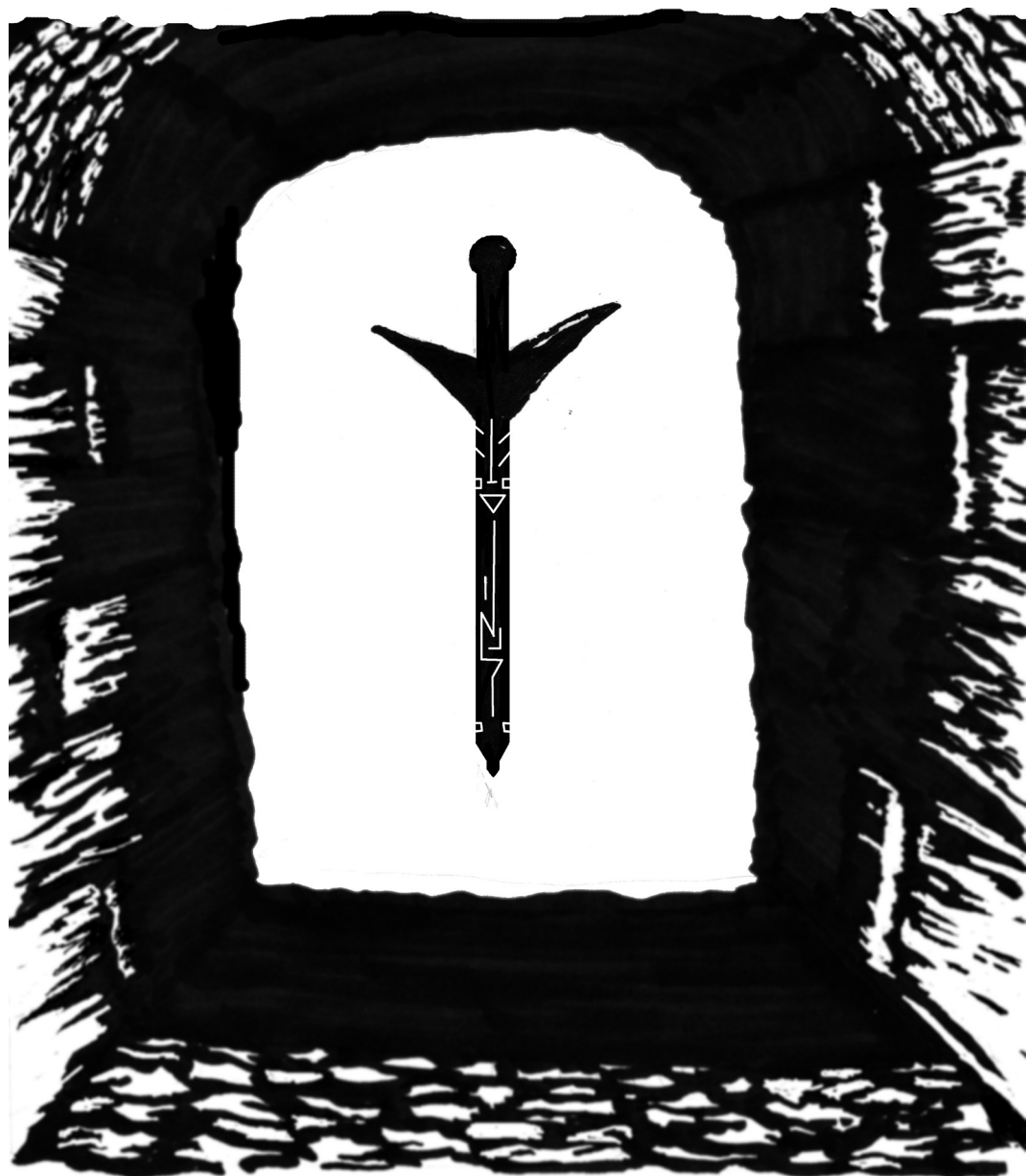
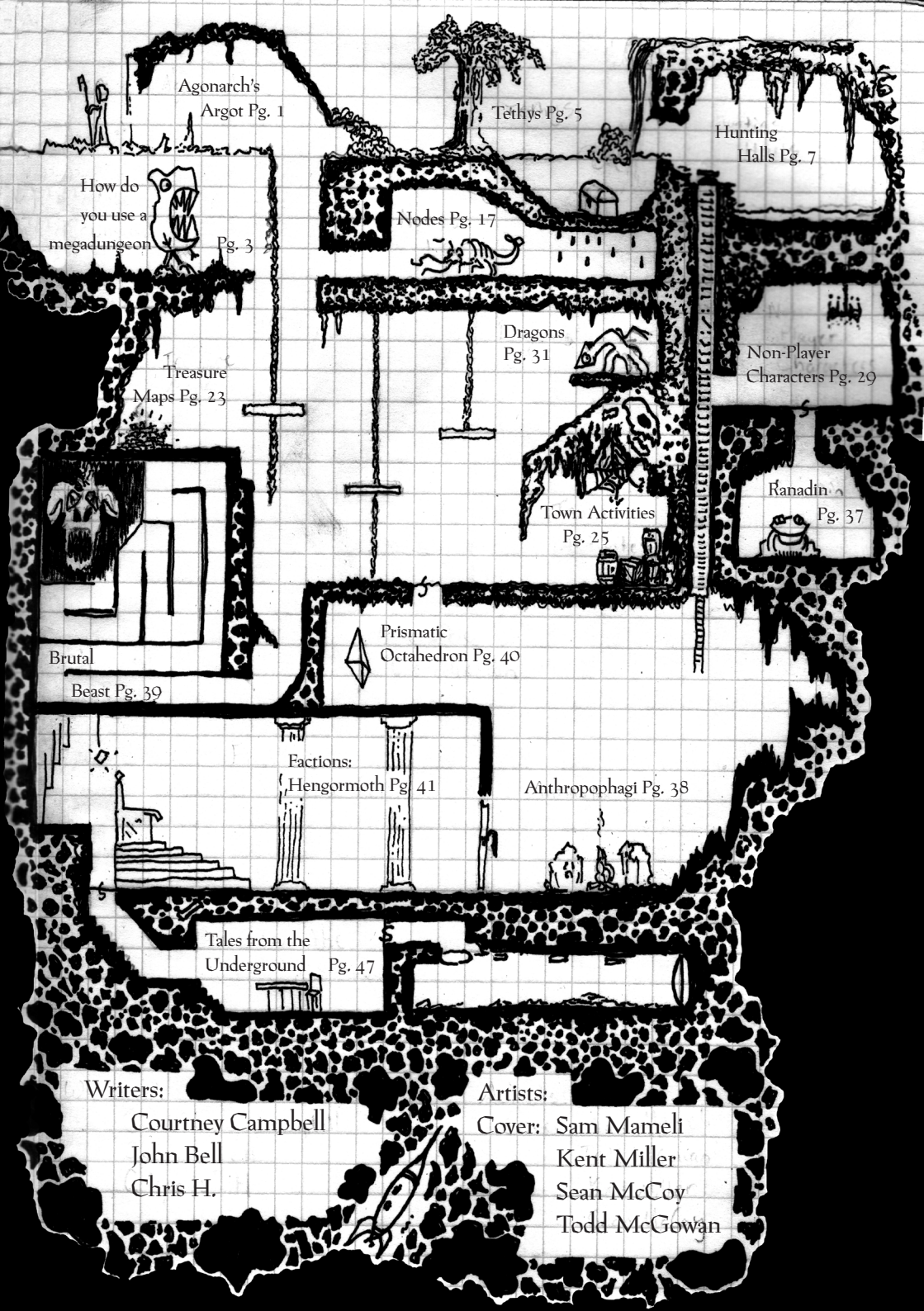


