

Megadungeon

#3





MEGADUNGEON



NUMENHAIN



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HOW TO USE?

This contains dungeon resources dual-statted for Basic/Expert versions of Dungeons and Dragons and 5th edition Dungeons and Dragons. It's done in the least invasive way possible. If the mechanical utility differs between the two editions, then they will be separated by the conjunction "or". E.g. "This provides a +2 bonus versus surprise or grants advantage on Wisdom(Perception) checks"
👁 indicate passive perception difficulties, ⚔ indicate religion difficulties, ⚙ indicates device/survival difficulties ♪ indicates investigation difficulties * indicates Strength checks to break and 🗡 shows thieve's tools difficulties.
📖 Indicates an item's weight in stone (or the number of slots it takes up to carry.)

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

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

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

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

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

CONTACTING US

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

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

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

AGONARCH'S ARGOT

What am I doing here?

I don't sleep well. Sometimes I get confused between being awake and being asleep. Is what I see a memory? Or is it really there? It's almost as if I can see beneath a facade or . . . something. Never directly. Something lives in my closet that isn't there.

But I remember things. I bring them back and write them down, but it isn't enough to just do that. I'm engaged in an experiment that's designed to *find a better way* to get that information to you.

So far we have made very many documentations of ways that do not work!

Unlike a fully professional, smoothed out, corporate facing project designed not to offend, you get stuck with the idiosyncrasies. Trust me, when you are lying on your back, feeling the life leave your body, I doubt you will regret time spent away from community approved projects.

So, when things don't look right; well, we're working on that. I'm not interested in making a pretty product, so much as I'm focused on making the most useful one. But what does that look like?

I am certain it does not involve boxed text and large blocks of dense-set letters.

So, we explore this project, we explore new techniques. This issue has a mine that mixes horizontal and vertical spaces together on the same map, a non-Euclidean intersection to mystify players, and of course, the massive crypts of Hierax, over 50 rooms and chambers described in just a few pages.

I can't see the future, I'm no caster of lots. Will I complete Numenhalla? Will anyone understand the secret of the god halls? Will the people of the world be saved? You're a part of that. The improvements in this issue are due to feedback; water to a man stranded in drylands.

I'm interested in how these format variations work in actual play. So, if you're using any of these areas inside your games, and you should be, whether you are running Numenhalla or not, let me know about your experience and thoughts after play! Can you quickly locate what you need? Is the organization clear or too convoluted? How does it handle in play?

In the future, we'll find a balance that works and will set a new standard. And then maybe when you pick up a book off a shelf, you'll find NPC reference sheets, useful combat references and room descriptions that are useful during play.

Till then, get some rest. It helps keep you *safe*.



Augustus Delacroix invites you to dinner

HIERAX

Shrouded god of death, praise him!

Hierax writes:

"What wonder is it that it is difficult for me to communicate by letters with those who abide in the sea, when it is beyond my power to reason with myself, or take counsel for my own life?"

Green masked bearer of fate, sing to the highest!

"Truly I must send letters to those who are as my bowels, dwelling in one home, and brethren of one soul, citizens of our great church. But how to send them, I cannot tell. It would be easier to enter the very heart of the sea, more intricate and impassible then the great and trackless desert which we will traverse across generations."

Bringer of the void, hallowed be his name!

"No one has ever conquered death. He who is born must die. Show your zeal for good works. Walk in the path that leads to wisdom. Make a lamp of that wisdom, and the darkness will vanish."

Always hooded, in mourning for our deaths!

"Would I end death? Without death, there is no priority, no compassion. And yet death is not real. I would not end it, I would become it. Voidstone led me to the Salvation. Those who seek salvation should place themselves up a catafalque, beneath the granite, and through the logos they will rise again. For I am the master of death."

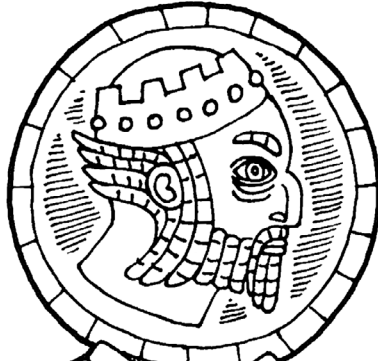
Wheat, fish, all life will rise again by his hand!

A PRAYER

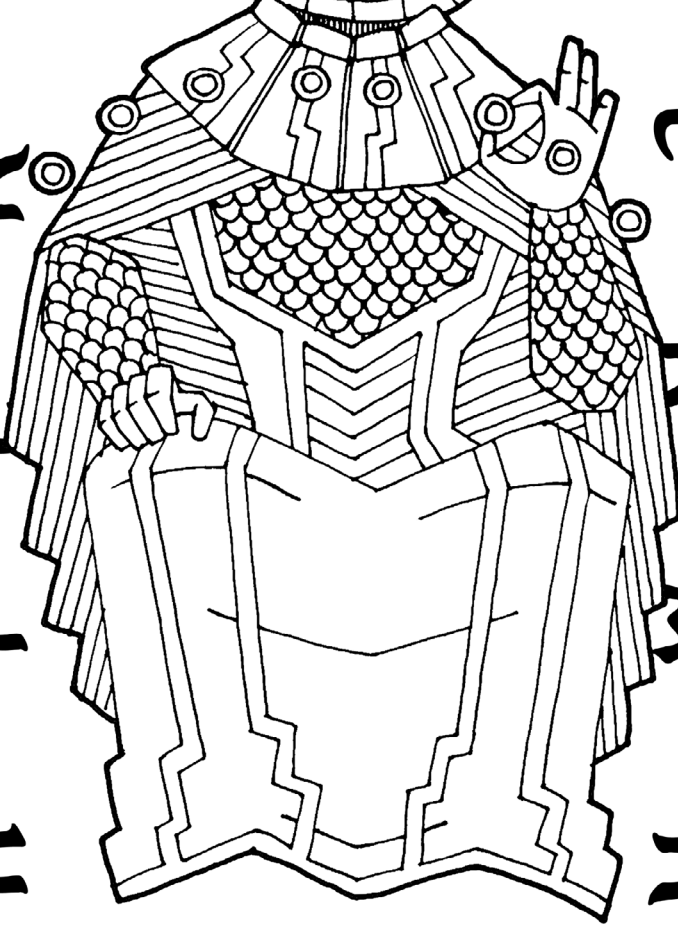
HEAR me, O Death, whose empire unconfin'd,
Extends to mortal of ev'ry kind.
On thee, the portion of our time depends,
Whose absence lengthens life, whose presence ends.

In thee, the end of nature's works is known,
In thee, all judgement is absolv'd alone
O Blessed pow'r regard my ardent pray'r
And human life to age abundant spare.

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H I E R A X
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THE CRYPTS

The crypts consist of the lower crypts and the upper crypts, separated by gates opened through the logos of Hierax.

The purpose of the crypts was the storage, interrogation, and cataloging of the dead. It has long since ceased serving this purpose. Now the old tools lie behind the giant ceramic arches emblazoned with the coin of Hierax.

There are many chambers containing corpses. When coffins, sarcophagus, burial wraps, etc. are searched, use the Crypt Contents table on page 40. There are some wax and clay covered crypt areas (17, 37) that contain multiple searchable corpses, allowing 1d4+3 rolls. Note that breaking open the clay or wax crypts triggers a roll of the hazard die.

Several people of note exist within the crypts: Malvis is the last in a long line of keepers, but is corrupt, fond of whisky, and is primarily concerned with the preponderance of carrion months. Although quite chaotic and evil, if treated well, he may certainly join a party.

Another force that exists in the dark is Transikar. Long have the ghouls sought a king, and Transikar the betrayed is that king. He stalks players and sends his ghouls to paralyze them, so he can collect their equipment.

In the upper crypts lives an inhum named Augustus Delacroix. He is rarely found away from his chamber. Inhum are shapeshifting cacogens, treated mechanically as vampires.

The sequence of southern entrance rooms contains Malvis's lair, some anthropophagi, and rooms for corpse processing. In the storage chamber, there is a metal panel on the back wall with three glass beads. When all beads are covered, the panel opens from the top exposing three deep bins filled with clothing and trinkets taken from the dead.



Two cacogens in their encounter suits.

Room 7 contains an opaque floor illusion, it does not vanish when interacted with, it's just insubstantial. It blocks light and is a foot thick, so below the illusion is quite dark. Perceptive characters can notice the sounds of water from the aquatic pit. The aquatic pit leads to both treasure and deeper into the dungeon, for those that can hold their breath and are willing to explore.

Certain large chambers are patrolled by iron cobras. They attack all living creatures, ignoring undead and aquatic. Several vertical crypts (14,15,16) are covered by heavy stone plates, that if moved, lead to staircases that descend into each crypt.

The puzzle of Hierax can be done one time each visit to Numenhalla because the brick used is locked in place. Hierax ascended using voidstone (meteor/iron); the iron brick opening the path to the upper crypts. You reach salvation by being put beneath the earth; the granite brick gifting random keys. The gates to the underworld are ceramic; the ceramic brick opens the secret passage to lower areas in the dungeon. This is both general knowledge, (see Hierax, previous page) as well as displayed in the wall in mural form. A successful religion check will reveal the above information, minus the end results.

The altar of Hierax functions, and is activated like all altars, with a successful religion check. It provides no access to the logos, however it can be used to gain Hierax's blessing, unlock the anamneopolis crypts, and open the gates to the upper crypts.

The anamneopolis contains equipment that allows people to exist in 'half-life'. When a corpse is inserted, an unstable scan of the brain is created, and as long as the body remains in the casket, people can converse with the scan as if it were the living person. . . for a while. The scan degrades over time, talking with the corpse causes it to degrade faster. These caskets are sealed and can only be opened by operating the altar.

The catacombs are a very cramped maze-like space, corridors twist nearly endlessly and terrible creatures, such as carrion moths, live and feed in the dark. A rich treasure is hidden in the depths. The catacombs contains a lot of bodies, a roll of the hazard die may be traded for a roll on the crypt contents table, but double all the undead encountered due to this being catacombs.

The shadowy main chamber of the upper crypts is hunted by several cave fishers that live among the darkened arches.

The sealed mausoleums at 33 and 35 have entrances covered in brick that can easily be broken in exchange for a roll of the Hazard die. The mausoleum at 34 is sealed behind a secret door, trying to break it open is as difficult as tunneling through any stone wall or door.

In the east are bathing chambers, used for cleaning the bodies both before and after death. Shoosava lair here, drawn by the moisture. The secret door south of 30 is simply a swivel door, difficult to find, easy to open.

In the west is an ancient chamber in which a wall of skulls exudes a terrifying aura. Whispers and voices assail those that approach, the ancient tool, now turns all skulls black when stacked against it. Secrets of death can be learned only by risking madness.

Far to the northwest, in the upper crypts, there's a room with bas reliefs and inscriptions. On the western wall, there's a image of a royal tomb. When pressed, the door will open, revealing the tomb of the mummy.

Canninites are known to visit the crypts often for their rituals. Ghouls, soot specters, shoosava (canninite ghouls) also wander these halls.



Random Encounters (2d4)

2. Dragon (see page 37-38 & Megadungeon #2)
3. Hengormoth (see Megadungeon #2 or use orcs)
4. Cannite (see page 45)
5. Shoosuva (#:3d6, AC 6, HD 2, Mv 90', Att 3, 1d4+curse×3, S:F2, MI:9, TT:B)
6. Soot Specters (#:2d6, AC 8, HD 1, Mv 60', Att 1, 1d6,
SD:Immune fire+unmagical weapons, S:F1, MI:11, TT:nil)
7. Other personages (non-player characters)
8. Mummy (#:1d4, AC 3, HD 5+1, Mv 60', Att 1, 1d12+disease, S:F5, MI: 12, TT:D)

Dungeon Effects (1d10)

1. Mist fills the area to a height of 3 feet.
2. Mist, as above, except for swarming crawling claws.
3. A friend of the party approaches, and after greeting them, vanishes unnoticed.
4. One player hears whispers telling him secrets, the whisper pulls the user to find it.
5. A clearly undead party member, stares for several long moments before vanishing away.
6. Shrieks signal a river of ghosts. Take cover or averting gaze, otherwise like seeing ghost.
7. A living eye opens on a nearby surface and stares unnerving at the party.
8. Howls sound as spectral dogs hunt the halls (add 3d4 Dire Wolves with specter abilities).
9. Leaves and rotten plants cover a nearby area and disintegrate at touch.
10. A corpse in some state of decay lies nearby, use the crypt contents table.

1. Chapel

This shrine is has long been abandoned and turned over to mindless beasts

2. Morgue

Nude decomposing bodies lie piled against the wall in this tiled floor morgue

3. Embalming Chamber

A crude but deadly arrow trap is rigged on the door to this room, ready to fire

4. Storage

Shelves filled with bags of fast-setting concrete line the walls, a secret bin stuffed with grave goods is hidden behind three glass knobs

4a. Dead Body Goods

This large bin contains the gear and items from the pile of dead bodies in the morgue

5. Trapped Room

An ancient glyph covered by a curtain will wrack players with horrible pain

6. Royal Bedroom

This is the plush bedroom of Mavis Hobart, evil priest

7. Trapped Chamber

An illusory floor and fake riches on the far side to tempt players, the pit leads to a waterway that can take characters deeper in the dungeon

8. Iron Cobra Crypt

This ancient chamber contains statues and strange coffins. Iron automatons patrol relentlessly pursuing intruders

9. Chimney

This chimney, only reachable via the stairs, contains a swarm of stirges, which will distract looters from the secret button on the stairs

2d4 **Anthropophagi** are here feasting on a corpse.

Temple **stylized coin**, **Mosaic on Floor** **stylized coin**, **Pews**,

Glowing Globes on walls, **Curtain** behind shrine, **Corpse** **see corpse** **☞**

30'×30' Ceiling:20' North door (to hall):sturdy, wooden, open

Tile Floor **drain**, **Steel Table**, **Nude Bodies** stacked against the wall,

Leather Sack in corner **see leather sack** **☞**

20'×30' Ceiling:12' East door (to hall) :sturdy, wooden, stuck (***DC 15**)

Tables **metal**, **Shelf** **chemicals**, tools, hook, **Tile Floor**

20'×30' Ceiling:12' West door (to hall) :sturdy, wooden, **trapped** (**☞DC 22**, **♀ DC 14**, **♂ DC 8**)

Arrow. +6 to hit, 2d6 damage

Shelves **bags of quickcrete**, rusted lock boxes **empty**, stone tools

Shelf on back wall **three glass knobs**, two covered by rotating

metal hinges **secret door** (**☞DC 20**, **♀ DC 12**)

20'×30' Ceiling:15' East door (to hall):sturdy, wooden, stuck (***DC 15**)

Secret door (to hidden chamber): covering all glass knobs opens the door.

See Dead Body Goods **☞**

10'×20' Ceiling:3' Secret door (to room):(☞DC 20, ♀ DC 12)

Wall covered with curtain **Glyph of Pain** behind curtain: -4 to hit

and ability checks, lasts for a week or **Remove Curse**

20'×30' Ceiling:12' "Treasure" written on West door (ext.):Sturdy, wooden, stuck (***DC 18**)

Bed **rich linens**, **Armchair** **plush**, **Bookshelves** **see Bookshelf** **☞**,

Carpeted Floor **invisible chest** **☞** (**☞ DC 12**) between bed and wall

40'×40' Ceiling:14' East door (to hall):sturdy, wooden, locked (**☞DC 18**, ***DC 24**)

25% chance Mavis Hobart is here.

Golden Sarcophagus **cheap paint** **sealed (stuck)** **skeleton**

and rags, **Silver urns filled with sparkling stone** **polished lead** and

glass stones, **Dirt and dust flank the sides of the room** **illusionary**

floor **pit** **see pit map** in two pages.

30'×20' Ceiling:13' South door (to hall):sturdy, wooden, stuck (***DC 18**), Pit: To level 2

1d4+1 **Iron Cobras** patrol this room.

