DM can allow wizards to start with a full spellbook (as a 20th-level wizard), forcing the fledgling wizard to choose *all* his spells ahead of time. This is challenging, but can also put a wizard who is unprepared for specific challenges at a huge disadvantage. DMs should choose half of the spells for a spellbook of this nature.

If a wizard gains access to a divine (or bardic) spell that also appears on the arcane spell list, the DM may allow the wizard to learn that spell. If the wizard studies the spell from a divine spellcaster, add +5 to the DC check to learn it. Increase the the modifier by +2 per spell level difference between the lists. If the wizard wants to learn a spell that's 3rd level for a cleric but 2nd level for a wizard, increase the DC by +7. No matter what, the wizard can learn only those spells that appear on his spell list.

Finally, the DM can simply allow the PC to choose whichever spells he likes as he goes up in level. This is the least exciting method, but gives PCs the greatest spread of options.

Ultimately, whatever the DM decides is law.

One last thing, spells like *entangle* and *web* are devastatingly powerful in a dungeon. We've made sure the bad guys don't have them. DMs should do the same with the PCs.

RANDOM ENCOUNTERS

Random encounters are a staple of dungeon adventuring. Without them, DMs would be unable to justify the random attack of an orc (in a previously cleared Room) while the PCs search for treasure or bed down for the night. Such encounters add a great deal of realism to the dangers of dungeoneering and give the DM room to customize his dungeon.

Random Encounters are, by nature, random, and tend to unbalance game-play against the PCs by draining their hit points, magic, and other resources. While it's important to challenge the PCs every once in a while, it's more important to engage them on a level that doesn't leave them hobbling away from every fight. No matter what the dice say, spread out random encounters so the PCs aren't waking up every morning with knives at their throats.

In addition, while every Region has an interval for Random Encounters (every hour, 30 minutes, 6 rounds, etc.), if the PCs are standing still, the likelihood of someone coming to get them is severely reduced. While some Rooms are "Safe", others are off the beaten path, whether part of an ogre commune or not. Encounters in such areas should occur 1/2 or 1/3 as often, but this is ultimately up to the DM.

Allow opposed Listen/Spot, Hide/Move Silently checks from both the PCs and the creature encountered at the extreme range of vision and hearing before the Encounter takes place. PCs can typically see about 30 ft. underground, 60 ft. with low-light vision or darkvision. Monsters have varying acuteness of sight. Due to the nature of the Dungeon, hearing is difficult to pinpoint. A good rule of thumb is to place the hearing range of a given encounter at 2d6 x 10 ft.

In order to save space, monster stat blocks for Random Encounters are not included. The DM is welcome to sample any monster stat block from the Section whenever a monster is encountered, or use the standard information from the *Monster Manual™*.

Not every kobold is moving from point A to point B because he's looking for a fight. What if he just got up to get a sandwich? The following chart is useful in determining the "why" of a Random Encounter.

RANDOM ENCOUNTER "CONDITIONS"

1d20	General Condition For Random Encounter
1	The Encounter is aggressive (<i>rage</i>) and attacks the PCs using its best tactical judgement (or lack thereof).
2	The Encounter is catatonic and does not respond to any stimulus.
3	The Encounter is chasing something.
4	The Encounter is conniving, waiting to take advantage of the right 'mark.'
5	The Encounter is desperate, begging the PCs for help.
6	The Encounter is enterprising, willing to aid the PCs in exchange for something else.
7	The Encounter is Friendly.
8	The Encounter is having a Random Encounter of its own, perhaps fighting or parleying with the situation. If trapped, it is trying to get free, offering the PCs information or magical aid in exchange for escape.
9	The Encounter is Hostile.
10	The Encounter is hunting and ambushes the PCs.
11	The Encounter is in a state of shock, wandering aimlessly.
12	The Encounter is Indifferent.
13	The Encounter is injured (less 25% hit points) and is returning home.
14	The Encounter is insane and immediately attacks the PCs.
15	The Encounter is lost.
16	The Encounter is malicious, ready to hurt the PCs when the time is right.
17	The Encounter is panicked and runs from the PCs as fast as possible.
18	The Encounter is running from another Random Encounter.
19	The Encounter is trapped.
20	The Encounter is Unfriendly.

MAKING IT WORK

It's all about the fun. While a great story will always be remembered, a series of great evenings is all we could ever ask from a product of this scope. We encourage DMs to make things challenging, heroic, and epic, but above all, fun. A lot of people put a lot of work into this book, and if you don't gain some kind of enjoyment from it, then we've failed.

And we don't like to fail.

So sit back, relax, and enjoy what will be the best (and longest) gaming experience of your lives.

Before you get going: you'll find an Appendix on page 828, which has all kinds of handy information from the SRD.

MAP ZERO

The following locations do not exist on any map; Rooms Z1 and Z2 happen before the PCs enter the tunnels. Included below is also location Y1, the lava flow that cuts through the Dungeon. Lastly, Rooms W1 through W20 are empty Room descriptions that the DM can swap in throughout the Dungeon as he sees fit. Map V appears on page 541 in Region J.

Z1 THROUGH Z2. A TITAN DIES

Depending on how the PCs find out about the Dungeon, these encounters may not even be necessary. They are provided for convenience, and present important themes for DMs running the *entire* campaign.