MEGA DUNGEON #2



MEGADUNGEON





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HOW TO USE?

This contains dungeon resources dual-statted for Basic/Expert 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 thief's tools difficulties. 📦 Indicates an item's weight in stone (or the number of slots it takes up to carry.)

The 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 support, your actions, are the deciding factor in whether this project lives or dies.

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

AGONARCH'S ARGOT

Welcome to the second issue of megadungeon.

This endeavour is terrifying. The decision to draw both Dungeons AND Dragons in an attempt to make a living—I mean it's niche. Well, maybe not so niche anymore. People are getting paid to Dungeon Master, and there are literally television shows of people playing Dungeons and Dragons all over the internet.

But megadungeons, they are a sticky wicket. There's something most people find off-putting about them, like the people who won't go see a movie because 'it all takes place in one building'. There's this notion that it's somehow foreign; a dull activity participated in by people who could be called . . . unusual, if one were given to being kind.

There's always people with opinions. Fuck 'em.

The shape of a megadungeon is a latticed brain. They are idiosyncratic to a creator, wild energies flowing through the ether, bursting in upon a room washing everyone within a dream. *Tékumel* is a place people have seen. The blue medusa lies within her maze. There is a room within *Dwimmermount* with three thousands of copper.

This book is filled with stuff you can jam into any campaign. Lairs, small dungeon sections, new magic items, and all that shit that's endless churned out on the front page of the DM's guild; but that isn't what this is about.

This is an illustrated guide to a new world, a unique place not designed by committee or to appeal. It reexamines the experience of how to manage a campaign megadungeon from start to finish, and provides the tools for me to share that experience with other people.

It is minimal in the Old School Renaissance sense of being terse, and providing a kernel of creative inspiration that helps the referee at the table, but make no mistake, Numenhalla is a maximal megadungeon.

I'm here, I'm doing this. This was Issue #2, and Issue #3 will be on the way soon. Look for it. If you like what's going on here, well, I'm not the boss of you, but *feel free* to make controversial statements about it in public places.

There's something else you should know. I'm not making this up as I go along. Numenhalla, although no megadungeon can ever be said to be finished, has already been written. It's complete. I'm just laying it out and drawing more art. The rumors that I *found* the megadungeon years ago behind the old dresser of my grandfather's in the carport during August heat—It's just not true. That would be absurd and anyone who tells you that is a liar. Unless it's opposite day. It's not that day yet, there are more days before it's time for that day.

Till next time. . .

T E T H Y S

T E T H Y S



RM

HOW DO YOU USE A MEGADUNGEON?

"But it's just Hack & Slash Gameplay!", "You can't role-play in a dungeon." "It seems like a lot of boring, empty, rooms.", "There's nothing exciting about a megadungeon."

Not a lot of people play or have played Megadungeons. Those that have, know people who deride megadungeons haven't played in a megadungeon campaign.

Most gaming experience is with adventure paths or loose sandboxes. A Megadungeon campaign is significantly different from either of those. I will say that again, because it is important. Megadungeon campaigns are *significantly different* from adventure paths and sandboxes. I've told you two times. Attempting to run a megadungeon like either of those types of games will result in a bad end. *Sorry you have died! Return to the entrance and try again!*

If you run a megadungeon campaign like an adventure path, then it immediately becomes a tedious slog of combat after combat. If you try to run it like a sandbox, the structure of the megadungeon itself works against you. Not only can you not see the other areas of the sandbox, most other actors within the dungeon have plans who's scope likely excludes the characters. Who cares what happens into the depths, when they are trapped in the mythic underworld? Megadungeons are not designed to facilitate player driven goals that are necessary for a sandbox to function.

MEGADUNGEONS ARE ABOUT . . .

THE MYTHIC JOURNEY



They have the player
(in the guise of his character)
Sit down at a table,
Race his peers and unknown threats
To retrieve the most valuable things,
from the darkest, secluded, places
and the denizens who live there
Who are not human
Who are not kind
Who do not care

There are elements of strong game structure in megadungeons, particularly revolving around encumbrance, time and light, movement and vision. These don't make any sense in adventure paths and are frequently less useful in sandbox games.

These are important because they provide weight to the idea of the Megadungeon as an inimical place. If you go 120' forward, You've caused a hazard die roll and resources available have decreased. Every step has a cost, and trying to get something—anything!—of value out this place is hard, because it pulls on you, weighing you down, refusing to let you leave.

It makes it *mean* something to the players. Territory explored is not only revealing the map; it's gained knowledge, that allows you to descend deeper in the depths of the mythic unknown. It is compiling this knowledge that empowers the player to engage in every more risky challenges in the depths.

MEGADUNGEON MEANING AND ROLL(E)

Megadungeons are mostly empty, because they are a stage.