Raised platform with coffins **ornate stone coffins**,

Engraved bas-relief ceiling **Hierax** opening gates to the underworld,

Statues **rich merchant people** **cloudy grey windows** in base

50'×70' Ceiling:30' South stairway (to hall), North stairway (to hall)

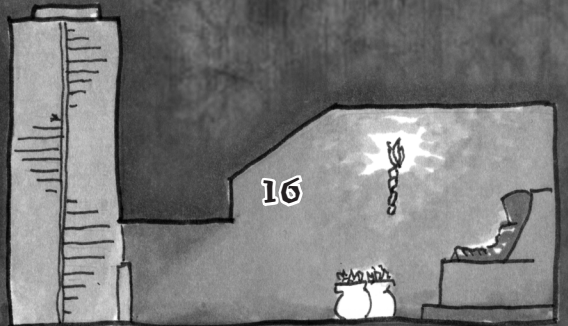
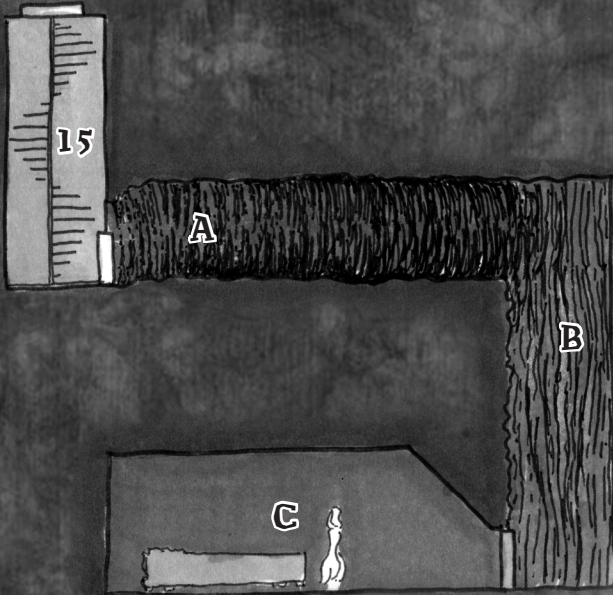
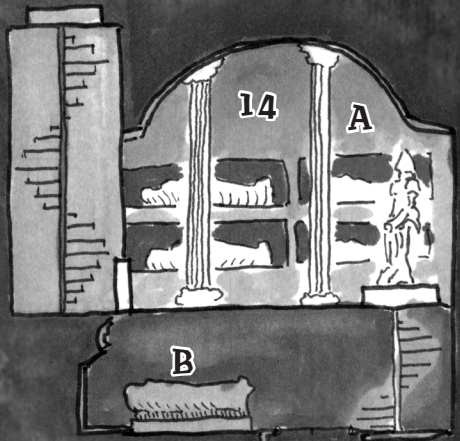
The grey windows are screens, depicting the thoughts of the dead, but do not work.

Chimney **2d10 Stirges** lair within, **Stairs** **secret cache** **☞**

(☞DC 28, ♀ DC 18) **Opened** by button on vertical face of the 3rd stair

from the bottom **see secret cache** **☞**

10'×10' Ceiling:14' West stairway (to hall)



10. Chamber with Niche

There's a small niche in the wall which seems to be filled with basic equipment

11. Secret Treasure in Relief

This chamber is filled with a beautiful bas relief on the walls, hidden within the mosaic is a secret treasure

12. "Cursed" Treasure

This treasure lies in this room both apparent and easily retrieved. The message "Cursed!!" scrawled in blood is not as easily dismissed

13. Pit of Bone

This floor is covered in bones knee deep. In the darkness, odd muted scrapes and chattering sound under the chaotic knot of bone

14. 15. & 16. Crypts

These ancient crypts lie under heavy stone plates

14. Mummy Tomb

This royal tomb appears empty of anything of real value. . .

15. Ghost Tomb

A ghost bemoans the loss of his love, his magical gear behind his grieving form. He expounds on her virtues, loyalty, companionship. . .

16. Crypt Thing

An ancient guardian lies here, who will cast the party adrift in the depths

Niche in wall **☞** Leather sack **☞** see niche leather sack **♣**

10'×10' Ceiling:14' West stairway (to hall)

Bas relief **☞** underworld river and Charon, South wall mosaic **☞**

Typhon descending to Hera, North wall mosaic **☞** Gift of shadows to Typhon from Hierax (♣DC 12) **☞** Gift of shadows is a box with uneven tiles **☞** weak and easily removed granting access, see mosaic **♣**

10'×10' Ceiling:14' West stairway (to hall) secret relief (♣ DC 28 ♠ DC 15)

Raised dias **☞** curved smooth stone steps, **Mantle** **☞** silver candelabrum, inlaid platinum (200 gc), **Pillow** **☞** satin, pearls and gold thread (80 gc), **Coffins** **☞** stone, **West coffin** **☞** leather belt platinum buckle (75 gc), gold coins (214 gc), fine clothes, **East coffin** **☞** Silver broach set with 2 diamonds, in a 3 diamond setting (90 gc), obsidian pendant **☞** Holy Coin of Hierax, 2 pearls (50 gc each)

30'×30' Ceiling:22' North Door (to hall):sturdy, wooden, stuck (♣DC 11)

Bones lie knee deep in this room **☞** The bones conceal:

bone **♣** and **coffer corpses** live under the bone, dragging people down by their throats.

30'×30' Ceiling: 18' Passages leave east and west

Heavy stone plates **☞** cover the entrance to the crypts. **♣DC 18** to move. **Statues** **☞** various merchant people, see opposing page.

A) Door sturdy, stone, locked (♣DC 15, **♣DC 26**), **Pillars**,

Wall Crypts **☞** line north and south walls **☞** corpses,

Statue **☞** man in armor, inscription **☞** *Once freed from earthly shackles/Peace reigns/Eternally free/Never bound* **☞** Pressing the letters "OPEN" will slide the statue aside.

B) Coffin **☞** mummy and mummy **♣**, **Central latch pit with spikes**

(♣DC 25 ♠ DC 20) **☞** 2 in 6 chance of activating, 3d6 falling +6d6 Piercing, Dexterity DC 15 or save vs. breath weapon for half damage.

30'×30' Ceiling:20' Stairway up, Secret trapdoor (sturdy, stone, secret (♣DC 20))

A) Burnt out chamber **☞** filled with ash **☞** 2d4 **soot specters** appear and attack if the room is entered.

B) Dirt walls **☞** 30' fall (6d6 bludgeoning damage) to stone chamber

Locked stone door

C) Ghost; **Ghost** **♣** visible in sarcophagus, bemoans loss of his love, requests that his glass rose be returned. (located at room 34).

He dissipates leaving his treasure behind if the rose is returned.

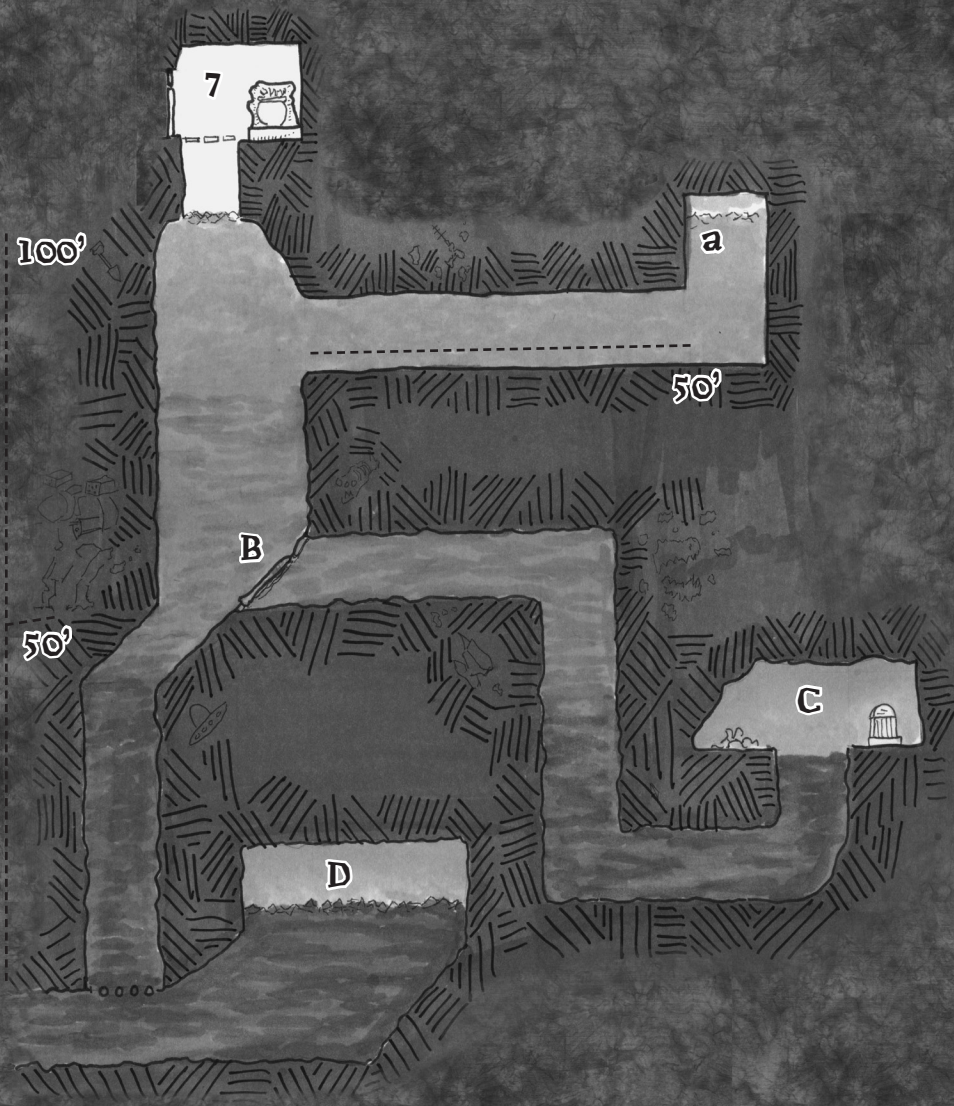
30'×30' Ceiling 15' Door: sturdy stone locked (♣ DC 22, ♣ DC 16)

Urns overflowing with coins and jewels **☞** Clay urns, urn **♣**

Hooded figure on throne **☞** skeletal with red pinpoint for eyes

☞ a **crypt thing** assaults the players

40'×40' Ceiling 25' Door: sturdy, stone, stuck (♣DC 18)



7) Pit is 22' to water. This entire area is pitch black. Characters can hold their breath for their Constitution score divided by 3. Swim speed is half normal and exerting yourself (combat, strength checks) uses up twice as much air as normal. Each round after they must make a DC 10 Constitution saving throw (paralyzation) or drown. The DC increases by 1 every time the save is made.

A) Air pocket at the end of this tunnel.

B) Grate, stuck (*DC 15), B to C is 120'

C) Overwhelming peppermint smell, along with corpse and chest ☞

D) This leads deeper into the dungeon. The passage right leads to the scintillating darksteel fortress. The passage left leads to the underground river.

17. Crypts

Ancient plastered crypts

18. Hierax's Passage

Vivid and sparkling murals cover the walls in this chamber of Hierax. A puzzle lies on the death-carved pedestal atop the stairs to test and reward the faith of his worshippers

Painted murals ~ thin plaster wall coverings. Breaking though causes hazard die roll, each contains 4+1d4 lootable coffins.

Flat table ~ 6" wide grooves, deeper depression in center

3 square bricks beyond the platform ~ ceramic, iron, granite

Mural south wall ~ Meteor falls to ground/ Hierax glorifies meteor,

Hierax directs carrying off of meteor

Mural north wall ~ Hierax over men laboring / Hierax raising men from death/Hierax ascends into the astral, surrounded by a meteor

Statues ~ Hierax; **Painting** ~ Hierax Ascendent;

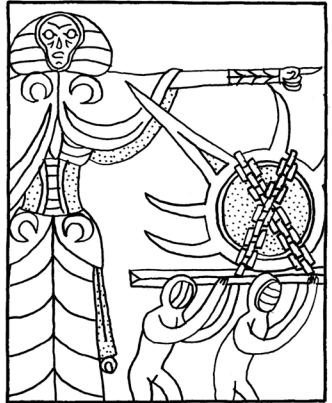
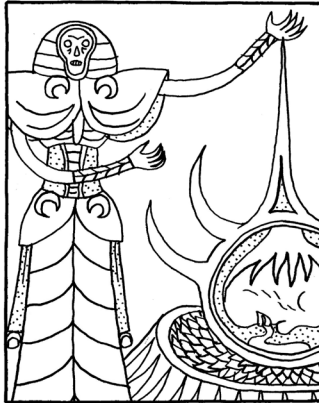
Inserting iron brick ~ Opens porticullis to upper crypts

Inserting ceramic brick ~ Opens staircase to level 2

Inserting granite brick ~ Gifts keys

Brick locks in place, only used once per visit to Numenhalla.

60'x50' Ceiling 35' East stairway, secret western stairway



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Upper Crypts

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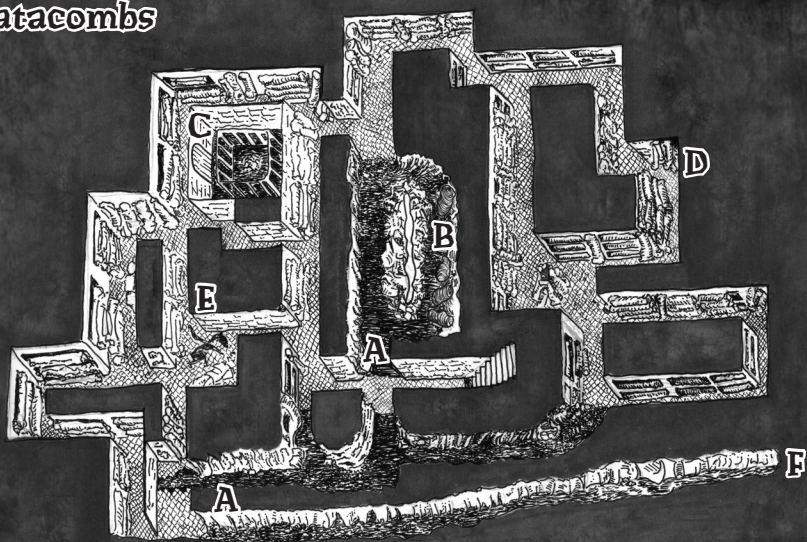
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Catacombs



19. Empty Room

Nothing of interest is here

20. Ogdoad Chamber

A glistening anuran statue sits atop a pile of skulls depicting one of the malign amphibian demon quartet

21. Ashen room

Burnt walls and piles of ash portend nothing

22. Trapped Room

Broken poles lie still on the floor of this unremarkable chamber

23. Hall to Altar of Hierax

An argent aureate altar to Hierax, sheds brilliant multi-colored illumination over this room

24. Anamneopolis

Here the memories of the dead live in a surreal half-life

25. Central Chamber

This huge room has a debris-strewn ornate marble floor, and high vaulted ceilings which cast dancing shadows among the zenith

26. Ancient Chamber

Coffins and mummified dead lie in this room

Catacombs

Narrow hallways and corpses stacked against the walls make all terrain difficult in these 5' corridors. Characters may trade a roll on the hazard die for the opportunity to loot a corpse, with any undead results doubling in number appearing, because catacombs.

A) Tunnels bored out

B) Carrion moth cocoons

C) This cage is easily opened (♣ DC 10, ♠ DC 15) and has disturbed dirt in the center. If the players dig in the dirt, water fills the hole and reflects a map normally unreadable on the ceiling that leads to D) the secret catacomb treasure. If they drain the water, they find a silver band set with two blue sapphires (a *Ring of Warding*).

D) The hidden catacomb Ⓢ!

E) Two desiccated corpses lie here, one human, one cannite.

F) Encounter with 2d4 paralytic vermiform centipedes.

Pile of Cloth ♣ dirty rags

20'×20' Ceiling 18' East door (sturdy, wooden, stuck (♠DC 14))

Statue sits atop skulls ♣ malefic giant toad ♣ pulling tongue reveals demon's tools (worth 1d6 × 100 gold pieces) and Vailu medallion Censers in corner ♣ brass ♣ filled with ash.

-20'×20' Ceiling 18' East door (sturdy, wood, locked (♠DC 18, ♣ DC 14)),

West door (sturdy, wood, locked (♠DC 21, ♣ DC 16))

Soot and Ash cover the walls

-20'×20' Ceiling 18' West door (sturdy, wood locked (♠DC 18, ♣ DC 14));

"No Trap in Here" written on north door ext. (sturdy, wood, locked (♠DC 21, ♣ DC 16))

Wooden Sticks ♣ sharpened

Tripwire (♣15, ♣ 8): spears shoot from wall, +5 attack, 6d6 damage

20'×20' Ceiling 18', "Trap" written on south door ext. (sturdy, wood, stuck (♠DC 11))

Bas relief ♣ Hierax's lordly welcome of mortals to death

Altar to Hierax ♣ †DC 25 map of crypts

†DC 20 Blessing of Hierax: grants instant long rest

†DC 15 open casks in 24. Anamneopolis

60'×30' Ceiling 24' Passages east and south, stairway north,

Stone Platforms ♣ Stone slabs 9' wide 4' tall 13' deep,

slanted glass fronts, grey glass ♣ hairline seam

50'×30' Ceiling 22' Stairway north, passages east and west,

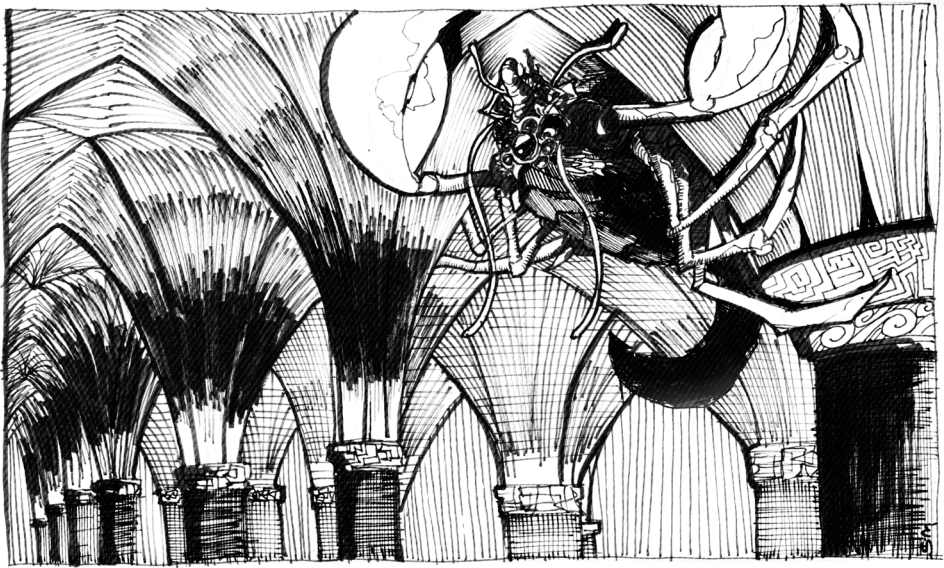
Vaulted ceilings; debris ♣ dust, bones, hay,

Cave Fisher on ceiling

30'×70' Ceiling 45' six passages out of the room

Coffins ♣ skeletons, tattered raiments ♣ six coffins

20'×20' Ceiling 12' Door (sturdy, wooden, stuck (♠DC 14))



1) Corpse ☼, A flail, with an iron chain and spiked ball, that sits upon a pecan haft, stained a living light green. The corpse wears a bright red tweed shirt that covers a gleaming steel chain shirt, steel leg braces and boar hide shoes. A spruce shield+1 lies nearby covered in shiny bat leather that displays the black silhouette of a crone. A cloth backpack contains iron spikes, flint and steel, 50' hemp rope, holy water, a wooden holy symbol, and a buckled burlap bag containing a small pile of sliver coins (108 silver coins).