There are no Random Encounters in this Section.

Z1. THE TITAN

As you climb the mountain, rocks and debris slow your ascent. Numerous tracks of different creatures ascend the hillside. The climb levels off as you get closer to the cave mouth. You see a man the size of a galleon lying on the ground at the cave opening. As you get closer, you can see that death has taken him. Despite his obviously decomposed state, the man does not exude the odor of decay.

There are no signs of a struggle. Who was he, and how did he die?

Initial Attitude: N/A

Encounter: The body of Breysus, a dead titan, lies at the opening to the world's largest dungeon. For centuries he has stood guard at this doorway, while his brother guarded the other side of the mountain (see Room O59, Map O).

Encounter Condition: N/A

Tactics: N/A

Treasure: His Gargantuan *+5 halberd* and Huge *+5 chain shirt* are not much use to the PCs. Even if they find a way to carry these items, the magic can only be used by Breysus, and neither the halberd or the chain shirt can be cut down to a smaller size.

In his pockets are a millennium's worth of notes and scribbles, written in an ancient language. The notes weigh a total of 500 lbs. and are strewn about the area, having been rooted through by various creatures bent on finding something of value.

He has no gold, no gems, and nothing else of value.

Should the PCs review the notes, they appear to be in journal form, detailing the thoughts of an ancient creature. Their exact details cannot be ascertained — the language they are written in is long dead. But the notes are a hint that the journey that begins here is not a simple step, but a plummet into darkness.

EL: N/A

Scaling: N/A

Z2. THE TUNNELS

Beyond the body of the titan is a single cave that winds down into the earth.

Should the PCs examine the cave, read further.

The cave is low and shallow, obviously dug by small crude hands. Many footprints mark the dirt, and debris litters every corner. In the back of the cave, a narrow tunnel, poorly lit, leads deeper.

If the PCs investigate the tunnel, although them to explore further.

The tunnel winds into the mountain, its ceiling some 6 ft. high and 5 ft. wide at the widest. After about 100 ft. or so, the tunnel opens into a larger room, cut from stone and built, rather than dug. It is obvious something lives here.

Initial Attitude: N/A

Encounter: This tunnel leads to Room A1.

Encounter Condition: Drafty

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

Y1. EXIT'S

If you look carefully at the wall maps, you'll see that Maps D, H, L, M, and O all hint at something "beyond". While Maps H, M, and O are designed to be exits, where Maps D and L lead is left to the DM's imagination. It would have been closed-minded to create a dungeon of this magnitude without leaving room for the DM to expand. We could print another book just coming up with ideas of where these maps lead, but in the end, we opted to save space and offer DMs the option of closing the Dungeon off, or allowing PCs to escape through the top. [Alternately, Region H, K, and M are great places for high-level PCs to "get in."]

It is up to the DM to decide whether the PCs can use these exits.

East of Region D. Some of the tunnels running east of the Map are perfect places for new adventures, a whole new campaign to begin, or a route to the surface.

East of Region H. While technically the PCs can "fly" out the top of the Dungeon above this Region, the elves guard their steeds carefully. PCs with the ability to fly can go straight up and out of the Dungeon.

East of Region L. How far to the east the lake extends is up to the DM. Perhaps it's another 100 feet, or perhaps rivulets extend for miles underground to another dungeon entirely.

North and West of Region M. While we haven't defined the Dungeon beyond the borders of the map, the DM can either have the cavern dead end 100 ft. up or have it lead to a series of twisting tunnels leading to another adventure.

North of Region N. The tomb itself is completely walled off, but it's up to the DM how far the caverns around it extend.

Region O. The obvious exit is here. PCs that defeat the frost giant who has taken over the icy home of Barcellus the titan are sure to find the real exit to the Dungeon.

In addition, the ceiling above Regions H, K and L is open... 6 miles up. The PCs can escape from these locations if they are so inclined.

XI. THE LAVA FLOW

The lava flow cutting through the center of the Dungeon is not 100% liquid magma. If it were, it would cook everyone. Instead, it is made up of magma and steam mephits, dancing together in an eternal struggle for dominance. Their relationship is symbiotic, and there will always be an equal number of each.

There are no Random Encounters in this Section.

X1. LAVA FLOW

The following location is the lava flow cutting through the center of all the maps. It is described here for ease of reference. This descriptions fits the lava flow in every Region.

The flow of molten rock meanders to the southeast, consuming all it touches. Bubbling up from the flaming river are occasional pockets of scalding steam, shrieking and moaning, disrupting the earth's quiet. Though the flow is indeed hot, it is bearable, and when you watch the floating bits of rock flare into flame, you can see multitudes of small imp-like creatures playing in the stream, tossing balls of flaming slag at the dancing clouds playing on the fiery river's surface.

Initial Attitude: Indifferent

Encounter: After the earthquake shattered the Dungeon's foundation, opening a rift extending for miles, something strange happened. A small stream of liquid rock slowly filled the chasm created by the quake. It wore away the caves that underlay the Dungeon's foundation, collapsing enormous sections the magma below, and further widening the gorge. As the lava filled the bottom of the rift, it stranded many denizens on small rock islands amidst a sea of fire. Understandably, the temperature rose. Though the heat warmed the complex, it was somehow survivable. No toxic fumes wafted from the flow's surface, just steam as water from the tiny cracks and fissures poured into the burning river, creating patches of semi-solid rock on its surface. Stranger still, the creatures in the Dungeon could approach its shores without suffering from the extreme temperatures. Because of its unusual properties, the complex could sustain all forms of life.