And us, the players.

It must serve three functions. It must obstruct and confuse characters in a way that challenges the player, it must be mostly empty so it can hold the emergent drama between players and dungeon actors while exploring, and it must contain treasure at intervals to provoke a reward response in players.

What happens is that while the players explore, they quickly become aware of other groups of monsters or players that are moving through the same dungeon area as they are. Most are not immediately hostile, but everyone in the dungeon is an opportunist. Fights against equally powerful non-player character parties are often fatal, but after they've fought a manticore, it might be a different story. It's likely they think the same about you. These relationships and rivalries persist from session to session. It is a sea filled with pirates and sharks. And since the door only opens once each week, you're stuck dealing with who you run into this session, while you're trying to accomplish your goal, meaning things usually go one way. . . *or the other.*

Sometimes, there are dragons.

Have you ever been hunted as a mouse? If your character survives to tell the tale, it will be memorable. If they could slay such a beast? *Unforgettable.*

So, no. Not like a sandbox or adventure path. Yes, more focused on some unusual rules. More like an emergent adventure that challenges the player themselves. A fun game to play with a rotating group of friends. Friendly rivalry. Sort of like a party game with dares. You know—a Megadungeon!

Are you going to cast Fireball or Protection! Which one! Quick!

TETHYS

ON THE SEPARATION OF **TETHYS**:

She was born to **Typhon** and **Hera**, sister of the Nine who were eleven. In the ancient days she became the sea, and therefore mother to **Typhon** and **Hera**.

But the nature of the sea is vast and terrible and hidden. Out of fear, she hid precious things from her father and in time he was furious, for he could not find the items she hid.

Hera became fascinated by the sea and was the first to bathe in her daughter-mother's waters. **Hera** said:

*Since I now go to beyond the ends of the generous earth,
to where the gods have risen,*

***Tethys** our mother, who we brought up kindly in our own house,
who cared for me and took me from the storm;
the storm that drove the measure of life*

underneath the earth and the barren water;

I shall go visit these gods and resolve their division of discord!

For a long time they have stood apart, distant,

breathing the land and all things,

rancor beating within their divided breast.

Could I win over with persuasion the dear heart within them?

Could I bring them back to bed to be merged in love with each other

to again be of one heart and one mind?

Should I, I would be forever honored by them,

and live through them,

and be loved.

And so **Hera** entered the sea.

In her absence, **Typhon** found the betrayal of **Tethys** and he shook the sea of his daughter-mother in anger. he took from **Tethys** her sword and hid it deep within the waters and thus was **Tethys** separated from the nine who were eleven and lost.

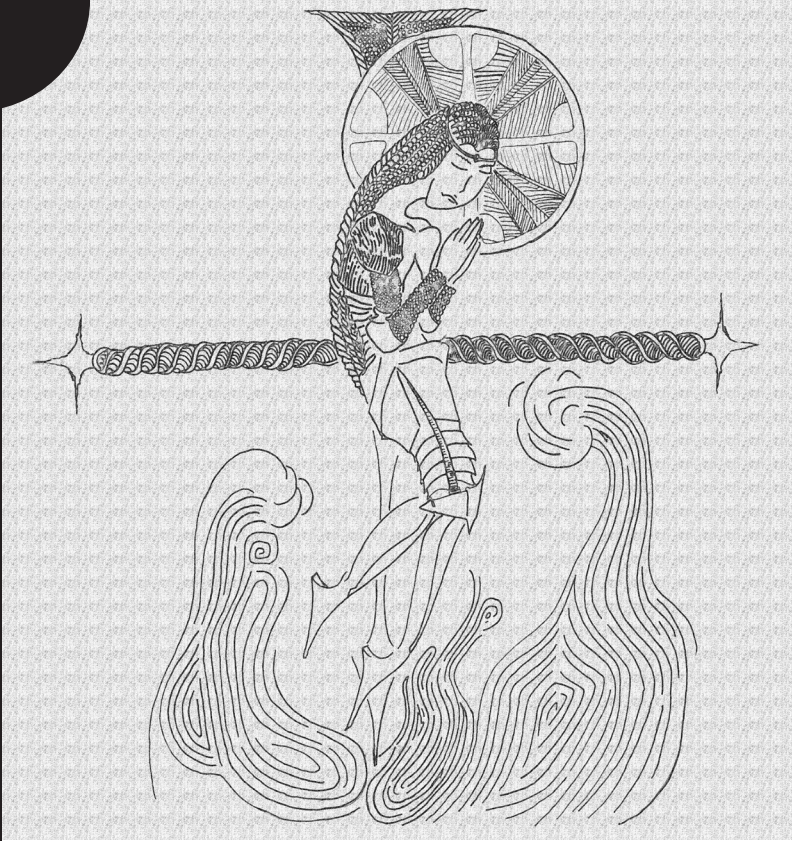
A PRAYER

Tethys, I invoke, with eyes cerulean bright, Hid in a veil obscure from sight;
Great ocean's empress, wandering the deep, Pleased with gentle gales, the earth to sweep;

Whose blessed waves in swift succession go, and last the rocky shore with endless flow;
Delighting in the sea serene to play, In gods exulting the watery way.

Mother of Venus, and of clouds obscure, Great nurse of beasts, source of fountains pure.

O venerable Goddess, hear my prayer, and make benevolent my life, thy care.



He found himself agitated with a longing desire for the water. Typhon could no longer restrain himself, but bidding farewell to earth, he plunged into the stream. The gods of the water received him graciously, and admitted him to the honour of their society. He obtained the consent of Tethys, the sovereign of the sea, that all that was mortal in him should be washed away. A hundred rivers poured their waters over him. Then he lost all sense of his former nature and all consciousness. When he recovered, he found himself changed in form and mind.



THE HUNTING HALLS



OF TETHYS

It's a maze that traps the players where they are hunted by a brutal beast.

It's designed like a Chinese finger trap, where the logical options for the players to take trap them further in the maze.

Reference the map illustration on the facing page.

The portcullis at **A** locks once the players enter the chamber (unless they specifically state they are avoiding stepping on the mosaic). The portcullis

unlocks once any one-way door (marked with **B** and a T-line) has been opened and passed through.