2) Leather sack ☼, A leather sack sealed with a rope tie contains several common cloth outfits ☼ stained clothes of the dead, and a large pile of mixed coins (10,625 copper coins, 1,016 silver coins, 1,074 gold coins).

4a) Dead body goods ☼, Mixed coins loose in the bin: 9,743 copper coins, 10,346 silver coins, 180 gold coins and 180 platinum coins, many suits of common cloth outfits, six books, gems: three white micas (7 gold coins ea.) two blue quartz (108 gold coins ea.) and a silver broach (70 gold coins).

Book list: Recent History of the Risen; Folio of the Ogdoad; Codex of the West Vironese; Collected writings of undead lore by Lord Geraint Phillips; Confessions of Donantha Stalhisa by Tacettin Tufan; Complete recipes of pork ribs. Each worth 4 gold coins (24 gold coins).

6) Invisible Bedroom Trunk ☼, A ferret pelt (5 gold coins), a large pile of silver coins (5,666 coins), a secret stash of six small white grape juice bottles (90 gold coins a bottle), a star shaped bottle contains a dark brown bubbling ferment that tastes like cheese (*Potion of Heroic Larceny*).

Bookshelf ☼, 31 scrolls, well aged canvas, each wrapped around thick dowels, most stained with blood, accounting documents regarding death.

27. Ancient Chamber

This room is filled with coffins and mummified dead

28. Burned Crypt

The contents of this room have been deeply charred by a very hot fire long ago. Charred debris covers the floor. A concealed passage leads to the Halls of Heimdall

29. Ancient Chamber

More bodies lie stuffed in this ancient room

30. Bathing pool chamber

The grey murky waters of this pool in this grungy tile room do not bathe the skin of the living, but the dead

31. Dining Room

This room contains a sumptuous meal, surely no longer fresh?

32. Vampire Lair

This coffin contains an inhum, who although quite deadly is pleasant and enjoys inviting people to dinner

33. Sealed Crypt

This once was an open crypt, but bricks have been laid over the entrance

34. Beloved's Rest

In this chamber man's best friend was laid to rest

35. Sealed Crypt

This once was an open crypt, but bricks have been laid over the entrance

36. Foyer

This unassuming chamber holds a guest book along with a record of the dead

37 Wall of Skulls

A concave wall of skulls that whisper dark secrets from beyond the veil of death!

37a. Secret Chamber

This room is hidden behind an illusionary wall, in an underground tunnel that leads to a concealed mortuary entrance

Coffins ☞ skeletons, tattered raiments ☞ seven coffins

30'×20' Ceiling 14' Southern arch

Burnt coffins ☞ burnt skeletons;

Debris ☞ burnt timber ☞ concealed trapdoor (Halls of Heimdall);

Small steel cask ☞ burned crypt ☞ ;

1-4 Soot Specters per player form if the room is disturbed

20'×20' Ceiling 14' archway west

Coffins ☞ skeletons, tattered raiments ☞ three coffins

20'×20' Ceiling 14' archway west

Bathing pool ☞ murky grey water

Side chambers may 25% contain Shoosuva

Circular 30'×30' Ceiling 22' Passage west, 3 chambers,

Southern secret door at A (pivots freely) (☞ DC 26, ♣ DC 16) hides bathing pool ☞

Table ☞ food, drinks; rug ☞ (400 gc☞);

Two chandeliers ☞ crystal (750 gc☞)

40'×30' Ceiling 16' Passages west and south

Coffin, Desk ☞ see Desk ☞

Augustus Delacroix (pg. 26), an wistful inhum wearing a foil jumpsuit

30'×30' Ceiling 11' East door (reinforced, wooden, locked (♣ DC 22, ♠ DC 18))

Bricked up crypt ☞ Breaking through causes a hazard die roll.

Six coffins inside.

30'×30' Ceiling 15' passages east and west, archway north

Stone arch ☞ each wall; pushing keystone on south wall opens arch

Inside is platform with statue of giant hound, at foot is a crystal rose

30'×30' Ceiling 15' passages east and west. Object of quest at 15.

Bricked up crypt ☞ Breaking through causes a hazard die roll.

Three coffins inside.

30'×30' Ceiling 15' passage east, archway west with stairs heading down

Two tables ☞ inlaid with oak, covered in red velvet with gold trim;

Book ☞ guest book; book ☞ book of the dead ☞ lit. list of the dead;

candelabras ☞ bronze (20 gc ☞ stone)

20'×30' Ceiling 16', passage east, archway west with stairs heading up

Wall of skulls ☞ Examining the wall causes investigator to hear

whispers, listening causes a DC 15 Wisdom save or a save versus

paralyzation. On a success, the user learns a necromancy spell (3× day), on a failure gain an insanity.

30'×50' Ceiling 28' Stairways down, one east and one west

Secret Chamber ☞

20'×20' Ceiling 11' illusionary wall north, Chamber is hidden on south wall

behind illusionary wall (☞ DC 28, ♣ DC 10) of the passage between the Wall

of skulls and the Mortuary. The concealed door between the two areas is only

concealed from the Mortuary direction.

7) Corpse and chest **☼**, **sturdy wooden chest** (☼ DC 14): four semi-precious samarskites (325 gold coins ea.), two elephant leather bolts (45 gold coins ea.), mixed coins (329 gold coins, 1,501 copper coins), round mithril +1 shield with five diagonal stripes, engraved with runes. **Corpse**: +1 **steel dagger**, with a pebbled brown leather hilt wrapped with electrum wire, exudes peppermint scent. **Steel battleax** with fir haft that has 8 notches in it, carbonized to not reflect light, with a five pointed star on the pomel. **Steel splitmail armor**, edged with rust.

9) Secret cache **☼**, **5 pins** (4.5 gallons) of bourbon (105 gold coins ea.), **iron trunk** contains 2 linen bolts of cloth (50 gold coins), **steel cavalier's full plate** with an overcoat of vibrant purple hemp and grey tweet, a pair of mid-calf leather **boots**, a tattered **scroll** around a pair of wooden dowels that smells smoky (*Scroll of Shelter*), a locked (☼ DC 14) **slate chest** contains a large pile of silver coins (10,268 silver coins, 60 platinum coins).

10) niche leather **☼**, a moleskin **leather bag**, sealed with buckles ☼ mixed coins (327 gold coins, 2,174 silver coins), three cream **leather bolts** (50 gold coins ea.).

11) mosaic **☼**, **ceramic jar** sealed with a lid contains **mixed coins** (4,254 copper coins, 633 gold coins), an electrum **badge** set with a malachite (worth 1,697 gold) and six marten **pelts** (8 gold coins each).

13) Bone **☼**, a rabbit **pelt** (2 gold coins), **four pelts** of a dire badger (22 gold coins ea.), **nine ingots** of lead (6 copper coins ea.), **a greatclub** made of cypress, **four rose quartz** (50 gold coins each), a suit of **brigandine armor**, and a rusty mercurial **greatsword** with a hilt wrapped in deer leather.

14) Mummy **☼**, loose in coffin: **gem lapis lazuli** (31 gold coins), **mixed coins** (6,985 copper coins, 9,453 silver coins, 717 gold coins) **rags**: olive green tunic, 2 musk rat pelts (4 gold coins ea.), soapstone **candlestick**, engraved with the word "Abbadon", small wooden *Parrying Shield* made of cherry with a quartered pattern of grey and green.

15) Ghost **☼**, Rusty bloodstained iron **hammer** with fists for heads, adamantine **dagger** with a dull lime leather hilt, archer's **leather suit** made from black clafskin with a boar hide jerkin, a granite **ring of protection +1** set with 11 quartz crystals, a heart shaped **bottle** contains a reflective silver liquid that tastes like green tea is a philter of meditation, a leather **scroll** bound with silk ribbon is a scroll of warding vs. illusions and an ash **wand** with a rock crystal prism that glimmers with white light is a *Wand of Warding*, two sleek steel **Javelins of Piercing**, a brass map **case**, a silver **flask**, nice **blanket**, and **thieves tools**.

16) Urn **☼**, **Urn, open**: mixed coins (8,218 copper coins, 1,466 silver coins, 167 gold coins) and a copper dice set worth 1,231 gold coins. **Urn, open**: mixed coins (6,274 copper coins, 908 gold coins), amber gemstone (68 gold coins ea.) a silver thimble game piece worth 271 gold coins. **Urn, open**: gold coins (449) and thirty pearls (10 gold coins ea.). **Urn, open**: mixed coins (1,532 silver coins 9,931 copper coins) and a dozen jargoon gems (50 gold coins ea.)

38. Mortuary

Bodies are stacked along either side of these walls, several layers deep

38b. Wax Covered Crypts

These ancient cursed crypts were coated in holy wax to protect them

39. Mosaic

A delicate mosaic of Hierax lies in poor repair on this floor

40. Vestry

Robes and religious paraphernalia no longer can be found here

41. Oddity

It's just a goat skeleton. Nothing strange about that.

42. Mummification room

Ancient procedures were performed here

43. Empty

This locked room is bare

44. Hallway

Unlit cold braziers sit in the middle of this hall.

45. Prison Cell

A captive is trapped here, likely for future consumption

46. Chamber of the dead

Ancient dead still linger here, hungry for the living

47. Chamber

An open room filled with corpse detritus, blood, bones, rotted flesh.

48. Empty Chamber

Littered with debris, chamber is otherwise empty

49. Chamber of the dead

Ancient dead still linger here, hungry for the living

50. Secret tomb

An ancient evil lies here

Bodies stacked near walls ➤ mummified desiccated, 10% chance per body of Rot Grubs

30'×80' Ceiling 33' archway north to down stairway,

Arch southeast corner, stairway up, passageway east concealed (☞ DC 16, ♪ DC 10)

Crypts thickly coated with Wax ➤ 1d4+3 coffins in each crypt

10'×10' Ceiling 9' Archways covered in thick wax

Circular Hierax Mosaic on floor

20'×20' Ceiling 22' 5 archways and one passage east

Iron racks ➤ hangers empty

20'×10' Ceiling 12' archway north

Goat skeleton ➤ rotted collar and leash

10'×10' Ceiling 12' archway east

Grates on floor; blood stains; light wooden table; broken stone

20'×30' Ceiling 15' passageway west

Empty

20'×20' Ceiling 14' South Door (Sturdy, Wooden, Locked (*DC 18 ♪DC 16))

Braziers ➤ stone cold

10'×30' Ceiling 22' Passageways northeast and southwest

A non-player character is trapped here for consumption later Small stone in floor opens secret door (☞DC 28, ♪ DC 12).

See secret ⚔

10'×12' Ceiling 8' Portcullis (sturdy, iron, stuck (*DC 24))

Shoosuva and Shoosuva ⚔

10'×10' Ceiling 11' Passage south

Bones, Blood Stains; Alcoves ➤ Bone pile and clothing tatters

20'×20' Ceiling 18', 5 passages and 1 portcullis)

Blood stains; bones; Bas Relief ➤ Death themed

20'×30' Ceiling 18' Secret door (☞DC 18, ♪ DC 20) archways east and west

Shoosuva and Shoosuva lair ⚔

20'×30' Ceiling 18' Archway east

Slab with Mummy, Mummy. ⚔

20'×30' Ceiling 22' secret door (☞ DC 18, ♪ DC 20)

push on tomb symbol on the north side of the west wall in room 48 to open

28) Burned crypt **☞**, **braided khaki bag**, sealed with snaps: **mixed coins** (473 gold coins and 22 platinum coins), **saber** with steel blade inscribed with brass knotwork hilt wrapped in gold wire pommel set with cut ruby, a cypress wood scabbard inlaid with boar tusk. The sword is *Arkengul* a +1 dragonslayer.

30) Bathing pool **☞**, knitted oilskin **sack** sealed with rope contains mixed coins (7,832 copper pieces, 444 gold pieces), painting of bathing girl by greatmaster Pindar Beccatini (3,500 gold coins).

32) Desk **☞**, Protected by simple lock (**☞** DC 5 ***** DC 8), **flannel bag** sealed with string: various **gemstones**; turquoise and obsidian (10 gold ea.), eye agate (50 gold coins), moonstone and rock crystal (75 gold coins ea.), moonstone and sardonyx (100 gold coins ea.), two chrysoprase (250 gold coins ea.), topaz and amethyst (500 gold coins ea.), jet (750 gold coins), emerald (1,000 gold coins).

Coffin **☞**, concealed by false panel (**☞** DC 28, **☞** DC 18) golden kisk guarded by poison spring darts (+6, 1 damage plus DC 18 constitution save or death, **☞** DC 20 **☞** DC 8, **☞** DC 22), **spell scroll** on twin spools with cramped writing and occluded patterns, short protection **scroll** one side with runic script, one side with pictographs, a pair of dowels with dragonhide **spell scroll** that contains densely packed writing, a broken wax seal on ancient dragonhide protection **scroll** with pictographic script, (determine scroll contents randomly) suit of +1 steel **scale mail** emblazoned with angelic icon in a defensive stance, **cloak** made of charcoal hemp and black camel leather, a +1 **buckler** made of pebbled basilisk leather stretched over poplar encrusted with six moonstones, a stoppered **flask** filled with nasty pink and blue ammonia scented liquid is an elixir of night-vision, an alchemical **tube** filled with muddy black syrup that reeks of sour milk is a *Potion of Good Fortune*, and a **treasure map**.

37a) Secret chamber **☞**, loose **mixed coins** (3,013 copper coins, 18,602 silver coins, **four barrels** of coffee (40 gold coins each), a moleskin **bag** sealed with snaps, 258 gold coins, brocade **cushion** (50 gold coins), a **tube** of a twilight mix of green and blue tastes and smells of rotting fruit is a *Potion of Fire Immunity*.

46) Shoosuva lair **☞**, small copper **choker** set with 5 diamonds (450 gold coins) walrus tusk **bracelet** set with three topaz (250 gold coins).

49) Shoosuva lair **☞**, a buckled long cloth **bag** contains 7,432 gold coins, two **gems**, obsidian (50 gold coins), jasper (100 gold coins), a nine foot twisted **gold chain** set with calcite (125 gold coins), a bronze **spyglass** set with 8 corals (1,100 gold coins), **gold medal** stamped with the figure of a naked woman (35 gold coins).

50) Mummy **☞**, **eight clay urns** each sealed with wax containing 800 gold coins, one **small urn** sealed with lid contains a dozen semi-precious gems (40 gold coins ea.), a small sealed **copper kist**, locked (**☞** DC 18) and trapped (**☞** DC 28, **☞** DC 15, **☞** DC 6) with a poison needled in handle (+10, 1 damage plus DC 18 constitution save or death) containing a bloodstained ruined **steel blade** with a hilt wrapped in copper wire over thick camel leather and a pommel with

six evenly spaced studs sheds pure white light in a 10' radius, a +1 **warhammer** with heads in the shape of rams and a haft that is a carved hippo tooth, a screw top **drinking horn** contains a soapy-tasting opalescent liquid that is an *Elixir of Heroic Aid*, a **tube** of red goopy serum with golden flakes is a *Potion of Shrieking*.