Of course, there is nothing natural about this dungeon, and the odd properties of the flow surprised no long-time inhabitants of this place. In time, it became clear why the molten rock did not fill the caves with poisonous fumes and lethal temperatures. The force of the earthquake had interacted with the Dungeon's magical properties to tear open a permanent gate to two of the Inner Planes: Earth and Fire. Liquid fire and a river of earth poured out of the gate, and when the streams crossed they created the magma.

On the Elemental Plane of Fire, the tear attracted a lot of attention. The native magma and steam mephits investigated the gate and watched where the liquid fire blended with the flowing earth to create a river of magma. Like moths to a flame, the magma and steam mephits and a few fire mephits passed through the portal to play in the magma stream. To their horror, they discovered the gate was one-way, trapping them in the cold caverns of the massive complex. Worse, they could not warn the other mephits who spilled through the gate, trapping more and more of their kind until the chasm filled.

Hordes of mephits came through the tear, but they found the frigid Dungeon inhospitable. The mephits gathered in and around the lava flow, with steam mephits lurking near the surface and magma mephits swimming through it. These outsiders absorbed the heat emitted by the molten rock. The steam mephits, thriving in such environments, contained the toxins, so the poisons did not pollute the air.

Now the mephits rarely leave the security of the lava, allowing other creatures, including the PCs, the chance for survival. The mephits have been here so long, they are no longer interested in getting back to the Elemental Plane of Fire and are content to spend their days mindlessly basking in the heat. They do not communicate with other creatures and attack only if some fool falls in.

Fortunately, the effects of the mephits on the lava reduce the severity posed by this environmental hazard. Falling into this lava flow does not deal the normal 20d6 points of damage. Instead, the lava deals only 6d6 points of damage to unprotected characters each round, insulated as they are by the mephits who swim through it. Victims are still subject to drowning rules as described in the DMG. In addition, a swarm of magma and steam mephits attacks any victim who falls into the flow. The number of mephits attacking each round varies as the flow carries them onward. Each round 1d10+5 magma mephits attack submerged PCs, or 1d6+3 steam mephits and 1d6+3 magma mephits attack PCs floating on the surface.

Encounter Condition: Extreme Heat

Tactics: The flow does not go in a single direction. It bounces back and forth, swirling through the Dungeon core. This should intrigue the PCs, as it is unusual behavior for lava.

Treasure: N/A

EL: 8

Scaling: To increase the challenge of this encounter, double the number of mephits that can attack the PCs. To decrease the challenge, have them arrive every other round.

SUMMON MONSTER X

It's bound to happen. A PC realizes that nothing in this dungeon ever leaves. The magic of the prison holds it on this plane. "I can spend 14 days summoning badgers for the big battle, right?"

We don't feel good about the answer DMs are going to give the PCs on this one, but here goes. PCs can't have access to summoning spells. It's game-breaking. We can't eliminate conjuration magic entirely, even though by the backstory of the Dungeon it shouldn't work at all.

We're sorry. There's no logical way around it, unless the DM says the magic is so weak the spells dissipate on their own. But that still raises questions about why the other creatures that were summoned here can't leave.

Alternately, we recommend this. Once the magic of *summon monster xvii* wears off, who's to say that monster is still under the wizard's control? This should not be an excuse to summon monsters to kill them for XP, but if that helpful summoned fiendish badger turns on the wizard in two rounds, that wizard may plan his spellcasting a bit more carefully.

DEMONIC SUMMONING

Demons and devils still retain their demon summoning abilities. But if they *can* summon other demons and devils, why haven't they summoned more to them to help break out of their cells?

Demons are unpredictable. They don't follow orders well and no one needs sixteen lemures hanging around and screwing up the master plan. Additionally, there is limited space in these cells, and summoning another demon into your Room is just stupid. Demons are already elbow to elbow in some cases. And while demons feed on chaos, one could guess that after 4,000 years of being trapped inside a dungeon cell next to "Bob the Eternal Jerk," summoning "Bob the Endless Moron" won't change the scenery much.

Most of the devils are trapped in Region D where there is no more room. Also, the devils in the Dungeon have an attitude problem. They often don't work well with others and know that another devil of equal or slightly lower power is going rival him or her in no time. Finally, imps are kind of useless in high-powered Regions of the Dungeon; summoning one as a scout would be like delivering a free pizza to your neighbor.

DRUIDS

If you think wizards have it bad in the Dungeon, imagine communing with nature. With the exception of Regions H, K, and L (and maybe Region O), there isn't much for druids to do. Sure they can cast *barkskin* and have limited healing powers, but what are the odds of finding an animal companion underground?

We could dance around the point, but instead we recommend that DMs simply ban druid PCs. After all, it's called the World's Largest Dungeon. You knew the score when you bought it. We won't apologize for its shortage of picnic areas. The final, however, decision rests in your hands.