The access at **C** is the only place the trapped zone connects to the entrance zone. Players will not enter the hunting halls and descent the stairway at **C**. It is both center mass and a stairway down. The players being recently trapped will be conservative, and having the access point communicate that they are going into a deeper more dangerous area via its location and altitude will prevent them from exploring it.

Most will end up scooting around the southern end (though a few will head north) and passing through a one way door. Once past the one way door, the only way to the access at **C** is by *descending* a staircase. This is unintuitive, descending "deeper" leads you to the exit. It is generally when players realize this, and not when they have canvassed the map that they will escape.

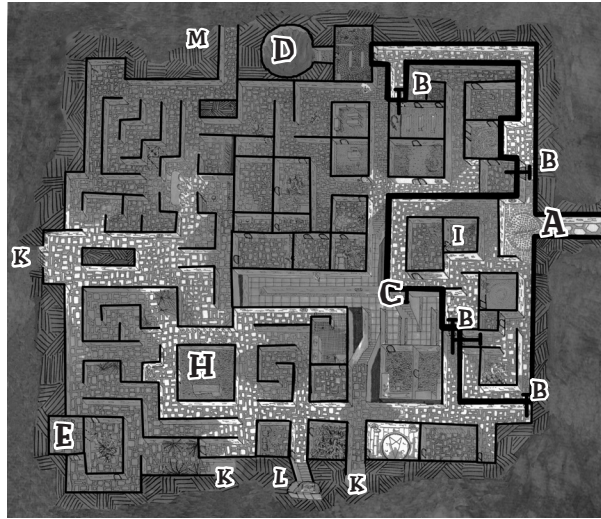
Many assume that a stairway always leads to another zone. This is not a correct assumption. I don't bring it up, but if asked, I'm always an impartial honest arbiter for my players. Once they have passed the threshold of a Zone, I state its title.

Hengormoth often visit the Halls to bathe in the sacred pool at **D**. They feel that the water's blessing enhances their mutations.

There are two altars within the halls, but only one functions after being repaired at **E**; the other is beyond repair. Located adjacent to the shrine, lies a mound of

rusting swords.

A secret chamber of wealth lies in darkness at **H**. There is a portal, a thick floor to ceiling office-type window, but it is darkly clouded. The room can be viewed if a light source is pressed near the glass. If the statue across the portal has its helm raised when a light is shone inside the room, the portal itself becomes a curtain of smoke and may be passed.



Another secret chamber lies at **I**, discoverable by noting the empty space on a map. In the adjacent room, there is a hook concealed in a hole in the ceiling. If pulled hard enough, the secret door to **I** will open.

As noted, the players will be hunted by a legendary brutal beast while within the Hunting Halls. They can have two indirect encounters (-5%) with it, and one direct encounter (-6%) anytime a hazard die is rolled. It is hostile and actively hunts the players.

There are three flux node exits at **K**. **L** leads to the *Stone Head of Baldur*; **M** leads to the *Crypts of Hierax*.

A Thophoeai, which is a spider of exceptional intelligence, hides within the Hunting Halls. Private, reticent, knowledgeable, and powerful. Her name is Nefertari.

Hu-thi, shadow creatures, love the dark moist atmosphere in the northern part of the hunting halls. They surround opponents in darkness and drain their life.

Because of the betrayal of Typhon by Tethys, her logos has been destabilized, and grey Ranadin haunt her halls.

The Workbench at 48 has 3 options, each providing a different bonus or penalty. If a warrior or thief is proficient with tools, they can back a leather shield +1, making it usable. If they use a buffer on the wall hanging, a treasure map becomes visible. If the tools are replaced, Tethys is displeased and a thundering rebuke sounds.



Random Encounters (2d4)

2. Dragon—Determine randomly
3. Grey Ranidin—2d4 (AC 4, HD 3 + 3, Mv 60', hop 30', SA Psionics, At 3, 1d4/1d4/1d8, F4, ML 9)
4. Hengemorth—Determine encounter randomly (AC 6, HD 2+2, Mv 90', SA Rage, At 1, 1d8, F1, ML 8+)
5. Anthropophage—2d6 (AC 7, HD 1+1, Mv 120' At 1, 1d6+1, F1, ML 10)
6. Hu-Thi—3d4 (AC 7, HD 2+2, Mv 90' (30) At 1, 1-4+Strength Drain, F2, ML 12)
7. NPC/Party—Determine randomly from non-player-character/party list
8. Mogyosth—The legendary brutal beast approaches!

Dungeon Effects (1d6)

1. 8"-12" of mist billows across the floor
2. Hoofsteps echo from nearby. The Brutal Beast approaches! *Encounter out of direct vision*
3. The hallway ahead is coated with thick webbing
4. A spectral image of Tethys appears carrying a sword to the chamber of swords
5. You hear a guttural howl. The Brutal Beast approaches! *Encounter out of direct vision*
6. A Pit Trap is in a nearby hallway. (Central Latch Pit Trap, 10'; 1d6 falling damage ♪ DC 16 ☉DC 18)

Standard, non-noted doors are sturdy, wooden, stuck (*DC 12)

1. Entrance Chamber

A trapped mosaic, imprisoning fools in a deadly maze

2. Sparring Room

A room with a sand-covered ring

3. Tannery

Rat skins hang here to dry

4. Storage

Bats hide in the dark corner

5. Cots

Two bunk cots are in this room

6. Waiting Room

A couch looks fine, but is inundated with dry rot

7. Summoning Room

A disused summoning chamber

8. Closet

A debris choked room hiding giant rats

9. Disused Aviary

No birds live here now

10. Foyer Chamber

This leads Stone Head of Baldur

11. Abandoned Stirge Nest

12. Privy

13. Lair of the Spider

A man-spider, cunning and curious, strives to remain hidden, cannot help but follow the party

14. Death Trap

A dry corpse warns of deadly nearby danger

15. Altar Room

This damaged altar to Tethys can provide access to the logos!