CRYPT QUESTS AND RUMORS

Rumors

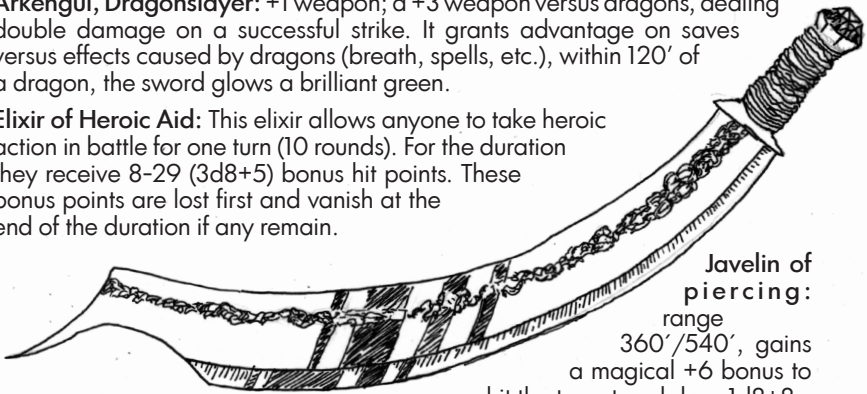
1. A strange man lives in the upper crypts named Augustus, he cannot be trusted.
2. A group of Cannites expressing their true degenerate nature live in the very northern part of the upper crypts.
3. The knowledgeable dead have been carefully collected and whisper secrets from the other side.
4. The portcullis barring passage to the upper crypts can only be opened from the lower crypts.
5. The long dead, once awoken, will seek out those who have disturbed their rest unceasingly.
6. Dakha Sahard's tomb was burnt and his dragonslayer, Arkengul was lost.
7. In an underground crypt, there is a ghost who seeks his lost love.
8. A watery passage is said to hide a great treasure.
9. False treasure abounds in the crypts.
10. The catacombs hide a rich treasure.
11. Horrible dangerous vermin infect the catacombs.
12. Man-eaters who receive their final curse walk these halls, doomed to hunger for flesh for all eternity.
13. The living dead are not harmed by mortal blades.
14. The caretaker of the crypts is mad and will slay you as quickly as talk.

Quests

1. Slay Augustus Delacroix.
2. Kill the deadly predator in the main hall of the upper crypts.
3. Retrieve a vial of the bathing water.
4. Take a corpse and bathe it in the bathing water.
5. Map a path to the wall of skulls.
6. Burn the bodies in the mortuary to make room for more.
7. Loot the hidden tomb of the mummy.
8. Eradicate the dangerous shoosuva.
9. Transport a corpse to the Anamneopolis so it can be interrogated.
10. Open the gate to the upper crypts.
11. Seal an underground crypt (14-16).
12. Open Hierax's secret passage to level 2.
13. Gather ash from the underground crypt (15).
14. Deface or profane a statue.

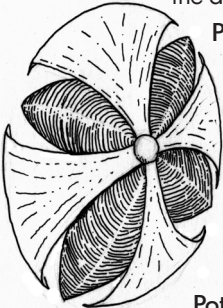
Arkengul, Dragonslayer: +1 weapon; a +3 weapon versus dragons, dealing double damage on a successful strike. It grants advantage on saves versus effects caused by dragons (breath, spells, etc.), within 120' of a dragon, the sword glows a brilliant green.

Elixir of Heroic Aid: This elixir allows anyone to take heroic action in battle for one turn (10 rounds). For the duration they receive 8-29 (3d8+5) bonus hit points. These bonus points are lost first and vanish at the end of the duration if any remain.



Javelin of piercing:
range
360'/540', gains
a magical +6 bonus to
hit the target and does 1d8+8
damage. It slips out of existence after use.

Parrying shield: When receiving a melee attack, roll 1d8. If the roll is *higher* than the damage roll, then the attack is blocked and no damage is taken.



Philter of meditation: This potion improves *psionic ability* by 50%. Alternately, it can restore 2 spell/ki/etc. points, or up to 4 levels of spell slots.

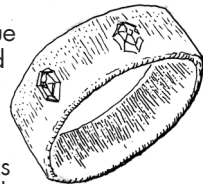
Potion of Fire Immunity: Provides one turn (10 rounds) of immunity to fire damage.

Potion of Good Fortune: For one turn (10 rounds) every time the player rolls dice, he rolls twice as many and picks the result he wants. E.g roll two twenty sided dice to hit and select the one to use.

Potion of Heroic Larceny: This increases the characters proficiency bonus or level to heroic values (+4) for one turn (10 rounds).

Potion of Shrieking: Once consumed, this potion has two separate effects that may be used. The potion may be used 3 times before the duration expires. The imbiber may shout in a cone 30' x 30' dealing 3d6 damage Dexterity save DC 15 for half, or shriek in a 20' radius to stun opponents for 1 round, Constitution save DC 15 prevents.

Ring of wards: This is a small silver band set with two blue sapphires. It radiates an aura of abjuration magic. It is found with a charge die of d12. When worn, it protects the wearer completely from physical and magic attacks. Damage from any attack is negated, regardless of severity. Physical attacks drain one charge and magical and elemental attacks drain two. When the charge die is reduced to a d6, one of the sapphires shatters. When the charge die is expended the second sapphire shatters and it becomes a silver non-magical ring worth 80 gold coins.



Scroll of Shelter: This scroll contains a drawing of a 10'square room. When hung, the scroll turns into a portal and the well stocked room may be entered. It can be open continuously for 12 hours. If moved, any people in the room remain in the drawing.

Wand of warding: Has a d12 charge die. You can use the wand to cast the following spells: *Protection from Evil* (1 charge), *Shield* (1 charge), *Cloak of Warding* (2 charges), or *Protection from Weapons* (2 charges)

Cloak of Warding is a third level spell effect that lasts 1 turn (10 combat rounds). It prevents contact and spell disruption and absorbs the first 4d12+15 points of damage.

Protection from Weapons is identical to the third level spell *Protection from Energy*, but instead you gain resistance to bludgeoning, piercing, and slashing damage.



Pearl of the Fort: When set among a bit of sand, a coral fort, 20'x20' large appears, attended to by three giant crabs. They understand common, but do not speak. They are dressed as butlers. They follow the commands of the person attuned to this item. This fort will last for 24 hours. The coral fort can be summoned once per long rest.

Phial of Winds: This four-wind Phial when opened causes a *Gust of Wind*. If held open the four winds will be released and cause a great tempest; summoning 2d8 hostile air elementals and 1d4 hostile djinni.

Fireheart: This dull red stone replaces the heart of the person who attunes with it. It grants permanent *Fire Resistance*, and +1d6 hit points.

FLEXIBLE NODES

Megadungeons are endless. These areas are designed to be placed anywhere a new level, secret passageway, or other new discovery is made. Perhaps every third time a door opens, it opens into one of these spaces. Perhaps there's a loose tile covering a concealed passage, or perhaps you just need something for when the players wander off.

These maps are a *completely different* thing than flux space, which is a particular method of handling large complicated places in play, developed by Beloch Shrike. Places that may be inserted in various areas are not flux spaces, even though their final locations may be in flux. They are completely different things and in no way should be confused.

THE ORGAN MINE

This forgotten mine isn't a mine of organs, but rather contains the rare scales of the sadlark in its mirey pit. These scales can be used to power a mystical musical organ, hidden nearby. A madman named Avaria Da'turd is leading a cult of extremists who are seeking enough of the sadlark scales to operate the organ to summon the Ogdoad (evil toad gods, see Megadungeon #1). Avaria has a winged jetpack and a laser pistol that he uses to keep control over the mining operation.

The sadlark scales are valuable themselves, so there are always people seeking the scales. Anytime players are in the mine, there's a similar sized group of adventurers also exploring the mine seeking the scales. There is also frequent traffic from people seeking the pit fights.

One of the things that has been unearthed in the mine is a serpent frozen in the ice. His name is Marsirryd (mars-ir-rid). His eyes can move and he bargains telepathically with a confident voice for his release. Like all dragons, he is not to be trusted.

The mine also contains a Nezumi (ratmen detailed in a forthcoming issue) run pit-fighting ring. If ever captured, the adventurers could find themselves here, sold as slaves to the pit fighting ring. Fights happen almost constantly and the players are welcome to bet or compete. The details of such are left to the deprecations of the Dungeon Master.

THE CRYSTAL WIZARD CRYPT

This is the crypt of a dimensional archmage, Obstrum Valpayas. Six portals lead to six different challenges, once complete, the crystals withdraw opening the way to the crypt of Obstrum Valpayas. As a dimensional archmage, he has access to tremendous amounts of power and knowledge. If the players reach his chamber, he presents to them astrally, his body safely preserved in his coffin.

Each of the challenges is based around an elemental theme, the last two being elemental spirit and void. (wood/abyss, etc.). The void encounter is not detailed, when they attempt it, they find that they have completed it and have no memory of the event. This loss of time can provide the Dungeon Master with many options. Perhaps after a total party wipe the timeline resets to here, or it could be an opportunity for a secret communication with the gods, or the character's weapons or powers have changed in some way, or it's an opportunity to introduce whatever the Dungeon Master wants to introduce.

THE WITCH CRYPT

This is the crypt of a fay entity who is a friend to the witch. The opening dark corridor is filled with effigies and dolls hung with twine attached to roots that twist through the dark earth above.

The moon door can only be opened when fed a moonstone, turning it lunar (translucent and insubstantial) and admitting passage to the next room. It is not obfuscated, there is an obvious place for a moonstone. The door will also open for women on their menstrual cycles. Cats (and people in cat form) may pass through the door without resistance.

In the ritual chamber serve three witches (and a goodly number of frogs) who guard the grave even in death. They are a tradition trio, maid, maiden, and crone. They are neutral, caring only about protecting the grave. Bargaining with them is possible: for retrieving things they need, the witches can grant magic potions from their cauldron or cast maleficent curses. If attacked, the cauldron, the familiars and the witches all defend the passage.

The final resting place of the fae (and his powerful treasures) is guarded by a cat of nine lives per intruder.

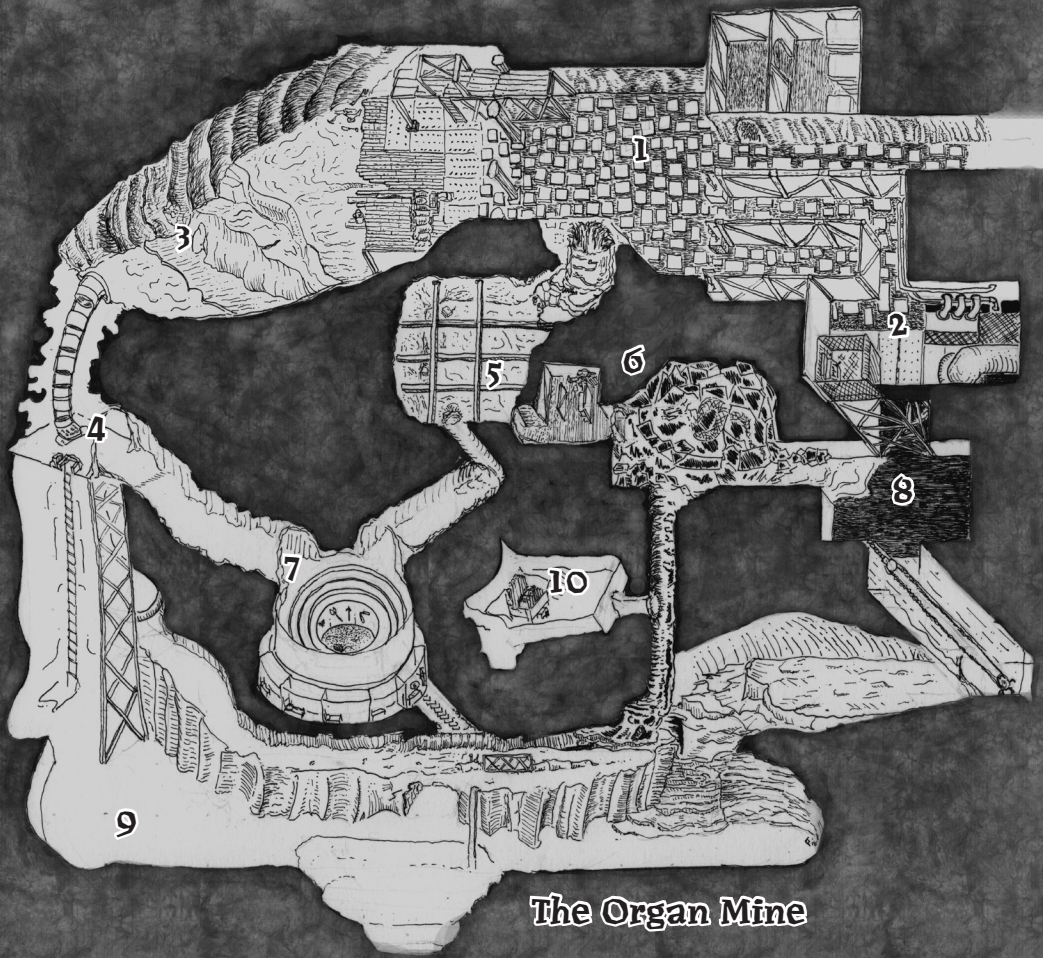
THE NON-EUCLIDEAN INTERSECTION

The god halls break the rules of time and space. This is not an abstraction, sometimes the great powers and energies within the Numen Halls warp the very underlying space, producing non-euclidean warps. This area is marked like all areas with this distortion in Numenhalla, by a brass bell on a wooden post.

This means that the underling space-grid is no longer made of parallel lines. However bent the lines for each gridsquare are, the players still experience them as 10'×10' squares. Because they frequently aren't, this can cause some confusion for the players.

The intersection provided is a simple example. Space is bent out, so when the players stand at one intersection and pull both curtains back, they can see. . . themselves, due to the warping space-time. Even though the grid lines are curved, they are still viewed by the players as straight. Which means this cul-de-sac with 4 exits, looks like an infinite hallway with exits only on the left.

The map should clear up any remaining confusion. Don't bother explaining anything to the players other than what they see.



The Organ Mine

Random Encounters (2d4)

2. Dragon (see page 37-38 & Megadungeon #2)
3. Hengormoth (see Megadungeon #2 or use orcs)
4. Nezumi (see future issue of Megadungeon or use wererats)
5. Other personages (non-player characters)
6. Cultist miners (#:4d10, AC 4, HD 1, Mv. 120' Att, 1d6 melée, S:F1, ML: 8, TT:A)
7. Giant scorpions (#:1d6, AC 2, HD 4, Mv. 120', Att 3, 1d10×2/1d4+posion, S:F2, ML:11, TT:V)
8. Purple worm (AC 6, HD 15, Mv. 60', Att 2, 2d8 bite/1d8+poison sting, S:F8, ML:10, TT:D)

Dungeon Effects

1. A loud roar erupts that sounds like people cheering and stomping feet.
2. The passage shakes and dirt falls from the ceiling as the mining equipment below rumbles.
3. The next area or passage is covered with slick flammable tar.
4. Giant eggs are on nearby machinery/surfaces (75% scorpion, 25% Purple Worm)
5. Wasp nests cover a large area. Any violent activity or noise will summon 2 wasp swarms
6. Weak scaffolding makes the area unsafe. Without intervention there's a 75% chance of a collapse in the next 1d4 rounds.

1. Mine Entrance

The rough floor of this mine has been covered in slate plates. Makeshift walls and rusted tractor-sized pieces of equipment are visible.

2. Cargo Shaft

Rusting industrial mining equipment fills the eastern half of the room, a simple cage protects the basic elevator

3. Natural Cavern

A giant darkness sprawls out, shadows dance at the end of your feeble light in this large echoing chamber

4. Natural Intersection

Three passageways join here, making it a heavy traffic area

5. Central Passage

This is the main traffic path for people heading to the arena

6. Frozen dragon

This chamber contains a living dragon frozen in ice. His eyes move as he telepathically begs for release

7. Colosseum

This is an arena managed by Nezumi, where gladiatorial pit fights are staged

8. Simple chamber

This chamber has a pully set-up direct to the lower level, and an elevator heading up

9. Mine

This huge chamber is filled with many gangs of extremists extracting sadlark scales

10. Mystical Organ

This magical organ thirsts for the scales of the sadlark. Once enough have been fed to the organ, it can be used to play a nearly infinite combination of magical musical melodies+

Statues in front of eastern corridors ☞ set of "see/hear/speak no evil" monkeys polished cherry wood ☞ each is inscribed with a different word: Ape, Man, <scratched out>; **Makeshift walls** ☞ plaster and wooden beams, **slate plates** in northern rooms ☞ 4" thick, 8' wide; **columns** ☞ thick wooden beams and plaster

-120'×-50' Ceiling:30' 2 hallways east, an excavation down (to 5), passage west

Rusted mining equipment ☞ inoperable, 1 in 6 chance of accidental explosion if damaged or investigated. 6d8 damage, DC 15 Dexterity or breath weapon save for half; **Elevator** ☞ lever operated, descends 30'

-120'×-50' Ceiling:30' 2 hallways east, an excavation down (to 4), passage west

Scaffolding ☞ constructed 20' out into the room, drop varies from 3' at the north end to about 22' at the south ☞ optional exit to new area **portal down** ☞ a metallic cylindrical ladder

100'×50' Ceiling:30' passage east, ladder down

Rope ladder ☞ descends to mine level down reinforced shaft; **metallic cylindrical ladder** ☞ ascends up to the natural cavern (3), Entering this intersection automatically triggers a hazard die roll

30'×20' Ceiling:60' passage east, ladder up, rope ladder down

Entering this intersection automatically triggers a hazard die roll **cold air** ☞ blows strongly out of the eastern chamber

30'×30' Ceiling:8' pit down, doorway east to frozen drake (7) Stairway north (to 1)

Icy bulk ☞ reptilian form ☞ Marsirryd the drake is trapped in ice here He is desperate to escape and will telepathically bargain for release

40'×30' Ceiling:12' Passageways east & west, frozen ice tunnel down

Stadium ☞ entries are open, players will be approached before matches to place bets. Fights happen hourly. There are 100-300 people at any given time awaiting a fight.