🔥 **Magma Mephit:** CR 3; Small outsider (fire, extraplanar); HD 3d8; hp 13; Init +5; Spd 30 ft., fly 50 ft. (average); AC 16, touch 12, flat-footed 15; Base Atk +3; Grp -1; Atk +4 melee (1d3 plus 1d4 fire, claw); Full Atk +4 melee (1d3 plus 1d4 fire, 2 claws); SA Breath weapon, spell-like abilities, summon mephit; SQ Damage reduction 5/magic, darkvision 60 ft., fast healing 2, immunity to fire, vulnerability to cold; AL N; SV Fort +3, R ef +4, Will +3; Str 10, Dex 13, Con 10, Int 6, Wis 11, Cha 15.

Skills and Feats: Bluff +8, Escape Artist +7, Hide +11, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +7, Spot +6, Use Rope +1 (+3 with bindings); Dodge, Improved Initiative.

Breath Weapon (Su): 10-foot cone of magma, damage 1d4 fire, Reflex DC 12 half. Living creatures that fail their saves are tormented by burned skin and seared eyes unless they have immunity to fire or are otherwise protected. This effect imposes a -4 penalty to AC and a -2 penalty on attack rolls for 3 rounds. The save DC is Constitution-based and includes a +1 racial bonus.

Spell-Like Abilities: Once per hour, a magma mephit can use shapechange to take the form of a pool of lava 3 feet in diameter and 6 inches deep. The mephit's damage reduction improves to 20/magic when in this form. The mephit can't attack while in lava form but can use other spell-like abilities. It can move at a speed of 10 feet, but it can't run. In this form the mephit can pass through small holes or narrow openings, even mere cracks. The pool's touch ignites flammable materials such as paper, straw, or dry wood.

Once per day a magma mephit can use *pyrotechnics* (DC 14). It can use itself as the fire source without harm. Caster level 6th. The save DC is Charisma-based.

Fast Healing (Ex): A magma mephit heals only if it is touching magma, lava, or a flame at least as large as a torch.

🔥 **Steam Mephit:** CR 3; Small outsider (extraplanar, fire); HD 3d8; hp 13; Init +5; Spd 30 ft., fly 50 ft. (average); AC 16, touch 12, flat-footed 15; Base Atk +3; Grp -1; Atk +4 melee (1d3 plus 1d4 fire, claw); Full Atk +4 melee (1d3 plus 1d4 fire, 2 claws); SA Breath weapon, spell-like abilities, summon mephit; SQ Damage reduction 5/magic, darkvision 60 ft., fast healing 2, immunity to fire, vulnerability to cold; AL N; SV Fort +3, Ref +4, Will +3; Str 10, Dex 13, Con 10, Int 6, Wis 11, Cha 15.

Skills and Feats: Bluff +8, Escape Artist +7, Hide +11, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +7, Spot +6, Use Rope +1 (+3 with bindings); Dodge, Improved Initiative.

Breath Weapon (Su): 10-foot cone of steam, damage 1d4 fire, Reflex DC 12 half. Living creatures that fail their saves are tormented by burned skin and seared eyes unless they have immunity to fire or are otherwise protected. This effect imposes a -4 penalty to AC and a -2 penalty on attack rolls for 3 rounds. The save DC is Constitution-based and includes a +1 racial bonus.

Spell-Like Abilities: Once per hour a steam mephit can surround itself with a plume of vapor, duplicating the effect of a *blur* spell (caster level 3rd). Once per day it can create a rainstorm of boiling water that affects a 20-foot-square area. Living creatures caught in the storm take 2d6 points of fire damage (Reflex DC 14 half; caster level 6th). This ability is the equivalent of a 2nd-level spell. The save DCs are Charisma-based.

Fast Healing (Ex): A steam mephit heals only if it is touching boiling water or is in a hot, humid area.

W1 THROUGH W20. EMPTY ROOMS

Though not technically a Section, all 20 of these empty Rooms can be used anywhere in the Dungeon and are printed here together for convenience. While nearly every square foot of dungeon has been thoroughly mapped and detailed, every DM will find that he wants just *one more* detail. These Rooms are here for that reason and should be used at the DM's discretion.

W1. EMPTY ROOM ONE

A thick layer of dust covers the floor, as two toppled pedestals and the shattered fragments of a marble statue of an elf lie in the center of the room. As you watch, the marble head shifts slightly and its eyelids flutter open. It stares at you with startling blue eyes for a moment and then the eyelids close again.

Initial Attitude: N/A

Encounter: This Room contains the remains of the victim of an ancient trap. The trap is no longer active and the only thing the elf can do is shift her face slightly.

Encounter Condition: Haunted

Tactics: A spell like *stone to flesh* changes her back, but her memory is so fragmented she is of no use to the PCs.

Treasure: N/A

EL: N/A

Scaling: N/A

W2. EMPTY ROOM TWO

An inch-thick layer of muck covers the floor of the room and a dozen closed doors dot the exterior walls. Deeply charred runes in an unknown language mar the center of each granite door and geometric mosaics of green, red and yellow tiles fill the area between each door. The ceiling is covered in bronze discs, each six inches wide.

Initial Attitude: N/A

Encounter: The majority of the doors are false doors. The runes and mosaics were once traps which released streams of acid from the ceiling and fired *lightning bolts* from the runes, but these traps failed centuries ago.