16. Chamber of Swords

A mountain of rusted swords sits in the center of this room

Floor Mosaic *☞* Tethys symbol *☞* **TRAP** (☉ DC 30, ☽ DC 28, ✖ DC 17)
Porticulis falls and unlocks once a one way door opens

Mosaic on wall *☞* Tethys as wrestler; **Sand Ring on Floor**

Weapon Racks

20'×20' Ceiling:12' Southwest door (to hall):sturdy, wooden, locked (☉ DC 15, ✖ DC 25)

Shelves *☞* rotting rat corpses; **Floor** *☞* buckets; **DANK MOLDY SMELL**

10'×10' Ceiling:15' East door (to hall):sturdy, wooden, stuck (✖ DC 15)

Black Scuz on Floor *☞* bat guano;

Barrels *☞* Empty *☞* False bottom in barrel *☞* burlap sack *☞* 1,000 sp

60 **bats** (☉ DC 16) attack if barrels are disturbed; 20'×20' Ceiling:24'

Bunk Cots; Foot Locker *☞* covered in leather (25 gp) *☞* small clay

Tethys statue *☞* broken 20'×20' Ceiling:9' South door (to labyrinth): One-way, open.

Couch; Tapestry (25 gp) **4**; **End Table with Vase** *☞*

glass vase with stones

30'×20' Ceiling:16' East door (to hall):sturdy, wooden, stuck (✖ DC 12)

West door (to 7. *Summoning Room*):sturdy, wooden, locked (☉ DC 14, ✖ DC 25)

Braziers *☞* brass (15 gp each) **1** empty; **Rune on Floor**

30'×20' Ceiling:24' West door (to hall):sturdy, wooden, locked (☉ DC 16, ✖ DC 25)

East door (to 6. *Waiting Room*):sturdy, wooden, locked (☉ DC 14, ✖ DC 25)

Debris *☞* 8" thick on floor *☞* hides 12 **giant rats** (☉ DC 20) *☞*

2 augatic parts are buried in the debris

20'×20' Ceiling:11' West door (to hall):sturdy, wooden, locked (☉ DC 16, ✖ DC 25)

Stone Birdbath *☞* Concrete Tethys beneath inverted shield;

Iron Cages; Feathers; ANIMAL SMELL

20'×20' Ceiling:25' East door (to hall):sturdy, wooden, stuck (✖ DC 20)

Tile Mosaic *☞* Stone Head of Baldur, **Double Doors**

20'×15' Ceiling:30' South double door (to *Stone Head*):sturdy, stone, open

Debris on back wall *☞* Pupae nest, stirge husks; **STALE FETID SMELL**

20'×22' Ceiling:25' North (to 12. *Privy*): sturdy, wooden, locked (☉ DC 16, ✖ DC 25)

Sink; Urinal; Privvy; **URINE SMELL**

20'×25' Ceiling:18' South (to 11. *Abandoned Nest*):sturdy, wooden, locked (☉ DC 16, ✖ DC 25)

A **Thophoeqi** (named Nefertari) is trapped here and moves between A/B/C

Varies Ceiling:12' 13a east (to hall):sturdy, wooden, locked (☉ DC 16, ✖ DC 25)

Corpse *☞* Dessicated, stripped bare

Ceiling:12' Trapped door: Vent, Dust of Sneezing/Choking sturdy, wooden, trapped, locked (☉ DC 14 ☽ DC 11 ☉ DC 18, ✖ DC 11, ✖ DC 25)

Altar *☞* Damaged (✖ DC 15) Religion: (☽ DC 15) Enter Logos

20'×20' Ceiling:14' South (to hall): sturdy, wooden, locked (☉ DC 18, ✖ DC 25)

East (to 16. *Chamber of Swords*): one-way

Large Pile of Rusted Swords, **METALLIC SMELL;**

(☽ DC 10) to know that Tethys seeks her lost sword

20'×30' Ceiling:14' South (to hall): sturdy, wooden, stuck (✖ DC 15)

North (to hall): sturdy, wooden, stuck (✖ DC 15)

Treasure



Room 18 δ : Wooden Iron Banded Chest \rightsquigarrow 10 dull pink Bolts of Leather (120 gp each, I each).

Wooden Iron Banded Chest \rightsquigarrow Coins: 9,518 copper pieces; 8,528 silver pieces

Ceramic Urn with lid \rightsquigarrow 587 gold pieces, 11 pebbled eggplant colored deer Bolts of Leather (120 gp each, I each); 12 Badger Pelts (3 gp each), 10 per I

Desk \rightsquigarrow Drawer, Top \rightsquigarrow 4 books \rightsquigarrow

Advances in Draconic Energy by Etreth Overlord of the Boreal Rose (76 gp),
The Folio concerning Ancient Painting by Geyra Kolsdotter (7 gp),
Coldon's Veal and other Vironese recipes (8 gp)
The Teaching of Ray Dalipywug by Bardeen (9 gp)

Desk \rightsquigarrow Drawer, Side \rightsquigarrow Potions & Scrolls \rightsquigarrow

Potion of Skeletal Visage; White with lavender spots, screw-top bottle, odorless, tasteless: makes you appear as an undead.

Elixir of Youth; Blue, incandescent, smells of stagnant water: reduces your age by 10%

Potion of Protection from Immiscibility; Golden star shaped bottle: Allows all potions consumed to function simultaneously with no negative effects.

Potion of Defense +3; Luminous cordial, smells and tastes of tar: grants +3 bonus to Armor Class and Saving Throws

Elixir of Cowardice; Fizzing white with orange flakes in corked bottle: causes Fear

Potion of Reduction; Sparkling blue in small clay bottle, smells like burn hair: reduces size by 90%.

Scroll of Protection from Non-Magical Weapons; single roll, old worn lambskin, written in rich, bold, inks;

Spell Scroll, Lambskin, with pictographic script, tied with ribbon, two 1st level necromancy spells

Spell Scroll, Twin spools on moldy vellum, three spells, 1st, 2nd, and 3rd level.

Spell Scroll, Single roller, tattered and torn vellum, two 2nd level conjuration spells.