30'×30' Ceiling:8' pit down, doorway east to frozen drake (7) Stairway north (to 1)

E.g. Gorse the chosen vs. Doctor Aftermath, The Poisoned Fang vs. Uncle Frenzy

Pulley ☞ chain is greased, hooks for bucket attachment. Entering this intersection automatically triggers a hazard die roll.

30'×20' Ceiling:15' pit down, doorway east to frozen drake (7) Stairway north (to 1)

10d6 cultist miners (2 HD men, or as cultist and cultist extremist), under the command of Avaria Da'turd (see page 34)

200+'×50' Ceiling:30', western ladder up, stairway to colosseum, frozen passage north pully up in eastern chamber

Deita Organ ☞ a giant living avian-like mass, long fingernail-like keys ☞ Can create dozens of magical effects: Including travel to the past, breaching dimensional gateways, and restructuring matter

30'×30' Ceiling:14' Ice tunnel heading up and down

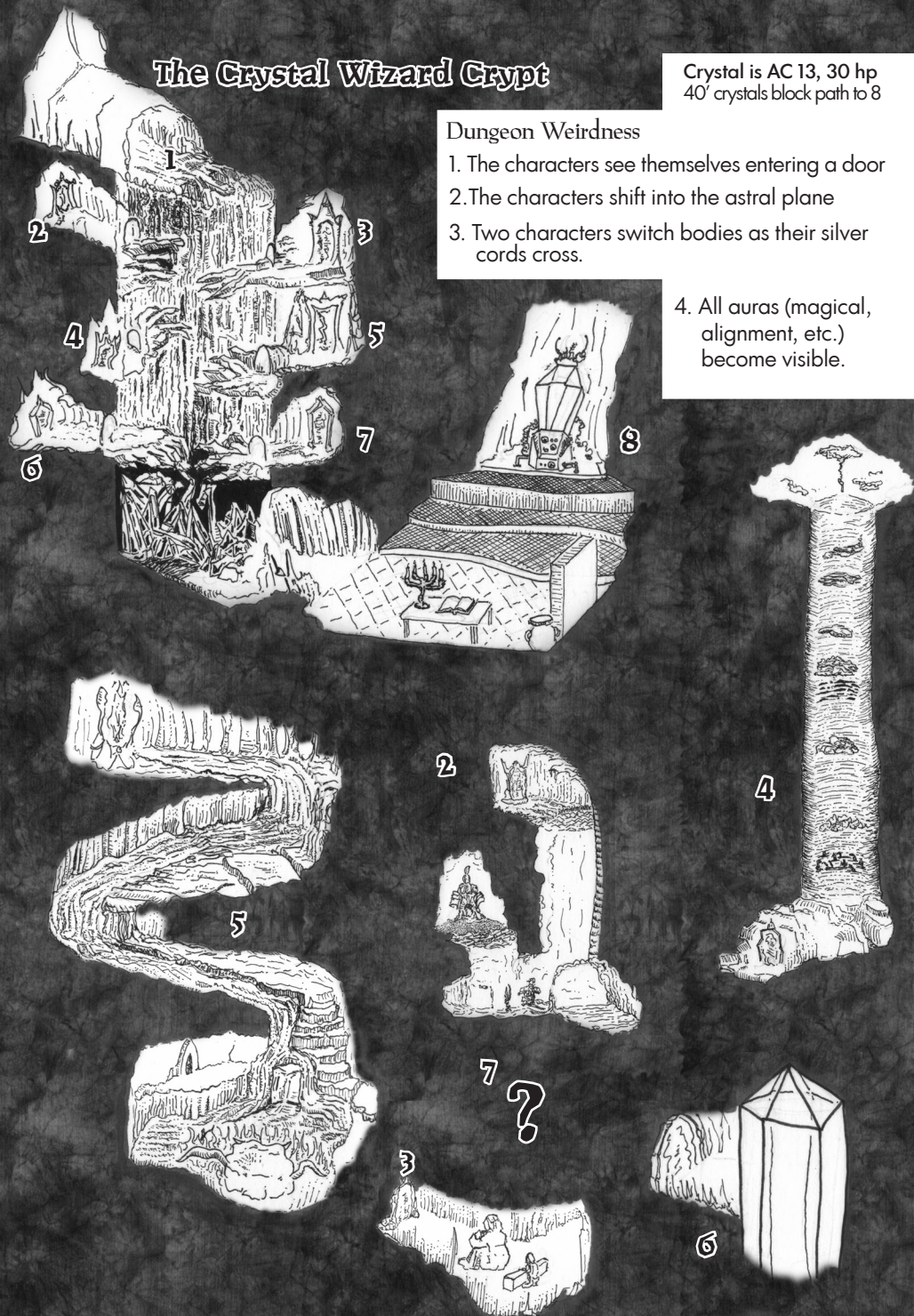
The Crystal Wizard Crypt

Crystal is AC 13, 30 hp
40' crystals block path to 8

Dungeon Weirdness

1. The characters see themselves entering a door
2. The characters shift into the astral plane
3. Two characters switch bodies as their silver cords cross.

4. All auras (magical, alignment, etc.) become visible.



1. Mine Entrance

A cavernous rift descends beyond the reach of light. Crystals grow from the walls, marking small alcoves, inside of which sit glowing portals. The bottom of the shaft is overgrown with a tangle of crystals

2. The Water Challenge

This portal leads to a dark salty cave, with a pool of water that licks at shell filled sand

3 The Stone Challenge

A stone giant sits in front of the players, arms around his knees, and a small Westrador (dwarf) is working behind a desk

4. The Air Challenge

Hanging from a cloud, 200' in the air, hangs the phial of winds

5 The Fire Challenge

This long corridor follows a magma vein, down to a gigantic salamander

6 The Spirit Challenge

A crystal that reflects the anyone in the room sits in front of them

7 The Void Challenge

Anyone who enters this door simply finds themselves where they started

8 The crypt of Obstrum Valpayas

The final resting place of Obstrum Valpayas is here. His spectral form rises from his coffin to confront intruders

This is the crypt of dimensional archmage, Obstrum Valpayas

Crystal platforms \approx standard crystal, each leads to a small alcove containing a magical gate

Magical gate \approx unbreakable crystal exterior, glowing portal opens in the center

-60' radius tunnel, 120' down, six gates to six challenges

Each gate leads to a challenge or test. Completing all the tests causes the crystals to retract allowing access to the crypt.

The water contains one water elemental per player which attack anyone trying to swim through the water. Retrieving the *Pearl of the Fort* from within the sea shell returns everyone to the main chamber.

-40' radius tunnel, 100' down, entrance and shell chamber are 20' x 20'. Portal return.

Mournful stone giant asks a riddle, if answered, the nearby red-haired dwarf will grant the party a *Gem of Brightness* and a return. If failed or attacked, the wild dwarf uses a gem to split into 2 dwarven fighters per character, and the dwarves and the giant attack.

-40' x 30', Sitting giant can reach entire room. Portal return.

"Water creates what type of stone? *Whetstone*. What has roots nobody sees, is taller than trees, up it goes, yet never grows? *Mountain*."

The cylinder is 40' in diameter, yet never grows? Guarding the *Phial of Winds* are two groups of harpies and 1 air elemental per player, which will opportunistically attack anyone flying or climbing up the tube.

-40' diameter, cloud is 120' straight up. Portal return.

Magma \approx 1d6 fire damage every round, immersion is death.

Salamander, once slain, presents his *Fireheart*, granting return

-250' long tunnel, final chamber is 60' x 50'. Portal return.

Crystal \approx can respond several different ways based on player action.

Striking the crystal \approx shatters, 4d8 damage to all characters

Looking deep / investigating forms attacking duplicate of character
Anyone interfering must also fight duplicate.

30' x 30' Chamber. Portal return.

This challenge cannot be recalled by the players who entered.

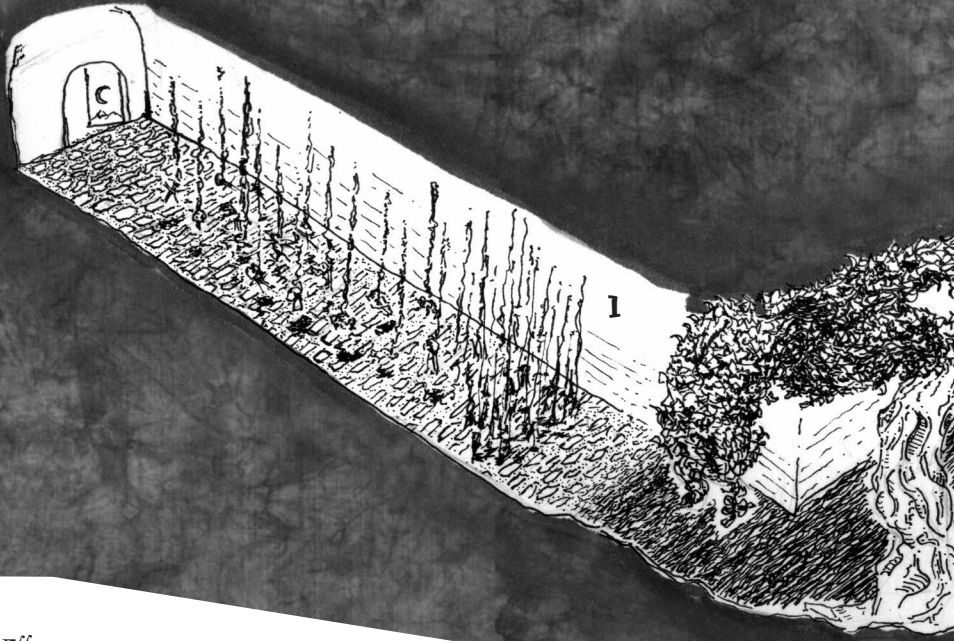
Upon completion of all challenges, the crystal blockage withdraws and the players can enter the main crypt at 8.

Obstrum confronts anyone who enters his chamber as an astral being.

His body is suspended within the crypt. Obstrum attacks as a demi-lich if anyone is foolish enough to try to loot his chamber. He has a huge hoard, not detailed within these pages.

Obstrum is arrogantly apologetic and contrary. He can teach any spell. He can train characters in dimensional travel techniques, such as knowledge of the planes, survival techniques, planar navigation, etc. He will fulfill one request for any who complete his tasks.

The Witches Crypt



1. The Hall of Effigies

Dim light dances through the forest of effigies made from sticks and twigs.

Shaded effigies ✎ violent disturbance causes a curse

10'×100' diameter, 18' ceiling

2. The Grove of the Serpent Willow

A large shaded tree covers this chill chamber, plump gems and shiny fruit along with deeply magical plants and herbs in small ceramic pots dot the grove.

Tree ✎ giant trunk, gemstones and magical fruits dangle from branches

Plants ✎ medicinal plants, mandrake, and other flowers and herbs

The tree animates, its limbs becoming poisonous snakes if any gemstones or magical fruits are taken without permission

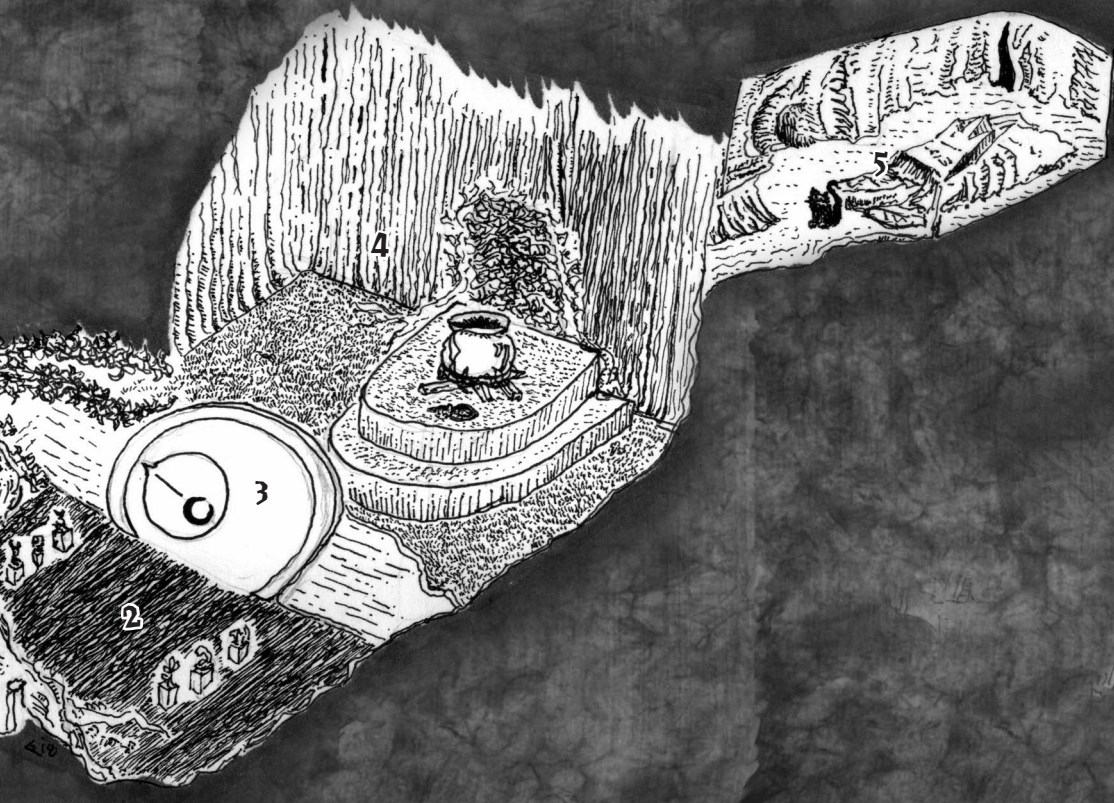
40'×40' diameter, 35' ceiling.

3. The Moon Door

A yellow luminescence comes from this grey pitted door. A golden dial is set upon the door, keyed to the waxing and waning of the moon. A small divit awaits insertion of a moonstone.

Moon door ✎ impervious to all who are not friends of the witch. Any method of proving works, moonstone, menstrual blood, the blessings of a black cat, etc.

Door, invulnerable



4. The Ritual Chamber

Three sisters, performing rituals, Aspen the maid, Gwendolyn the maiden, and Isabel the crone. In exchange for completing tasks, they will provide magical fruit or potions or curse a target.

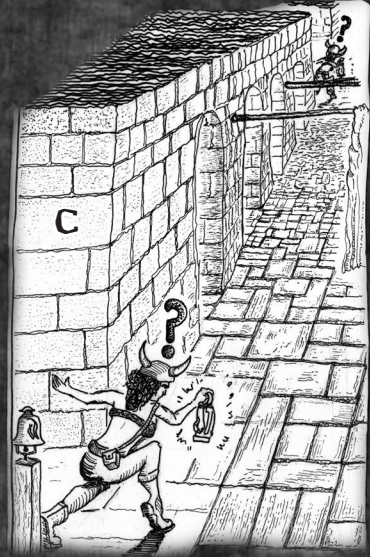
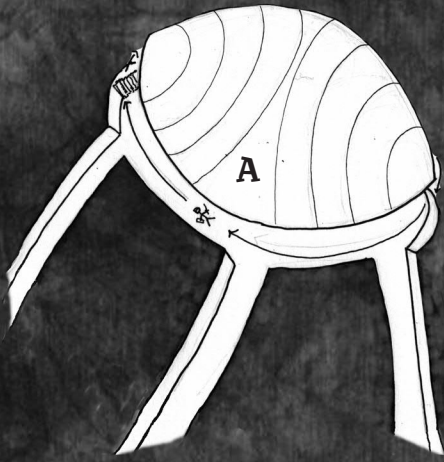
50'×50', Forest door, opens only for beasts and fae. Otherwise hack or burn through taking 1 turn

5. Burial Chamber

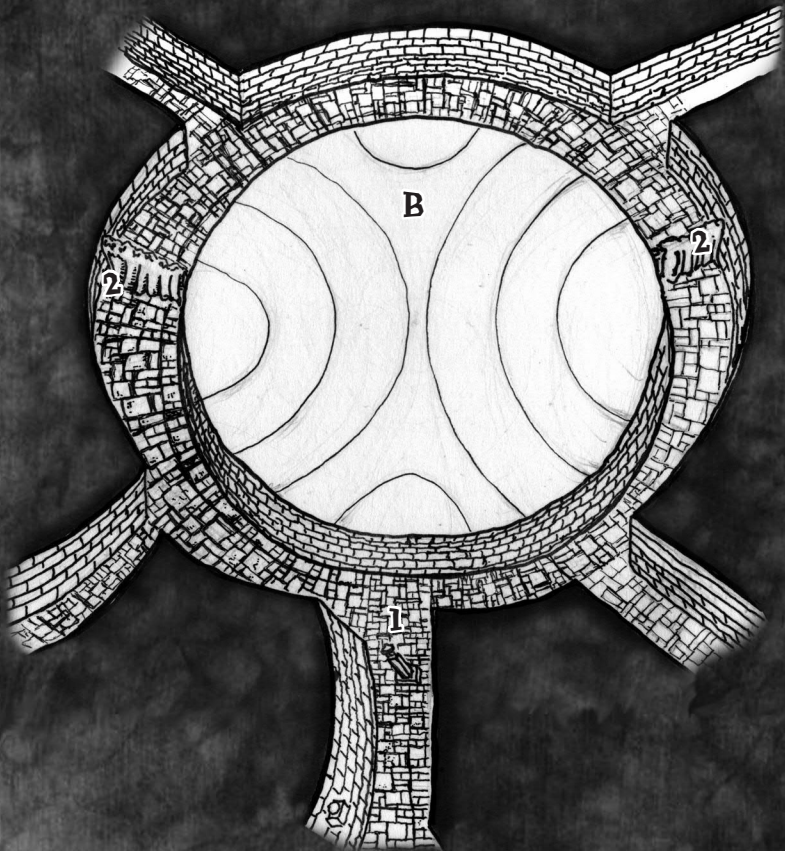
Here lies the final resting place of Niam Nox, and his great treasure. Guarded by one cat of nine lives per player.