Encounter Condition: Echoes 4

Tactics: There is no way to get these traps working again and short of a DC 40 Disable Device check, it is unlikely the PCs will ever know what the Room was used for.

Treasure: N/A

EL: N/A

Scaling: N/A

W3. EMPTY ROOM THREE

The walls and ceiling of this Room are featureless, but hundreds of metallic chain links lie scattered upon the ground. Enormous anchors and segmented plates jut through the floor.

Initial Attitude: N/A

Encounter: The prisoner held within this Room died centuries ago. All that is left are the chains which held him, corroded by his evil.

Encounter Condition: Negative Energy

Tactics: The chains radiate faint evil now and the Room is too oppressive to remain in for long.

Treasure: N/A

EL: N/A

Scaling: N/A

W4. EMPTY ROOM FOUR

Scores of motionless gears, cogs, chains and metallic lengths fill this chamber leaving barely enough room for a human to squeeze through it. Silver inscribed etchings in each mechanism crackle with a feeble electrical charge, but the room conveys a sense of frustrated power and intricate design.

Initial Attitude: N/A

Encounter: The Room once maintained several magical fields, but the mechanism failed centuries ago and the energy dispersed. All that is left is some resonate magical aura that makes creatures nervous and edgy.

Encounter Condition: Fear 15

Tactics: PCs entering this Room are automatically shaken. Should they fail the fear save, they become frightened instead.

Treasure: N/A

EL: N/A

Scaling: N/A

W5. EMPTY ROOM FIVE

Thick cobwebs obscure vision beyond a few inches, but a harsh buzz echoes from the interior of the room. Tiny spiders scatter before your light and disappear into the webs' depths. The stench of rotting meat wafts through the close air of the chamber.

Initial Attitude: N/A

Encounter: The only thing within the Room is a rotting corpse of a demon killed centuries ago. Its body constantly regenerates damage at the same rate that it decays, maintaining a perverse stasis. The body is home to thousands of flies, beetles and other vermin.

Encounter Condition: Distracting Noises 5, Stagnant Air

Tactics: While not enough insects nest in the corpse to create a swarm, the DM is free to have few rats and insects collaborate on something pest-like anyway.

Treasure: N/A

EL: N/A

Scaling: N/A

W6. EMPTY ROOM SIX

The stench of death pervades this chamber. The air is thick and a fine cloak of dust covers the stone floor. A painting depicting a large woman in elaborate pink robes hangs in the center of the north wall. Under it is a large wooden coffin. Its lid has been smashed open and its wood has rotted. A closer look reveals the skeletal remains of a humanoid inside, buried with his clothes and sword.

Initial Attitude: N/A

Encounter: The remains are those of an orc male who died ages ago. While it is not obvious what he died from, he was buried with his belongings, suggesting he was a man of importance.

Encounter Condition: Desecration 2

Tactics: Depending on the orc culture of the DM's game world, the orc could have been buried alive, burned and then buried, had his brain stored in a jar nearby, or any of a hundred other burial rituals.

Treasure: The painting portrays an unknown woman. Though not of particularly high quality, it is ancient and thus worth over 100 gp. The clothing is rotted and useless, but the sword is masterwork quality and requires a good cleaning and sharpening. It is possible the orc was buried with a few other items, including (and up to) one minor magic item (not a potion).

EL: N/A

Scaling: N/A

W7. EMPTY ROOM SEVEN

This room is devoid of decoration, but its doors are framed by heavy stone structures sculpted with runes in intriguing patterns. These intricate frames are beautifully crafted but otherwise ordinary. The runes are decorative and not of any known language.

Initial Attitude: N/A

Encounter: An angel sculptor fashioned the beautiful doorframes of this Room, which housed archon builders when the vast dungeon complex was created.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

W8. EMPTY ROOM EIGHT

A large stone desk dominates this otherwise empty room. An elaborate candelabrum of tarnished silver sits on the gray desk. Its three candles dimly illuminate bas-reliefs on the walls representing the grotesque faces of demons, gargoyles, and other terrifying creatures. The carvings are so well done that in the half-light they seem real.

Initial Attitude: N/A

Encounter: The bas-reliefs in this Room were fashioned by the celestial builders of the Dungeon, adding art to the otherwise dismal surroundings. They represent some of the most fearsome creatures originally imprisoned within the vast complex, as seen by an angelic artist.

Encounter Condition: Positive Energy, Safe

Tactics: The place is safe to rest in for about 4 hours, before the PCs find the irresistible urge to move on. Angels are not lazy (idle hands and all that) and only made this Room for short respites.

Treasure: The candelabrum has seven stems and is worth a mere 10 gp if cleaned. The candles are enchanted with *light*, which can be cast once per day (each), as a 3rd-level wizard.

EL: N/A

Scaling: N/A

W9. EMPTY ROOM NINE

The blackened remains of a great tapestry hang in the doorway of this chamber. Beyond the ruined tapestry is a dais bearing a massive throne. Both dais and throne are made from dark gray stone — the same material as the walls of this foreboding place. The walls are darkened by soot and the faint smell of burnt wood lingers in the air.