Room 20 δ : Large Sack \rightsquigarrow Knotted Rope \rightsquigarrow Bloodstained Spear with persimmon haft, Steel Light Mace with helm-carving for mace ball, A Hickory Wand of Secrets, 13 Giant Boar Pelts (12 gold each, 2 per I)

5 Small Oaken Quarter-Kasks \rightsquigarrow Coffee (22 gp each) I each

Leather Coffer \rightsquigarrow DC 14 \rightsquigarrow Coins 12,398 silver pieces

Slate Coffer \rightsquigarrow DC 16 \rightsquigarrow Coins 948 gold pieces, 1,140 silver pieces



A Kist



Room 24 δ : Stone Kists \rightsquigarrow DC 12 \rightsquigarrow 16,524 silver pieces

Room 27 δ : Ceramic Urn \rightsquigarrow Sealed Lid \rightsquigarrow 12 pounds of Dragon's Teeth, (40 gold pieces a pound), Razor-sharp Club of Iron Wood (deals +2 damage), 10 Wolverine Pelts (6gp each, 5 per I), 3 Jade Stones (75 gp each), Round Shield of Fences made of cold-forged steel and pine, with a white-brown quarter pattern.

Room 30 δ : Wooden Iron-Banded Chest \rightsquigarrow 2 blue Quartz Stones, 896 gold pieces, 2,465 silver pieces, 19,072 copper pieces,

Elixir of Vitality; oily, dark green liquid in skull bottle of red frosted glass: Gain 1d4 Constitution.

Room 35 δ : Felt Bag \rightsquigarrow Sealed with Buckles \rightsquigarrow 1,053 silver pieces, 653 copper pieces

Room 37 δ : Painted Wooden Chest \rightsquigarrow 13,330 silver pieces, 5,513 copper pieces

17. Secret Door Trigger

A statue here, is the key to opening a hidden chamber behind an opaque window

18. Secret Office

Treasure is visible in this office if a light is shined in the cloudy portal. Opening the visor of the statue at 17 will open this portal

19. Anthropophage Nest

They only eat humanoid flesh. It's a lifestyle choice! Also, their faces are on their chests.

20. Beast Lair

A Brutal Beast lairs here, constructing a bone tower. Adventures are the leading suppliers of bones and bone-related accouterments

21-23. Kitchen, Dining, & Pantry

Shadow creatures lurk in the darkness of these common rooms, waiting until victims are surrounded and split up in the tenebrous terrain

24. Bas Relief

Behind a worn brown wool curtain lies a striking display of art in marble.

25. Mining Failure

Someones attempt to break though the wall was, apparently, a failure

26. Old Closet

Broken Junk covers the floor of this room, with strange poles on the east wall

27. Secret Shrine

This hidden shrine contains treasure!

28. Bedroom

A pile of debris, filled with rats, silent until disturbed

29. Seraglio

It's been a long time since anyone has loved in this chamber

30. Treasured Secret

A poisoned chest distracts from a secret passage

31. Armory

32. Table Room

33. Gallery

This gallery of paintings depicts the fall of Tethys in the eyes of Typhon, depicting his response and her exile

Statue *☞* Marble Tethys in armor with sword *☞* mobile visor;
Cloudy Portal in Wall *☞* Window *☞* Open Visor & shine light in window
Ceiling:14' Secret door *☞* clouded portal

Carpet; Desk *☞* Oak *☞* Drawers *☞* **☞**; **Chests & Urn** *☞* **☞**
see Room 18 **☞** *☞* **Top:** Unlocked; **Side:** (**☞** DC 12)
30'×30' Ceiling:12' Secret door *☞* clouded portal

3d6 **Anthropophagi** lair here in human waste and gore.
20'×30' Ceiling:16' Exits: 2

Legendary **Brutal Beast of Magyosth** Constructing Bone Tower
2 in 6 chance of being wandering—out of lair; See room 20 **☞**
20'×30' Ceiling:16' Exits: 5

2d4 **Hu:Thi** lair in each chamber
2) Table 2) Sink, oven 24) Cabinets, unlocked, see Room 24 **☞**
Varies' Ceiling:20'

Brown Curtain *☞* heavy wool *☞* Marble High Bas Relief *☞*
20'×20' Ceiling:18' Exits: 2 Tethys Seeking Sword

Broken Pick, Stone fragments
20'×20' Ceiling:16' Exits: 2

Debris *☞* metal bars, rotten clothing, metal wire on floor
Metal jutting out from wall *☞* threads with bolts
one has a wingnut, lowering opens secret door
20'×30' Ceiling:16' South (to 27. Secret Shrine): secret

Small Shrine with Marble statue of Tethys see Room 27 **☞**
20'×10' Ceiling:8' North (to 26. Old Closet): secret

Bed *☞* Threadbare, worn; **Debris** *☞* broken wooden furniture
Entering disturbs 31 **Rats.** (**☞** DC 16)
20'×30' Ceiling:11' North (to hall): sturdy, wooden, stuck (***DC 15**)
West (to 29. Seraglio): sturdy, wooden, stuck (***DC 12**)

Purple Walls; Pillows on floor *☞* rotting; **STALE SMELL**
20'×30' Ceiling:12' mirrored, East (to 28. Bedroom): sturdy, wooden, stuck (***DC 12**)

Chest *☞* Wooden, Iron Banded (**☞** DC 18, **☞** DC 5);
Torch holder *☞* empty *☞* opens trapdoor behind chest—15' drop down
Chest (locked, trapped: contact poison, save or die, DC 15 Constitution save)
20'×20' Ceiling:14' West (to 33. Gallery): Concealed (**☞** DC 19), sturdy, wooden, open
Weapon Racks *☞* Spears (4), Maces (2), Javelins (12)
20'×10' Ceiling:12' South (to 30. Treasured Secret): Sturdy, Wooden, Stuck (***DC 12**)
Table *☞* wooden; **Bowls, Cups, Plates** *☞* wooden;

Paintings *☞*
Tethys seeking sword, Typhon striking Tethys, Tethys being Exiled
Tapstry *☞* Tethys standing above the logos *☞* conceals door
30'×20' Ceiling:14' West (to hall): sturdy, wooden, stuck (***DC 15**)
North (to 32. Table room) sturdy, wooden, open

Room 47 🗡️ : Tun Cask 🍷 Mixed Coins, 11,571 Silver Pieces, 822 Gold Pieces, 73 Platinum Pieces, Sliver egg with image of wombat, horse, and wolf (1,901 gold pieces), 12 Bronze Ingots (12 gold pieces each, 16 each)