Witch's curses: transformed into vermin, blinding via eye removal, mouth fills with needles when you try to speak, lose weight over time, boils of the flesh and spirit, mouth stiched closed

Witch's Requests: Retrieve crystal mushrooms from the Lavish mine of Fur Slime (forthcoming), Retrieve spore from the Grovercrown from the Lavish mine of Fur Slime, Retrive a Black Ooze sample from the Elder Baraks (forthcoming)



Non-Euclidean intersection



This is a simple intersection that creates consternation among those who try to map the depths of Numenhalla.

Non-Euclidean geometry simply means a geometry, like grid-lines used to map a dungeon, that has different basic assumptions. Namely, euclidean "normal" geometry assumes that all lines (on the grid paper you use to map the dungeon) are nice and straight.

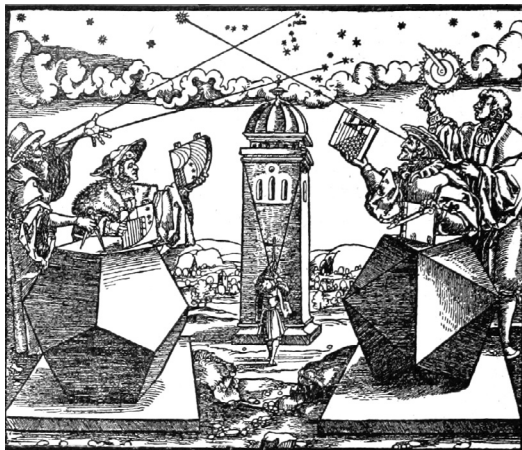
Well what if the grid wasn't nice and straight?

The important thing to remember is that even though the space is warped, players still experience a 10'×10' section of hallway or room as straight. So no matter how curved our grid-lines get, the characters still experience them as straight.

An example non-Euclidean space is visible on the map to the left. **A** indicates a depiction of the curve in the actual space. **B** shows the dungeon depiction as it would be drawn with a non-Euclidean grid. What the players actually see is depicted in **C**. Again, being within the curved space, they perceive it as we do, square and straight, but because the space isn't actually square and straight it creates spatial impossibilities for euclidean systems.

It is important not to frustrate the players too much however. In Numenhalla, all non-Euclidean spaces are marked with the stand and the bell indicated at 1 on the facing page. They may not understand what is going on with the geometry, but they are given a marker that they are encountering an area with these kinds of impossibilities.

To avoid giving away the punch-line with the descriptions, there are two curtains in the hallway marked at 2. When presenting the players with the situation, focus on just explaining very clearly what they see.



NON-PLAYER CHARACTERS



MAVIS HOBART

6th-level Grave Cleric

Hit Points :42	Constitution:14
AC:4[16]	Intelligence:11
Strength:11	Wisdom:17
Dexterity:14	Charisma:8

Mavis is foppish, discreet, and fond of whisky, he constantly plays with his rings. He technically is the caretaker of the crypts and will enlist players to help with the deadly carrion months. He knows many spells, is often accompanied by multiple undead. If the party is friendly enough and completes some tasks for him he may join the party. Although highly chaotic and cruel, he does know a lot of magic.

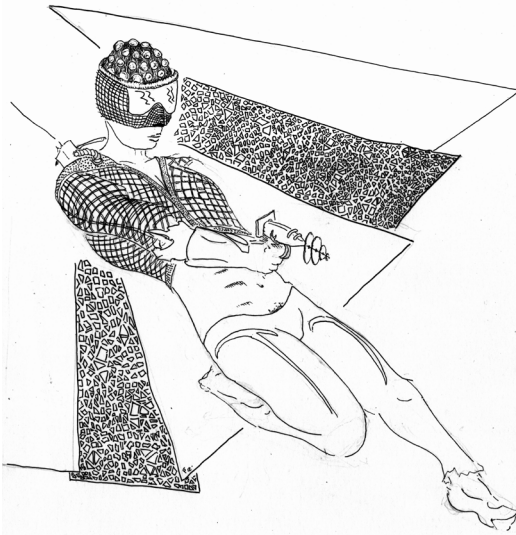


MUZGA

2nd-level Witch Doctor

Hit Points :5	Constitution:8
AC:8[12]	Intelligence:7
Strength:16	Wisdom:13
Dexterity:13	Charisma:16

Muzga is a wizened diviner, with a spellbook consisting of knotted rope and shrunken heads. He loves adventuring parties, wheezing, coughing, and cackling as he pontificates. He also tends to be slightly gullible, taking a lot of things literally. He is an Illthur, a civilization of white apes that lives within the under-halls of Numenhalla



AVARIA DA'TURD

6th-level Rogue

Hit Points :52 Constitution:12
 AC:5[15] Intelligence:7
 Strength:15 Wisdom:6
 Dexterity:17 Charisma:16

Avaria is a fanatical follower of the Ogdoad. He leads a horde of cultists to extract sadlark scales for the organ to open a gate for the Ogdoad to invade Numen-halla. He is narcissistic and labile. He possesses a winged jet pack and laser pistol. It does 2d8 fire damage and has a d10 ammo die.

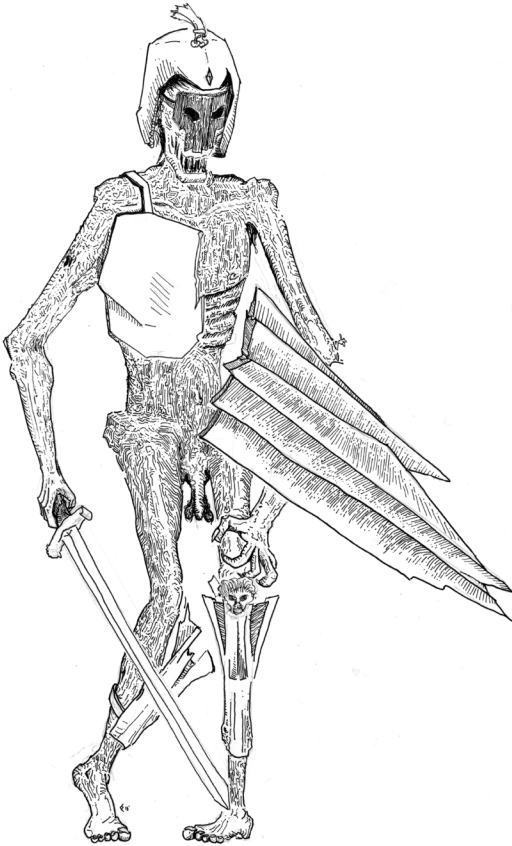


AUGUSTUS DELACROIX

Inhumi/Vampire

Hit Points :68 Constitution:15
 AC:2[18] Intelligence:12
 Strength:17 Wisdom:14
 Dexterity:18 Charisma:12

Augustus is an Inhumi, which is mechanically treated as a vampire. He's wistful and respectful. He enjoys company and will gladly invite any players to stay for dinner. While ominous, like most things he says, this invitation is sincere. He's glad to trade information with the players. He will offer a magical reward for the defeat of the Hunger Demon in the Halls of Hemidal (covered in a future issue of Megadungeon).



TRANSIKAR

3rd-level Ghoul Fighter

Hit Points :9	Constitution:10
AC:1[19]	Intelligence:9
Strength:13	Wisdom:12
Dexterity:7	Charisma:10

Transikar was betrayed by Numenhalla, his skull mask failing him, as ghouls paralyzed him. He rose again to become king of the ghouls! He wields a flaming longsword and is an expert combatant. He is always accompanied by 3d6 ghouls.



DEMETRIA OBRA

5th-level Human Fighter

Hit Points :33	Constitution:17
AC:1 [19]	Intelligence:9
Strength:13	Wisdom:7
Dexterity:16	Charisma:18

Demetria has green eyes, black hair, and an unbelievably haughty demeanor. She is candid and insensitive. She is *stunning* and adds her Charisma bonus to her armor class. She wields an enchanted blade and shield in combat.



HARMUT RIDER

Hengormoth

Hit Points :14	Constitution:11
AC:6[14]	Intelligence:11
Strength:4	Wisdom:7
Dexterity:7	Charisma:11

Harmut is a morbid, melodramatic Hengormoth with high anxiety. He frequently requires escort through dangerous areas. Although quite weak, he knows a great deal about the dungeon, able to answer questions and reveal secrets in return for a price.



YENER YADIN

7th-level Sorcerer

Hit Points :35	Constitution:16
AC:2[18]	Intelligence:12
Strength:16	Wisdom:8
Dexterity:8	Charisma:16

Yener is a reticent jaded sorcerer. She has a powerful collection of rings, bracers, and bracelets. She specializes in 'vermin control' and will not hesitate to enlist the party in her current (usually quite dangerous) endeavor.

DRAGONS



Basic

Kralkron the Swift (AC -3, HD 5, HP 15, Mv 90'/300', Att 2, Claw 1d8x2, SA Breaths lightning 180' line) This is a red serpentine winged dragon with 4 legs, Kralkron is quite intelligent.

5th Edition

Kralkron the Swift; Large Dragon, Evil **Armor Class** 26 (natural armor)

Hit Points, 35 (5d12) **Speed** 45 ft, fly 180 ft.

STR 14 (+2), **DEX** 22 (+6), **CON** 11 (-0), **INT** 16 (+3), **WIS** 12 (+1), **CHA** 14 (+2)

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified

Senses darkvision, blindsight 20 ft. passive perception 10

Legendary Resistance (3/day);

Multiattack. The Dragon makes 2 attacks with its claws

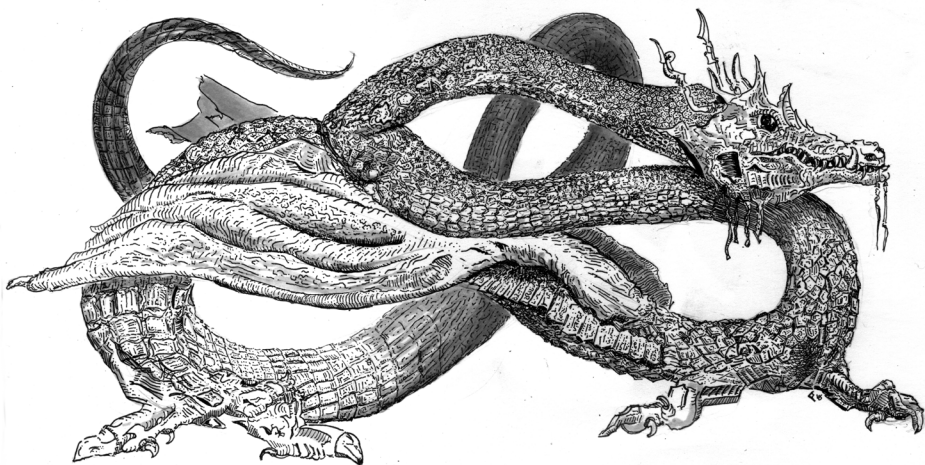
Lightning Breath (Recharge 5-6). line 90 ft. 42 (12d6) lightning damage, DC 24 Dexterity save for half

Bite. Melee Weapon Attack, +5 to hit, reach 10 ft., one target. Hit: (1d8+2) damage.

Legendary Actions (2)

Scurry. The dragon is disengaged from any melee combat, and can move 10'

Restore. Regain 10 hit points.



Basic

Yzzura Brash the Shunned (AC 8, HD 7, HP 14, Mv 90'/240' SA Freezing cold 90' cone, SD Regeneration 3, Monster Musk, Att 2, claw 2d6x2) Yzzura is a red genius lindworm who's overwhelming blustery and happy, ecstatic over the chance to hurt the party. He exudes a musk that attracts a wandering monster each round.

5th Edition

Yzzura Brash the Shunned; Large Dragon, Evil

Armor Class 16 (natural armor) **Hit Points**, 49 (7d12+4) **Speed** 45 Ft, fly 180 Ft
STR 18 (+4), **DEX** 15 (+2), **CON** 10 (+0), **INT** 18 (+4), **WIS** 10 (0), **CHA** 18 (+4)

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified

Senses darkvision, blindsight 20 ft. passive perception 10

Legendary Resistance (3/day)

Multiattack. The Dragon makes 2 attacks, 2 claws

Claw. Melee Weapon

Attack, +7 to hit, reach

15 ft., one target. Hit:

11 (2d6+4) damage.

Ice Breath (Recharge

3-6). Cone 90 ft. 35

(10d6) Ice damage,

DC 20 Dexterity

save for half

Legendary Actions

(2)

Horrible Bite. The

dragon strikes a target within 20Ft.

Melee Weapon

Attack, +9 to hit,

reach 20 ft. one

target. 3d6+8

damage.

Charge. Move up

to your movement

distance



PULLING A LEVER

I think of my players as rational actors. They are going to try to get money with the least amount of risk possible. Therefore, anything that doesn't present as profitable will likely be ignored.

I resolve this by the first coffin they examine have a "Good" result. (No Quantum Ogre—I don't care how they examine the first coffin, or even if they do).

I think chances for something interesting to happen are far, far too low. There's a problem of scale where people assume that certain things will be referenced more than they are. Random encounters are a good example. A -15% chance of an encounter per roll that's made 3 times an hour means you'll have 2, maybe 3, wandering encounters usually? And yet many (many, many) products contain a table with 12 boring monster entries. 6 would make a lot more sense, more likely to give an idea of an ecosystem, and you could design more interesting encounters than (8-12 Bugbears, EL3).

So for crypts, how many will their be? 8? 12? In a session, perhaps, there could be more. If the players are actively engaged in this endeavor, then it should have value. If nearly every roll results in "nothing" then it becomes kind of a tedious task.

When designing a slot machine, you want the good to be good, the bad to be terrifying, and a neutral result to be a relief. I like to have a 1/3 chance of each option. There's an additional cost—if opening these crypts causes noise this triggers a roll of the hazard die. If done quietly one hazard die per 3 graves looted is rolled.

Contents of Crypts, Graves, Catacombs, , and other corpse storage

The original Numenhalla Contents of Crypt/Coffin table reads:

Roll	Result	Roll	1 in 6 chance of treasure
1)	Empty	1)	2d6×10 Coins
2)	Dust	2)	Jewelry 1-2 pieces
3)	Corpse	3)	1d4×100 Coins + 1-4 Gems
4)	Corpse	4)	Magic Item
5)	Soot Specter		
6)	Mummy		

Coins are 1-2 copper, 3-4 silver, 5 gold, 6 platinum.



This is simple and effective. However, it's also near that random table quality. Writing this down and adding it to your module isn't helping. We are looking for something better.

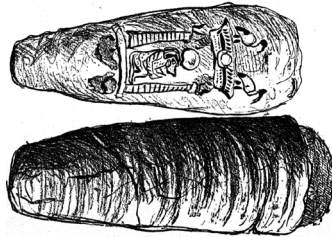
Not just text worth paying for, but a real opportunity to delve into the unknown of another human's mind.

NUMENHALLA CRYPT TABLE

The first crypt looted or investigating is filled with dust and a set of six pearl dice worth 100 gold each, they sell for 800 gold coins as a set. There's also a small cross set with tiny diamonds worth 900 gold coins.

Thereafter roll 2d6 when looting tombs. The first D6 determines the contents, the second D6 determines if there are valuables present (1 in 6). Conditions last until removed by the hazard die. Coins are 1-2 copper, 3-4 silver, 5 gold, 6 platinum.

- | | |
|-------------|--------------|
| 1) Monster! | 1) Nothing |
| 2) Empty | 2) Nothing |
| 3) Dust | 3) Nothing |
| 4) Corpse | 4) Nothing |
| 5) Corpse | 5) Nothing |
| 6) Oddity | 6) Treasure! |



MONSTER TABLE

- 1) Stuffed full of ash, swirls into room, 10-40 soot specters attack.
- 2) The corpse lurches free, flailing about. 1 zombie attacks.
- 3) The coffin contains a black ooze. Initially it stays motionless, lashing out to attack people at the most opportune moment.
- 4) While examining the crypt, spikes and shatters from the shadow-plane burn through the area. These do 2d8 damage, with a DC 15 Dexterity saving throw for half or save versus breath weapon for half.
- 5) Ghouls have caught the scent of unearthed grave dust, 3d12 descend on the party.
- 6) Yellow mold bursts out of the crypt in a cloud 40 feet in diameter. It does 2d10 poison damage and grants the poison condition, unless a DC 15 Constitution saving throw is made. The character takes another 1d10 damage at the start of each of their turns. They may attempt a save at the end of every round. Or save versus poison or die.
- 7) Winds and sand blow out of the crypt as a mummy lashes out at the party
- 8) When even gently disturbed, a swarm of crawling claws pushes open the crypt and attacks.