Initial Attitude: N/A

Encounter: This Room once served as a meeting hall for the angel wardens. Under the leadership of their commanders, the angels discussed ways of improving the security of the Dungeon. Demons destroyed the place centuries ago.

Encounter Condition: Unhallowed 2

Tactics: There is an uneasiness to the Room now. Once a holy place, the foul taint of demons can be felt by just standing in the Room.

Treasure: N/A

EL: N/A

Scaling: N/A

W10. EMPTY ROOM TEN

Though the walls of this shockingly clean room are not exactly mirrored, they glimmer with dim reflections. The floor seem as spotless as the walls, and doesn't seem to have accumulated any dust at all.

Initial Attitude: N/A

Encounter: There is a very large, round, invisible table in the center of the Room, bolted to the floor. In fact, physical inspection of the walls or floor prove the Room isn't quite as clean and spotless as it appeared. Any creature or object that remains in this Room for more than 1 hour turns invisible. The effect is continuous, and cannot be dispelled so long as the creature or object remains inside the Room.

Encounter Condition: Invisibility

Tactics: PCs walking cavalierly through the Room are liable to bang into the table. Small creatures will hit their head and chest, while Medium creatures strike their thighs and waist into the table. This is annoying, but the table doesn't deal damage to the PCs.

As soon as the PCs leave the Room, the effect ends and they can be seen again. PCs of low Wisdom remain invisible for 1d4 minutes per point of Wisdom below 8. In essence, the *invisibility* is a trick on the mind of the person being affected, not the person viewing them.

Treasure: The table cannot fit through the doors, even if it is unbolted from the floor. Nothing else is in this Room, except for invisible dust and dirt.

EL: N/A

Scaling: N/A

W11. EMPTY ROOM ELEVEN

The pale brown walls, ceiling, and floor are covered with some sort of leathery canvas, though no means of attachment can be seen. The air is stagnant, and the odor of sweat is heavy in this room. A small, dark, irregular circle seems to be painted on the floor.

Initial Attitude: N/A

Encounter: At one time, this Room was trapped with an incredibly complex and powerful spell, a last line of defense against a particularly nasty inhabitant of this Region. The only remnant of the trap is the Room itself, made up of the body of the creature that triggered the trap.

The dark paint on the floor is actually a blood stain where the floor was once cut.

Encounter Condition: Fear 15*

Tactics: Once the PCs realize the walls were made from the flesh of a living creature, a *fear* effect is produced, causing them to become nauseated for 1d6 minutes instead of shaken.

Treasure: N/A

EL: N/A

Scaling: N/A

W12. EMPTY ROOM TWELVE

Opposite the massive stone door of this hall is a 10-ft. statue of black stone. The effigy represents a humanoid male, thick arms crossed across its massive chest. Though out of place, the statue is surprisingly clean and in good condition. Its pupilless eyes stare eerily at you.

Initial Attitude: N/A

Encounter: Angel wardens sculpted this statue of a great celestial, now dead. It has remained untouched to this day.

Encounter Condition: Hallowed 5

Tactics: Due to its powerful magical aura, monsters avoid this Room. As such, Random Encounters occur half as often here.

Treasure: N/A

EL: N/A

Scaling: N/A

W13. EMPTY ROOM THIRTEEN

A small grove of trees surrounds the stone floor of this room, standing amidst snow-covered benches and a stone bowl full of ice. The normal floor tiles of the Dungeon give way to a beautiful wintry landscape. As you look up to see the top of a giant fir tree in the corner, the stone ceiling blocks your view.

Initial Attitude: N/A

Encounter: The scenic winter wonderland is real, created by an artist of unsurpassed talent, with several sets of marvelous pigments. The trees, though not alive, are real. The snow and ice are real. Anyone can walk among the trees and kick up some snow. There are no magical illusions in this Room, but the walls are painted in such a way to trick the viewer's eye. The PCs believe the Room extends for miles, when in actuality, it ends approximately 10 ft. past the former walls of the Room.

Encounter Condition: Safe

Tactics: If the PCs stand in the center of the Room, the optical illusion is perfect. If the DM feels so inclined, creatures from the Region could be resting here, but no one wants to harm anyone because the Room radiates a constant *calm emotions* effect as a 20th-level caster.

Treasure: Though PCs may find this Room a treasure beyond words, there is nothing of physical value here.

EL: N/A

Scaling: N/A

W14. EMPTY ROOM FOURTEEN

This empty Room is best used if the PCs need to get across it to another door. Otherwise, it will just frustrate them.

A dense fog fills this room, obscuring sight and muffling sounds. Footsteps can be heard walking away from the door through the fog, but beyond that you find yourself completely isolated from the world around you.

Initial Attitude: N/A

Encounter: All sound in this Room is magically dampened past 10 ft. This means that PCs venturing more than 10 ft. away from each other lose contact completely until they stumble upon each other again in the fog. The footsteps start and stop every few seconds, and eventually lead PCs to a door out of the Room (possibly the one they came in through). PCs that make a DC 17 Spellcraft or DC 22 Intelligence check realize the sound of the footsteps is illusory.

Encounter Condition: Fog 5, Haunted

Tactics: Feel free to have the footsteps move in random directions. This effect works best in a large Room with at least two doors.