Copper Chest 🗡️ 🗡️ DC 12 🗡️ Dull Steel **Longsword (Lament)** with a hilt wrapped in chestnut wood and platinum rivets. A blood groove runs the length of the blade. The pommel is a prism and the crossbars are set with Tiger-eye agates. The sword glows blue. (+1, restore 1 hit point on a hit versus a living target, Sheds light to 10'); An electrum **Ring of Chronostasis** covered in runes; *Potion of Fire Immunity*; A light violet vial, blue fizzy liquid with flashes of amber: grants Fire Immunity *Potion of the Wise*; **Metal flask**, ebony liquid with pale topaz bubbles: increase Wisdom by 1d4 *Potion of Fur Growth*; **Carved bone cup**, opalescent pink with green streaks, lightly smokes: grows thick fur, +4 or advantage on saves versus cold, +2 to Armor Class *Potion of Good Fortune*; **Ivory Vial**, burnt orange potion, syrupy and smells of peppermint: any die rolled by the imbiber is rolled twice and they can select the result.

NEW MAGIC ITEMS

Wand of Secrets: This wand shudders and rustles. If the wielder draws out the wand and tells a secret that no one knows, all traps, hidden things, and secret doors become visible with a faint purple glow. This uses a charge and the wand has six charges, and regains one every new moon.

Round Shield of Fences: This shield grants a +2 magical bonus to the wearer's Armor Class. In addition you can throw the shield to project a fence-shaped force. It can be up to 15' long and 4' high. It's translucent, but provides cover and costs an extra 5' of movement to cross. When you throw the shield, spirit horses charge snorting and neighing loudly, leaving the fence in their wake. It costs 1 charge and lasts 10 rounds or until canceled. You lose the benefit of the shield while the fence exists. It has 6 charges and regains 1d4 every dawn.

Ring of Chronostasis: This ring has nine charges and regains one every dawn. It grants its wearer a +1 to Armor Class. For one charge the user can cast *Sanctuary* on themselves, for two charges the user can cast *Shield*, for four charges the wearer can cast *Dimension Door*, for six charges the user can cast *Time Stop*

RUMORS

- Tethys walks the halls herself, seeking her lost sword.
- A beast, one of Tethys's creations, kills intruders.
- The Hunting Halls are a Labyrinth.
- When Tethys can see clearly, she rewards her followers with treasure.
- The beast that stalks the halls can be harmed by no mortal blade.
- The darkness itself in the hunting halls swallows those who traverse it.
- A giant spider is allied with the brutal beast that stalks the halls.
- A pool, containing the strength of the logos is hidden within the halls.

QUESTS

- Retrieve water from the Hidden Pool.
- Test and repair the doorbell in the north halls.
- Slay the Brutal Beast of Mogyosth.
- Retrieve a bone from the Brutal Beast's tower of bone.
- Take this sword to the pile near the Altar of Tethys.
- Rescue a non-player character from the maze.

These Rumors & Quests should be added to your master lists for when characters seek rumors or you need to give a quest.

34. Destroyed Den

No one lounges in this trash pile

35. Lounge

Someone lost their change in the couch

36. Audience Chamber

A doorbell outside an otherwise empty audience room.

37. Storage

Treasure lies behind a shelf of dry goods, but Hu-Thi lurk in the darkness

38. Sacrificial Pens

Animals are no longer kept here for sacrifice

39. Deserted Chapel

No one has worshiped in these chambers in many years

40. Forgotten Chamber

This chamber was forgotten, even by the creator, it was left unkeyed

41. Dressing Room/Shower

This room is damp, with thick wet air. Six hengormoth mutants are inside.

42. Pool

A deep pool of royal blue water radiates warmth

43. Mural Room

Beautiful murals cover the walls in this chamber

44. Mosaic Room

The floor of this room has a whirl mosaic of Tethys swimming amongst the logos

45. Forgotten Stand

A room with three lone plinths

Couch ☞ broken **Debris** ☞ broken chairs, broken chest of drawers

20'×20' Ceiling:14' North (to hall): sturdy, wooden, locked (🔒 DC 18, *DC 25)
South (to 35. Lounge) sturdy, wooden, stuck (* DC 11)

Mauve Divan ☞ worn ☞ sack in cushions See Room 35 ☞

Table with candles ☞ wooden; **Furs on Floor** ☞ 12 ☞ (12 gp ea. 3 per 🗝)

20'×20' Ceiling:14' North (to 34. Den): sturdy, wooden, stuck (*DC 11)

Doorbell ☞ outside this room; **Desk** ☞ Battered, Empty
Chairs ☞ plain wooden

20'×20' Ceiling:11' North (to 37. Storage): Sturdy, Wooden, Stuck (*DC 11)
South (to hall): sturdy, wooden, stuck (* DC 14)

Shelves ☞ dry goods ☞ Painted Wooden Chest See 37 ☞

Hu-Thi (6)

20'×20' Ceiling:11' South (to 36. Chamber): sturdy, wooden, stuck (*DC 11)

Wooden Posts ☞ Rotten, falling over **Wire** ☞ Barbed Torn

30'×20' Ceiling:12' North (to 39. Chapel): sturdy, wooden
South (to hall) sturdy, wooden

Pews ☞ worn **Altar** ☞ non-functional; **Rats** (23)

30'×20' Ceiling:14' Northwest: **One Way**. North (to hall): sturdy, wooden
Northeast (to hall): sturdy, wooden, stuck (* DC 18)
South (to 38. Pens): sturdy, wooden

Empty

10'×10' Ceiling:11' South (to 39. Chapel): sturdy, wooden, stuck (*DC 18)

Benches ☞ damp; **Nozzles** ☞ drip; **3 knobs on wall**

Operates shower/Opens secret door to pool at 42/causes grinding noise; **Hengormath** (6)

20'×20' Ceiling:15' East (to hall): sturdy, wooden, stuck (*DC 12)
South (to hall): One-way Door. West (to 42. Pool): secret

Pool ☞ Clean ☞ Drinking or Bathing in pool raises Strength 2d4 points for 2d6 turns, and raises Strength by 1 Permanently.

20'×30' Ceiling:11' East (to 41. Shower): secret

SOFT MUSIC, **Murals** ☞ Tethys seeking Sword, Tethys crafting logos

20'×20' Ceiling:14' North (to 44. Mosaic): sturdy, wooden
East (To Hall): One-way door.