9) Inside this crypt lies a helmed horror that animates and attacks. 3d4 other helmed horrors arise and break through nearby shallow crypts within 20'.

10) The crypt ejects bones like a fountain that turn into 6d6 skeletons.

11) A heavily armored knight lies here, until red fire burns from his eyes. 1 death knight attacks.*

12) A nezumi assassin (a were-rat with rogue or assassin levels) lies in wait here, and will attack with his poisoned daggers, DC 15 Constitution save or fall to 0 hit points and start making death saves (save versus poison or die).*

* Options 11 and 12 can only occur once. After they both occur, roll a 1d10 on this table.

ODDITY TABLE

1) Energy swirls around the room as the corpse inside is exposed. Rapidly, the corpse draws in energy becoming more and more lifelike, until the tempest passes and the nude dark haired beauty awakes.

2) 3 colored beams emanate from the enclosure, striking 3 random characters. The blue beam raises the experience of the character to the midpoint of the next level, the red beam permanently increases strength by 2, the black beam causes the character to appear as a photographic negative, causing death and necromantic spells to be cast as if the caster were 2 levels higher, and granting a +4 bonus on saves versus death. These effects are permanent.

3) Though the crypt is empty, mist rises from the floor, restricting visibility to a maximum of 50'.

4) The corpse of a giant lizard lies well preserved in this crypt.

5) There is a cracking sound and suddenly several areas nearby are flooded with a slick substance. All terrain is difficult. You may treat it as non-difficult terrain, but fall prone unless you succeed at a DC 20 Dexterity saving throw or a save versus paralyzation.

6) A pool of spiritstuff lies within the crypt. A wizard can perform an augury or clairvoyance here on a successful arcana roll. Death spells are enhanced near the pool.

7) As soon as the lid comes off, hundreds of ravens and other dark birds begin pouring out of the crypt. Several thousand eventually fly off.

8) The lid was keeping pressure on a pipe, and when disturbed, the crypt spews out a black cloud to 30 feet obscuring vision.

9) Inside the crypt is a stone passage that seems to lead to another area of the dungeon, through a 5' wide tunnel.

10) A strange vine lies in this crypt, growing through various skulls along its length. It is very resilient, but otherwise normal.



11) This 'Crypt' is actually the basic workings of a flesh vat. If the 15 stone monstrosity is extracted and it's repaired with 1,000 gold coins of augatic parts, you can be the proud owner of a medium sized flesh-vat.

12) Melted candles and wax are lining the bottom of this crypt.

TREASURE TABLE

- 1) Leather straps that held this corpse inside this coffin glow with ancient runes. Binding these around yourself grants protection equivalent to leather +1, provides a +1 bonus to saves and prevents the user from having their soul removed from their body.
- 2) 2,434 coins are precisely stacked in the form of a human merchant.
- 3) In the crypt is a dagger-shaped recess. If a dagger is sacrificed, a secret chamber snaps open, inside of which sit 4 magical daggers. If thrown the daggers return to their owner at the end of the combat round. Each does their normal damage, plus 2d4+3 elemental damage for a total of 3d4+3 damage. The elements are Pathos, Ice, Mirrors, and Shadow.
- 4) A leather strap with a hemispherical diamond set in the center, focuses the mind. It grants a +1 bonus to intelligence and access to either 2 sorcery points, 4 ki points, or a free second level spell slot.
- 5) Inside a small faded box, with a pattern of roses on the cover, lies a few dusty documents. These when presented to any official, military or government officer, or anyone inquiring into your business, will say whatever is necessary to pacify the official and convince him that you meet all his expectations.
- 6) An ancient amulet, with a bare space with a setting for a gem. It provides a +1 bonus to saving throws versus elements. If a gem is set into the amulet, it increases the bonus to saves by 1 per 5,000 gold pieces of the gem, up to a maximum of +4 to saving throws versus elemental damage.
- 7) Two keys lie within the crypt, a 1" brass barrel key with a horse shaped bow, and a 3" bronze barrel key, with a cross shaped hole in a flat bow.
- 8) A ceramic flask is engraved with the name Gilgithas. Gilgithas is a chain... demon who's essence is trapped in the flask. If freed he will perform one service.
- 9) A set of 12 marbles made from gemstone, 100 gold each, 1,500 for the set.
- 10) A large wooden plank, which encumbers 3 stone has delicate etching of a boar hunt in the woods. It is worth 1,200 gold.
- 11) Various silver trinkets, badly tarnished and set with semi-precious gems, all told worth about 300 gold coins.
- 12) A tin goblet that turns holy water into a liquid that cures disease and illness.
- 13) A 3" diameter jeweled loop that turns anything passed through it invisible until the next sunrise.
- 14) A vine necklace that exudes alteration magic. When donned, it comes to life and threads itself through the nasal cavity and sinuses of the wearer, looping around outside the back of the head. While worn, the wearer can breathe water. Removing it takes a full round and leaves you stunned for the next round.

15) A crystal bracelet summons a suit of frozen armor that surrounds the bearer, granting them an armor class as chain, but without restricting their movement. Any fire damage will be nullified but cause the armor to dissipate for 1 minute.

16) A vial contains a pungent liquid. As an action, you can take a quaff and vomit a bolt of bile and acid in a 30' line that does 4d8 damage with a dexterity save equal to your constitution modifier, plus your proficiency bonus plus 8 for half or save vs. breath weapon. There are six doses in the bottle.

17) Inside this is a geomancers staff made of fragrant hickory. It has the head of a ram which is inlaid with 5 onyx. This acts as a +3 Quarterstaff with 10 charges, and it gains 1d6+4 charges at dawn. If you expend the last charge, roll a d20, with a roll of 1 indicating the staff is destroyed. Spells. You can use an action to expend 1 or more of the staffs charges to cast one of the following spells from it, using your spell save DC. *Aura of Vitality* (1 charge), *Erupting Earth* (2 charges), *Banishing Smite* (3 charges), *Antimagic Field* (8 Charges)

18) A greatbow made of yew wood, known as the Thorliusson Bow. The grip is wrapped in dull brown leather. The bowstring is actually a fine chain made of normal electrum. Accompanying the bow is a quiver of oiled brown leather with sheep fur trim. It contains 23 barbed +3 arrows with shafts of cypress wood painted yellow-orange and fletching of two mustard yellow feathers and one dark brown feather. It is a +2 bow, and any non-magical arrow fired through the bow can be used to cast entangle centered on the target once a day. The targets are ensnared with electrum chains.

19) A ray pistol sits discussed in this crypt. It shoots bolts of flame energy that do 1d8+1 points of damage. It has a 1d12 ammunition die.

20) This body is wearing two electrum gauntlets set with a rare white jade worth 1,200 gold coins. They can be removed from the crumbling body without difficulty.

Replaced used entries with one of the following:

A set of earrings with black agate, worth 150 gold coins.

A copper headband set with a malachite worth 80 gold coins.

An electrum mask of a tiger, vibrantly painted, worth 600 gold coins

A silver cloak pin, set with three tiny rubies worth 400 gold coins

A small leather sack containing 100-400 coins.

Six small tiger agates worth 30 gold coins each (180 total).

A diamond worth 1,000 gold coins.



CANNITES

"We walk enlightened through the god realm, the flesh of the boleth, the flesh of the zabo, we have the alpha, we have the key."

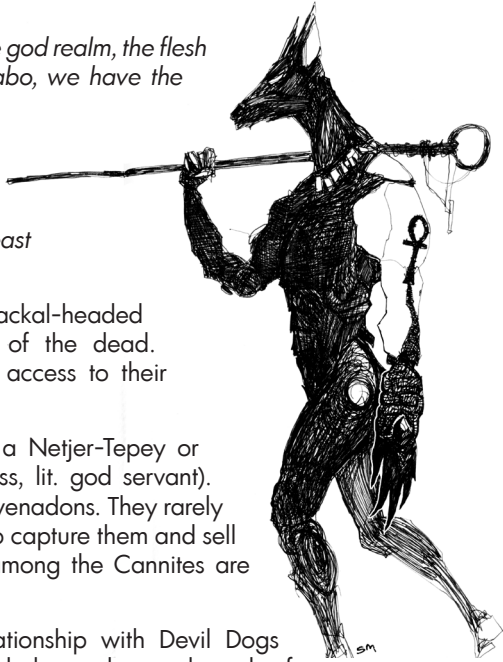
"The Cannites won't eat you. Well, probably not anyway, least not until you're dead. Not that they'd kill you for that. Not least ways less they are hungry"

Cannites are religious Jackal-headed humanoids who eat the flesh of the dead. Through this process they gain access to their memories and abilities.

Cannites are frequently led by a Netjer-Tepey or Netjer-Tepet (high priest/priestess, lit. god servant). They have been known to ride Hyenadons. They rarely kill opponents, much preferring to capture them and sell them as slaves. Holy warriors among the Cannites are called Ghaffir.

Cannites have a symbiotic relationship with Devil Dogs (which are enlightened Gwillgi, darkness dogs or hounds of destiny.) Once enlightened, they grow a second head, and spend all their time drunk, and act very boorish. They have raspy voices and speak entirely in grumbles, complaints and Tom Waits lyrics.

Khebenti are outlawed or cursed exiles of Cannites. They are low-key not really exiled, but due to their focus on material objects and treasures are considered impure. Not so impure as to prevent trade unsurprisingly.



Typical Names

1. Mehhur
2. Arirantesf
3. Khak-hau
4. Ka
5. Aua
6. Olufemi
7. Mun-khet-isi
8. Soris
9. Meri-tum
10. Anhurse

Personality Traits

1. Deceptive
2. Fastidious
3. Mysterious
4. Overbearing/
Gregarious
5. Shrewd
6. Violent

Quests offered

1. Retrieve a stolen religious totem
2. Offers the gift of memory to the players in exchange for flesh
3. Requests a delivery of weapons
4. Secure and deliver a quantity of alcohol
5. Slay a nearby monster or demon

ENCOUNTERED

1. **A Lone Cannite:** 1.) Cooking; 2.) Travelling to a location; 3) moving a dead body; 4.) Meditating; 7.) Trying to hide; 8.) Resting
2. **War party, 1d6 Cannites, 1-4 Ghaffir, 1 Netjer Tepey:** 1.) Preparing for battle; 2.) Tracking an enemy; 3.) Fighting; 4.) Plotting; 5.) Shaking down opponent; 6.) Sharpening weapons / Repairing armor 7.) Wounded and returning to lair, 8.) Escorting captives
3. **Drunk Devil Dogs, 3d4 devil dogs:** 1.) Drunk and singing; 2.) Hung over/ Confused; 3.) Fighting (brawling with each other); 4) Gambling;
4. **Hyenadon Riders, 1-6 Cannites and Hyenadons:** 1.) Out for a run; 2.) Hunting; 3.) Chasing another creature; 4.) Resting Mounts;
5. **Pilgrims, 3-18 Cannites, 1 Netjer-Tepey, 1-4 Ghaffirs:** 1.) Travelling to a location; 2.) Lost; 3.) Praying; 4.) Singing; 5.) Eating; 6.) Resting;
6. **Treasure seekers (1-3 Khebenti):** 1.) Planning a heist; 2.) Carrying treasure; 3.) Running from encounter; 4.) Digging/Retrieving something; 5.) Ransacking/ Searching an area. 6.) Looking for missing member of squad;

CANNITES

Cannites are mechanically identically to gnolls. Ghaffir have additional levels or hit dice as a fighter or paladin, Netjer-Tepey/Tepet have additional levels or hit dice as spellcasters, and Khebenti have additional levels or hit dice as rogues.

SHOOSUVA

Shoosuva are undead cannites. They appear as gaunt looming bandage wrapped desiccated cannite corpses. Mechanically similar to ghouls, instead of paralyzation, they instead curse their opponents. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Wisdom saving throw or become *cursed*. Cursed characters make all their ability (attacks, saves, etc.) rolls at disadvantage.

ALZABO

Cannites are in possession of a special tonic, that allows one to consume flesh and gain the memories of the creature eaten. Cannites frequently engage in religious cannibalism, and ritual anthropophagy. They do not consume the alzabo frivolously. As a reward, characters may be offered to participate in an alzabo ceremony. Also, in the Cannite chambers merchants deal in slaves which can be consumed for their knowledge. Consuming the alzabo and a corpse grants one of the following, decided by the eater: Gain 1,000 experience points per hit die of the creature, or gain proficiency in a skill or saving throw that the creature had proficiency with.

DEVIL DOGS

Two-headed bipedal canine nightmares. They will drink your whiskey, piss on your couch, fuck your girlfriend, eat out of your fridge, and break your door on the way out. If you complain, they yell Tom Waits song lyrics in raspy voices and grumble complaints as they attack with empty liquor bottles.

Basic

Devil Dog (AC 7, HD 2+1, HP 10, Mv 120', Att 2, bite 1d8/1d8, SA two headed, SD two-headed gives +2 bonus to avoid surprise, Save: F4, Morale: 7, No. appearing 4-16 Treasure: Nil, Alignment Chaotic).

5th Edition

Devil Dog; Small humanoid, Chaotic **Armor Class 13** (natural armor)

Hit Points, 23 (3d8+9) **Speed** 30 ft,

STR 12 (+1), **DEX** 14 (+2), **CON** 16 (+3), **INT** 14 (+2), **WIS** 6 (-2), **CHA** 12 (+1)

Damage Resistance bludgeoning, piercing, and slashing from non-magical weapons

Senses darkvision 60 ft., passive perception 8

Languages Cannite, Common

Challenge 2 (450 XP)

Multiattack. The Devil Dog makes two attacks: one bite with each of it's heads.

Bite. Melee Weapon Attack, +4 to hit, reach 5 ft., one target. Hit: 5 (1d6+2) damage.

SOOT SPECTERS

Strange electrical energies flow within the god halls. It is the soul-stuff of the dead, surfing through the shadowplane. Soot and ash draw it forth, allowing it to wear a suit of ashen carbon to act in the material world. Like a energy drawn on celluloid, their electric neon form dances within a cloud of ash and soot, which rises up thirsty for human blood.

Basic

Soot Specter (AC 8, HD 1, HP 4, Mv 60', Att 1, Claw 1d6, SA none, SD immune to fire, +1 or better weapon required to hit, Save: F1, Morale 11, No. appearing 2-12 Treasure: Nil, Alignment Chaotic).

5th Edition

Soot Specter; Medium undead, Chaotic Evil **Armor Class 12** (dust armor)

Hit Points, 9 (2d8) **Speed** 30 ft,

STR 10 (+0), **DEX** 10 (+0), **CON** 11 (-0), **INT** 6 (-2), **WIS** 8 (-1), **CHA** 10 (+0)

Damage Immunities fire, bludgeoning, piercing, and slashing from non-magical weapons

Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive perception 9
Languages understands common
Challenge 1/2 (100 XP)

Slam. Melee Weapon Attack, +2 to hit, reach 5 ft., one target. Hit: (1d6) damage.

CARRION MOTHS

These are the final transformation of paralytic vermiform centipedes. Before they grow up into those crawling carrion eaters, they are paralytic vermiform centipedes first. Once birthed they begin nesting and eating graveflesh, bone and bonemeal, and deathshrouds in order to lay more eggs. Their beautiful vibrant wings often contain images of skulls.

Basic

Carrion Moths (AC 3, HD 5, HP 20, Mv 10' Fly 30', Att 4 tentacles, + bite (paralysis $\times 4$ + 1d6, SA Drone, Paralysis; Save: F5, Morale: 8, No. Appearing: 1-6, Treasure: B, Alignment: Neutral. Drone to cause all Save vs. paralysis or be confused. Tentacle attacks cause paralysis unless a saving throw is made).