Treasure: Feel free to drop a minor magic item (or three potions) somewhere in the Room, requiring a DC 40 Search check to find and then only if the PCs are within 5 ft. of it.

EL: N/A

Scaling: N/A

W15. EMPTY ROOM FIFTEEN

The interior of this room reeks of rotting flesh, and flies buzz loudly. In the center of the room a pile of charred wood is surrounded by six humanoid corpses. Another corpse lies on its side, partially leaning against the wall opposite the door. All the bodies are in similar states of decay and have been stripped of everything of value.

Initial Attitude: N/A

Encounter: The corpses are of six goblins that got lost in the Dungeon and finally settled down here to rest before taking up their wandering again. Unfortunately for the goblins the fellow on watch fell asleep and the whole group was killed by other inhabitants of the Dungeon.

Encounter Condition: Stagnant Air

Tactics: N/A

Treasure: If the PCs search the bodies, a DC 25 Search check turns up a gold necklace worth 100 gp around the ankle of one of the goblins.

EL: N/A

Scaling: N/A

W16. EMPTY ROOM SIXTEEN

The door to this Room is locked, requiring a DC 30 Open Lock check to unlock. In addition, the lock is trapped; choose a trap from Appendix A.

At the center of this room a badly decomposed winged body lays. Its arms, legs and wings cast out to the four winds, the body has obviously been the target of violence since its death. The shreds of fine raiment cover the body, but all weapons, armor, and goods have been removed. Next to the body, writing been scratched in the stone.

Initial Attitude: N/A

Encounter: This was one of the members of the celestial garrison who was slain after the first earthquake. Before he died he carved his last words in the stone floor. In Celestial, they read, "Alsar of the Bright Host. I stood fast against the darkness and now travel into the light. Let you who find my body carry on the fight in my stead." Alsar was slain and his corpse desecrated by the creatures of the Dungeon.

Encounter Condition: Positive Energy

Tactics: Perhaps the Room's contents have been shrouded by illusion or the PCs were destined to find it, but this discovery points out that the Dungeon was once something much different than they thought. If this is their first encounter with the celestials or this information has never been imparted to the PCs, they now have a record of the Dungeon's past.

Treasure: Touching the body of the celestial turns it to dust, but grants the PC +1 Con and +1 Wis permanently. In addition, the PC is granted a vision (as *legend lore*) of some important event in the history of the Dungeon. Make it vague, but provide a hint that the Dungeon was more than it is now. The celestial also bore a signet ring on his left hand. This signet could prove useful in Region C, E, or G where identification as a "celestial-aligned" being is useful.

EL: N/A

Scaling: N/A

W17. EMPTY ROOM SEVENTEEN

The floor of this room is missing. Instead there is a pit of significant depth, at the bottom of which is nothing but spikes and corpses. The walls and ceiling are bare except for a few scratch marks. A foul odor indicates that the bodies have been rotting for some time.

Initial Attitude: N/A

Encounter: This Room contains a pit trap that is now stuck in the open position, nothing more than a very deep pit with spikes at the bottom. Some of the local residents use the pit for garbage disposal, particularly for the bodies of their enemies. With a DC 23 Disable Device check the trap can be repaired and the floor restored to the Room.

♣ **Broken Pit Trap:** CR 8; mechanical; location trigger; cannot reset; DC 20 Reflex save avoids; 100 ft. deep (10d6, fall); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+4 each); Search DC N/A; Disable Device DC 23.

Encounter Condition: Stagnant Air

Tactics: Because residents frequently bring trash here, roll for a Random Encounter after 30 minutes.

Treasure: If the PCs climb down into the pit and make a DC 25 Search check they find 13 sp, a rusted shortsword, a chipped diamond (50 gp), and 1d3 mundane items of the DM's choice.

EL: N/A

Scaling: N/A

W18. EMPTY ROOM EIGHTEEN

Before the PCs open the door, read the following.

This door is abnormally warm. Heat emanates from the room beyond and you can hear the sound of fire and an odd "whooshing" noise after short but irregular intervals.

Once the PCs open the door, read the following.

This entire Room is scarred black. After a few seconds the Room is entirely engulfed in flame, creating a "whoosh" noise as air rushes in to feed the fire. This process repeats frequently, rarely taking longer than half a minute between bursts.

Initial Attitude: N/A

Encounter: This Room contains a *fireball* trap, but the trigger has malfunctioned and now the *fireball* goes off at random intervals (every 1d6 rounds), destroying anything placed inside. The vent for the *fireball* trap is set in the ceiling, and the lever to turn it off is on the far wall. If the PCs wish to cross the Room, they must find a way to disable the trap without getting cooked.

The PC disabling the trap must brave the fire to reach the lever. Once he reaches the lever, he must move as quickly as possible to disarm the trap. While a DC 28 Disable Device check disables the trap, this takes 6 rounds. Every point by which the PC exceeds 28 reduces the time needed to disable the trap by 1 round.

♣ **Fireball Trap:** CR 5; magic device; automatic reset; spell effect (*fireball*, 8th-level wizard, 8d6 fire, DC 14 Reflex save half damage); Search DC N/A; Disable Device DC 28/33.

Encounter Condition: N/A

Tactics: Sadly, the fire is an illusion. The PCs should believe on every level that it is real.