5th Edition

Carrion Moths; Medium monstrosity, unaligned **Armor Class** 17 (natural armor) **Hit Points**, 22 (4d10) **Speed** 30 ft., Fly 60 ft.
STR 10 (+0), **DEX** 18 (+4), **CON** 11 (-0), **INT** 1 (-5), **WIS** 8 (-1), **CHA** 4 (-3)

Senses darkvision 60 ft., passive perception 9

Languages –

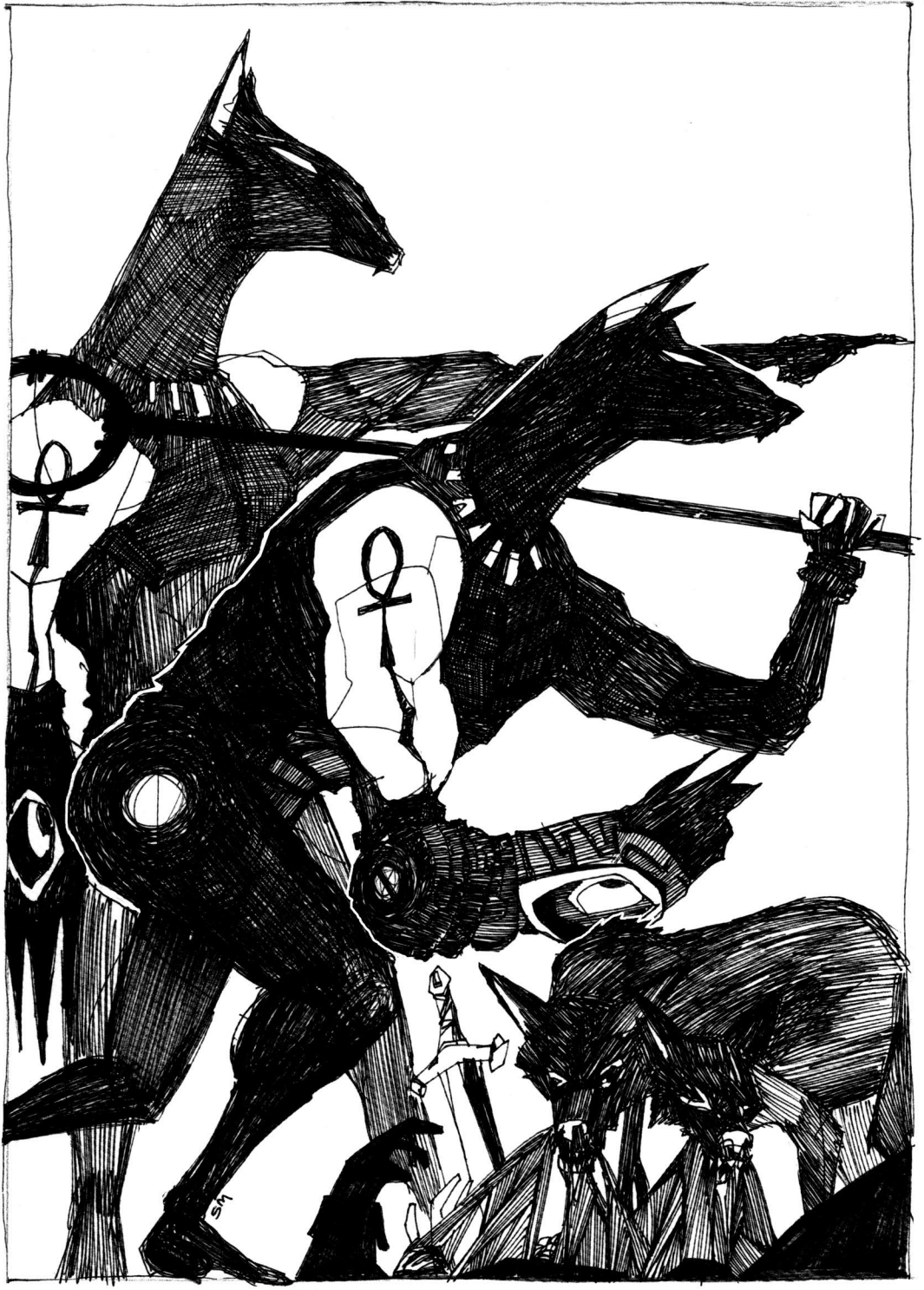
Challenge 1 (200 XP)

Drone. As an action a Carrion Month can Drone. Players must make a DC 10 Wisdom save or become Frightened.

Multiattack. The carrion moth makes two attacks: one with its tentacles and one with its bite.

Tentacles. Melee Weapon Attack: +7 to hit, reach 10 ft., one creature. Hit: 1d4 poison damage, and the target must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the poison on itself on a success.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d4+3) piercing damage.



ON RESTOCKING DUNGEONS.

I'll tell you a secret. I am very, very not good at restocking dungeons. I love what's inside them when I make them. The original idea is pristine. I don't want it to change and therefore procrastinate at the necessary task.

Originally I approach restocking as one would designing the dungeon. This was a mistake. Restocking dungeons shouldn't feel like repeating work you've already done. The other issue is that of time, it is actually a necessary, active task, requiring doing. This is inconvenient and is often down far enough the pole to just be ignored.

I didn't have any idea how to restock dungeons and research didn't really provide a lot of insight. Nearly all of the advice boiled down to "Think about what would realistically happen next with the people in the dungeon." Is this an insight? Yes, in a megadungeon campaign, the dungeon itself is the stage the game takes place on, identical to the overworld map in a traditional campaign.

Can a space be cleared? Oh, to scour it clean. We love to eliminate the fog of war, till all is known to us. The nature of the megadungeon is that it can't be known to us. It is a representation of the unknown; the metaphysical darkness, into which we venture in an attempt to retrieve some vital forgotten knowledge and return with it to the tribe of man. The success of the adventure->treasure->level->adventure cycle is that it so naturally mirrors a hero's journey through life.

There is without question a resonance with that idea.

So, I don't restock a dungeon, as much as I treat the dungeon as a space in which adventure occurs. Here's what that concretely looks like.

The Process

I ask for an encounter check when they are on a "thoroughfare" and moving throughout the dungeon, once for their movement times 10.

To unpack: No matter how you design your dungeon, certain areas will be the 'grass crossings' on a college campus. Players will just find themselves traversing that area due to it being the shortest route to where they want to go. It's also where you're most likely to meet random traffic, which the hazard die roll will certainly provide. Because the terrain is already explored, they've already poked and prodded with their 10' poles, they can traverse it at somewhat normal speed, 10 times their normal movement. So whereas an unencumbered party could explore 120' in a turn, now they can move 1,200' in that same turn.

Rolling one encounter for every 600'-900' (really 60-90 squares) encourages finding shortcuts and handles getting to and back from play at the start and end of each session. No party is moving around unencumbered.

That's most of it. We've got the other situations.

Quests

Quests are how I logistically handle restocking the dungeon. I have never in my life ever sat down and rolled to restock rooms. I don't think I have it in me.

Every area in the dungeon has. . .things. Resources. If an area's been explored, and I'm looking to "restock it", it initially happens with a quest. I have a selection of non-player characters in town, with their own storylines within Numenhalla, who provide quests. Preparation for a session usually involves designing one new quest a week (to replace the last one they took). Each dungeon section has a pre-built set of rumors and possible quests I use to help me.

Let's look at some of resources in the crypts. The Altar of Hierax can grant a long rest, The Anamneopolis allows speaking with the recently deceased. In the upper crypts, there is a pool along with a skull wall that whispers secrets. That's really what I'm talking about: What's still got juice in it after the players have extracted the treasure?

Then the restocking happens when you insert an antagonist for the quest. Note that this doesn't have to be a monster or new encounter. Perhaps some tunnels have collapsed, the resources is corrupted somehow or destroyed. The fact that the quest takes them somewhere they have been and the new obstacle/opponent exists makes the dungeon seem like a living place.

So preparation boils down to rolling on a combined quest table and inserting whatever idea is cool for an antagonist. I can manage one cool idea a week.

Setting up shop

This is the other problem. The players will meticulously map out an area and say, "Why don't we establish a beachhead here?"

The mega-dungeon represents the unknown dark into which we venture—the literal mythic underdark. You can't move into the mythical underdark!

Part of the greatest challenge of running a megadungeon is to keep the impression of it as a threatening unsafe place as the players grow in power, without robbing them of feeling empowered. We have many tools we can use to do this, cutting experience to the bone to slow player advancement, creating a threatening environment that kills players to remove experience gained from the party and more subtle methods such as scaling encounters based on party size and insuring that both overwhelmingly weak and overwhelming strong opponents appear.

But most importantly, Numenhalla is a time-locked dungeon. You can only enter it once a week, meaning moving in means surviving for a week. Can they? Even if I approached the problem as a neutral arbiter, I would consider it unlikely. There are worse things than I have listed on my encounter table.

But I'm not a neutral arbiter. I'm representing the chaotic unknown depths, the mystical underworld. As such, chaos *abhors* order and will react to attempts at colonization aggressively. It's not subverting agency, it's the paramaters of the setting.

D10 RESTOCKING EVENTS

Once a quest is generated, roll on the following table to find out what new obstacles exist.

- 1) The easy entrance to the area has collapsed, forcing the players to go the long way around.
- 2) The entire area is covered in a sentient purple fungus that spawns pods to intercept intruders preventing even the approach to the area, much less travel through.
- 3) A parade is scheduled to proceed through the area. Officials, cacogens, monsters, traffic cones, and vendors make for a chaotic scene.
- 4) Not only have a group of hengormoth appeared to have set up a fortified mobile field hospital, they are sick with something . . . unstable.
- 5) A pair of Efreeti now consider the resource theirs. Chaotic and cruel, Juno and Rex will gladly bargain with players for their souls.
- 6) The Ogdoad invades. Ranadin (see megadungeon #2) and cultists swarm around it like insects.
- 7) A tunnel inexplicably leads to a completely different part of the dungeon. The moved section, actually has moved and may be encountered by further exploration.
- 8) The walls and grounds have cracked open, flooding hallways with parasites and deadly substances (gasses/magma)
- 9) A purple worm family has moved in. New tunnels have been formed accordingly
- 10) An already killed antagonist is returned to life and stands against the party.



TALES FROM THE UNDERGROUND

BY CHRIS H.

Set in 1930's Maine, Jason K's "Dust" was a ruleset/setting that featured creatures from American folklore and classes such as the carny, the snake-handling preacher, and the murder ballad boy. Players bought drugs from "Old Scratch" (aka the Devil) in a dive bar, dodged bouts of shit from an ornery outhouse, and were usually on the run from the law.

Dust was heavily spiced with political commentary and themes of social inequality and racism. My character, Harry, was an illiterate down on his luck car mechanic; a "Murder Ballad Boy". In Dust murder ballad boys were people of low socio-economic status grasping for anything to raise their self-perceived status in society or to ease their pain.

They gained powers such as;

"Class Resentment" which gave them the ability to tell if someone with higher status than them was lying, but they had no choice but to blame such things on those within their own social class or lower.

"The Lord Compels You" which gave them the ability to turn undead like a cleric.

Each power had to be balanced by a flaw such as;

"Born with a Black Soul" which caused them to suffer a -2 to reaction rolls against lawful creatures & angels.

"Addict" which required daily maintenance of a drug habit lest penalties ensued.

Harry started with 1 HP. I mention the 1 HP because one of the things that Dust was, perhaps unintentionally, was a horror game. Armor was non-existent and everyone had guns. To survive in Dust you had to pick your battles carefully and use your head.

Early on in his adventures in Dust, Harry drove out to a remote, abandoned military base in the hopes of carting back some salvage. The grounds of the base were swarming with goats. It wasn't until the players got inside that they realized the horror of what had happened there; the military had been experimenting on people and created goat-human hybrids. Harry and the other players were hugely outnumbered and cut off from their vehicles. To survive they had to fight a desperate skirmish through the halls of the base to reach their cars to escape.

Every attack that the goatmen landed had the potential to kill a player, so I sought every opportunity to use to the environment to my advantage. I know the concept of cover exists in many games, but I like to think of it as “The Environment as Armor”. Dust was the game that seared that concept into my mind. Hiding in an office and shooting through the small glass window in the door, flipping a desk to prevent a goatman’s charge, jogging alongside a model-T and shooting through the windows to gain cover; each saved Harry’s life at some point.

Before the goatmen were revealed at the base, Harry was able to steal a lab coat, a medical bag, a stethoscope, a surgeon’s head mirror, & vials of experimental medicine. Thus outfitted, Harry the Doctor was born! As soon as he got back to town he had someone print up a medical license and began to treat the population at large using car mechanics as analogy for human anatomy. The



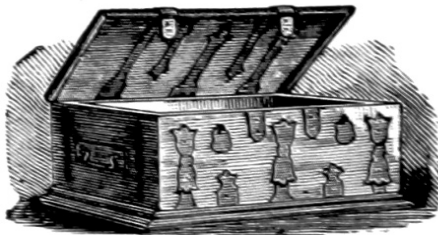
experimental medicine was essentially a healing potion, but neither Harry or the players knew what it did before he started injecting people.

In one of the last sessions of Dust, we perpetrated a heist on the bank of Portland, Maine. To accomplish this heist, we hatched a somewhat elaborate plot. In a previous session we had gotten into a vicious bar fight against members of the Maine chapter of the Klu Klux Klan. They would make excellent scapegoats. We lured the Klu Klux Klan members out of town with a fake note calling for an emergency klan meeting. When they were gone we called in a bomb threat against city hall from their hideout, which we then set on fire. We hoped this would keep the police busy while we committed the robbery. Additionally, a player with the reporter class used his connections to gain access to blueprints of the bank, including detailed information about its alarm system (which was easily disabled as it used a telephone wire connection). The pièce de résistance of the plot was when the players tainted the city's water supply, including public fountains, with LSD starting the day before the heist.

When the players walked into the bank, the city was in utter chaos. What little resistance there was at the bank was overcome without violence. The vault was breached via an explosive netting \$10,000 in cash but the really interesting loot was found in the safe-deposit boxes (a small sampling); a Pinkerton contact info from a union traitor, a Tijuana bible, a wine bottle full of intoxicating blood, stock certificates for companies incorporated in Hell. The haul was massive.

We did screw up though. While brainstorming ideas for this caper, we came up with two great ideas; "Lets frame those klan guys" and "Lets burn the mortgage documents, freeing a lot of people of debt". So while we got all the loot, burned the documents, avoided seriously hurting anyone, and got away having framed the local branch of the klan for the crime (by planting evidence at the scene), we also ended up inadvertently giving them credit for burning all those mortgage documents. We essentially made the klan of Maine folk heroes in the eyes of many of the game's locals. Ouch.

One of Jason K's strengths as a dungeon master is his ability to world build in session in a very easy and natural way. Each interaction/item/creature emphasizes the tone of the game and invites the player to engage with its themes. Each session was a morality play the players made for themselves with Jason impartially presiding over it. Jason K's Dust is one of the games that has most influenced me as a Dungeon Master.









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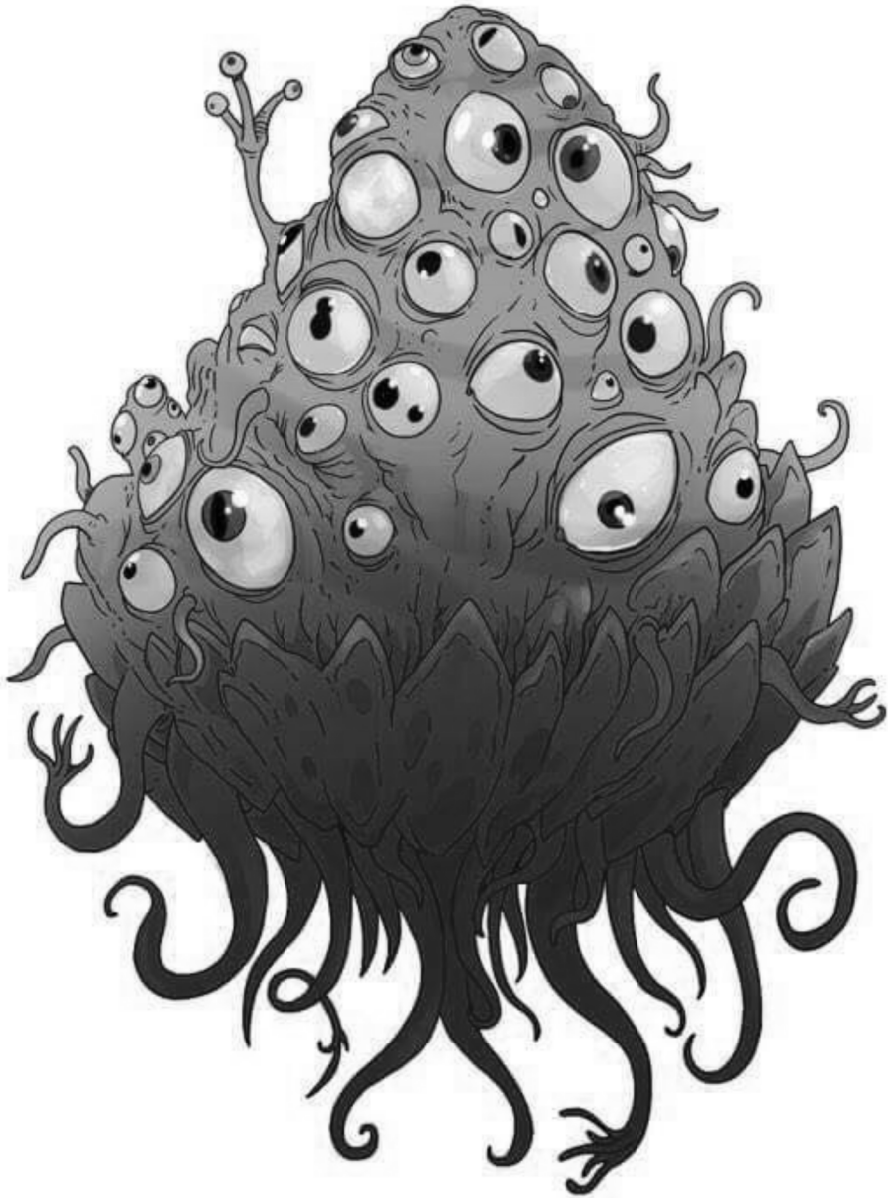
"His *body*

NO
longer
L**I****S****T****E****N****E****D****.**

A scream
died
behind
clenched
teeth."



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