Treasure: N/A

EL: 5

Scaling: To increase the challenge of this encounter, make the fireball trap real. To decrease the challenge, add some element to the Room that makes the trap appear more "fake."

TRACKING

Tracking in the World's Largest Dungeon is a tricky proposition. We certainly don't have a lot "tracks" on the stone floor of the dungeon interior and there are few places where we ask for a Survival check (or Wilderness Lore for the 3.0 crowd) to track anything. But with so much coming and going, we're certain creatures ARE leaving some kind of indication that "Bob Was Here." Therefore, in order to simulate foot-traffic, the DM should provide a general idea of the size of creatures in a Section.

Damp hand prints on a door or a torn piece of clothing stuck to the stonework indicate a lot of movement. Blood points to a recent battle. A desecrated body hints at an undead presence. Mad scrawlings impart that the damned live here. And wood and stone carvings are the remnants of civilized or artistic peoples with a desperate need to create (even in this place).

Whatever the DM wants the PCs to find is great, but a rule of thumb is this. If the PCs succeed at a "tracking" check, they are in effect, gaining an indication that something *might* be around the corner. This should give them a synergy bonus to their Listen or Spot checks, since they know what they are looking for, but it should not replace real knowledge of a situation. PCs can still be surprised to find 20 orcs around the corner, when they thought they were tracking one goblin and so on.

Always keep the PCs on their toes and make them do the work of *actively* looking for tracks unless something is so obvious as to warrant a request from the DM.

W19. EMPTY ROOM NINETEEN

The door to this Room has been broken off its hinges.

The door to this room has long ago been splintered, and only a few scraps of wood hang from the hinges. The walls of this room are dominated by large, wooden bookcases lined with scraps of paper, broken bindings, and other remnants of a impressive library. The bookcases have not fared much better. The entire room is ready to collapse.

Initial Attitude: N/A

Encounter: Once one of the libraries used by the celestial garrison, this Room has been exposed to the damp air of the Dungeon and several species of paper-eating insects for the last few centuries. Now its contents are all but destroyed. Any human contact destroys the surviving books in this Room, but there are few of those to be found. Most of the books in this Room have long ago rotted away.

Encounter Condition: Fog 15

Tactics: N/A

Treasure: If the PCs succeed at a DC 30 Search check, they find a divine scroll of *glyph of warding* that has survived the ages.

EL: N/A

Scaling: N/A

W20. EMPTY ROOM TWENTY

While no heat radiates off the walls of this Room, the walls are constantly bathed in fire. A ring of red and blue flame coats the walls and floors, turning the stone black.

Initial Attitude: N/A

Encounter: The wall of fire is an illusion. It produces no heat and cannot harm the PCs. However, if they believe it is real, it deals 2d6+11 fire damage just like a real *wall of fire*. If the PCs see past the illusion (DC 18 Will save), they see the walls are clean and the fire hasn't touched anything.

Encounter Condition: Distracting Visions 8

Tactics: If the PCs move around the Room, there is a 10% chance each round that they step on a pressure plate that turns the effect off. It is unknown what the designers of the Dungeon intended with this Room.

2d6 rounds after the fire goes off, the walls are showered with sheets of ice and cold. Again, the effect is an illusion, but PCs believing the Room was ringed with fire now believe it is ringed with ice.

Treasure: N/A

EL: N/A

Scaling: To increase the challenge of this encounter, have the door close when the PCs enter and make the inside of the door look like stone, so finding a way out is more difficult. To decrease the challenge, reduce the damage of the illusory fire to 2d6.

MAP V. THE VAMPIRE TOMB

The only location that exists *under* the Dungeon is a vampire tomb in Region J. The map and location descriptions for this Section are in the Region J chapter on page 541.

SKILL USE

The rules for take 10 and take 20 have a positive and negative effect on *Dungeons and Dragons*™. Rather than begin a philosophical debate that results in nothing but upset players and anxiety-ridden DMs, let us say this — the DCs in this dungeon are for DMs who do NOT allow take 10 and take 20 actions in their campaigns. That said, DMs who find PCs are able to open every lock, charm every monster, and beat every Search check without rolling a single die have options.

1. Increase all DCs by +10. Done. If the PCs insist on taking 2 hours to search a Room, make everything impossible to find.
2. Increase the time it takes to take 10 or 20 and increase the frequency or Random Encounters. PCs that stay overnight opening a lock are in for one or six rude awakenings.
3. Rooms with specific Encounter Conditions (Distracting, Echoes, Haunted, Negative Energy, etc.) are no place for intense concentration. PCs insisting on searching in these Rooms are going to suffer penalties to their checks ranging from -1 to -10.
4. Require a Concentration check to take 10 or 20. No one has infinite patience and continuing to look for the proverbial needle in the haystack is going to tax the characters, no matter what the players think.
5. Limit the number of take 10 and 20 actions on a map to three and one (respectively) per Region per PC. This is a fair compromise and confirms for the players the DM is not a tyrant.
6. If the PCs DO find EVERY trap, make the ones they don't find VERY deadly.
7. If the PCs can take 10 or 20, the monsters can start carrying deadlier weapons with better critical hit ranges and multipliers.
8. Eight. Succeeding at everything is boring. Just say No.