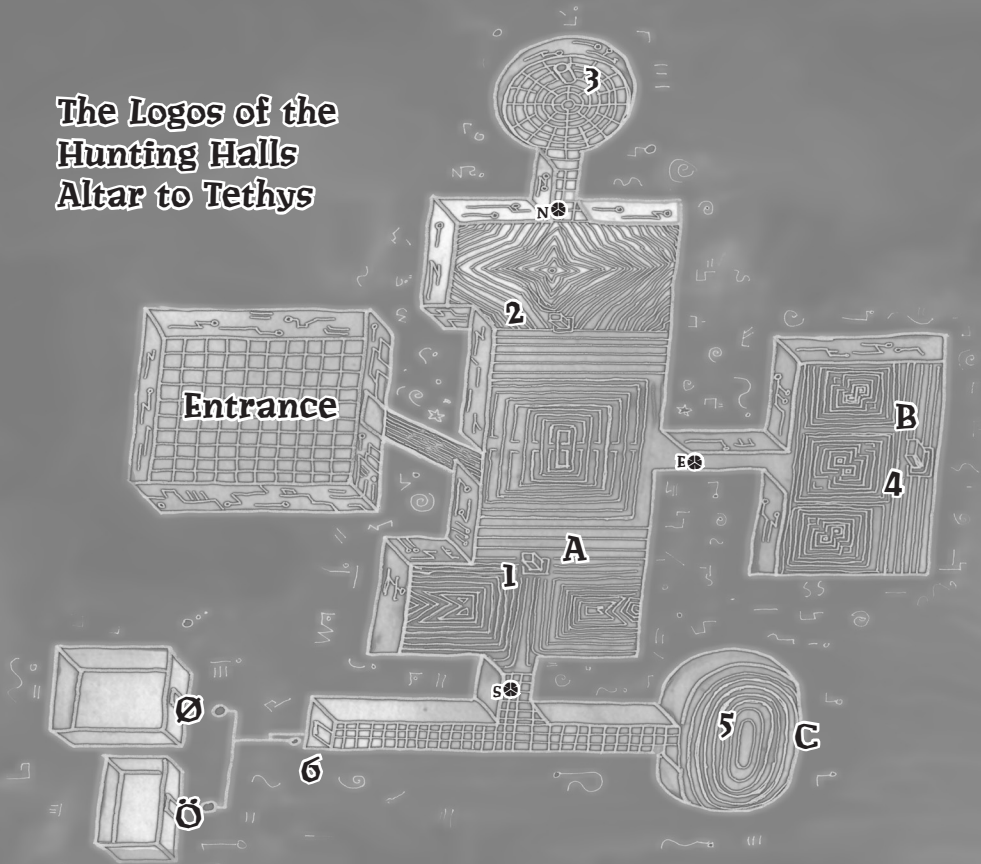
Mosaic ☞ Circle of Tethys into Logos

20'×20' Ceiling:14' South (to 43. Mural): sturdy, wooden
West (to hall): sturdy, wooden
North (to 45. Forgotten Stand): sturdy, wooden, stuck (*DC 13)

Pedestals ☞ Chipped Basalt

30'×20' Ceiling:14' North (to hall): sturdy, wooden, stuck (*DC 15)
South (to 44. Mosaic): sturdy, wooden, stuck (*DC 13)

The Logos of the Hunting Halls Altar to Tethys



There are three keys (A, B, C) shaped like small metal spheres covered in glowing lines. There are also four pedestals (at 1, 2, 3, 4), each of which has space to set one key.

The exits to the room are closed * unless the appropriate key is placed in the pedestal. Since the maze starts with keys in 1 and 4, the eastern door (e*) starts open. When they place the keys into a pedestal, be very explicit about what the key does.

Pedestal 1 opens the eastern door (e*) with any key. Key A is resting in the pedestal.

Pedestal 2 opens the northern door (n*) with any key.

Pedestal 3 opens the southern door (s*) with key A or B.

Pedestal 4 activates the door at 6 with any key. Key B is resting in the pedestal

if the C key is placed on Pedestal 3, additionally the alternate room Ø is open. The C key is guarded by a **Prismatic Octahedron** (AC 0, HD 9, HP 39, Mv 90', SA Spells, Att 1 Lazer, 3d10, F9, ML 12) Spells: See *invisible*, *Cure self* 3d8+3, *Flamestrike* 6d8; see page 40.

46. Anthropophage Fire Pit

Anthrophogages lair in this room, unaware of the treasure nearby.

47. Treasure

Wealth is piled in this hidden room

48. Workbench

A workbench lies here with tools strewn about, two incomplete projects rest upon its surface. A leather shield needs to be finished, and a wall hanging requires a buffing to fit its frame.

49. Dorm

A unremarkable sleeping area

The Logos

1. Pedestal

Pedestal has space for a small sphere

2. Pedestal

Pedestal has space for a small sphere

3. Pedestal

Pedestal has space for a small sphere

4. Pedestal

Pedestal has space for a small sphere

5. Guardian

A Prismatic Octahedron guards a third key

6. Door **Ö**

This chamber contains a map of the entire Hunting Halls, displayed upon the wall

6. Door **Ø**

If this room is unlocked, a limited map of the Upper Nezumi Holes is displayed, indicating the location of Tethys' lost sword. (Ed.-detailed in a future issue)

4d8 **Anthrophagi**; Fire Pit; Furs **æ** 22 (4 gp ea. 3 per **U**)

Small hole in Ceiling **æ** 6" wide 2' deep **æ**

Hook at end of hole. 400 lbs of weight, open secret door
20'×30' Ceiling:14' South (to hall): sturdy, wooden, stuck (***DC** 15)

See Room 47 **Ö**

20'×20' Ceiling:11' West (to 46. *Anthrophophage lair*): secret

Workbench **æ** Scattered Tools **æ** magical energy **æ** 3 options

Stretched Leather **æ** Wooden backing for shield **æ** Leather Shield +1

Buffer for wall hanging **æ** Treasure Map

Putting tools away **æ** Thunderous Rebuke

Save versus petrification (DC 15 Constitution) or become deaf.

Immediately draws 1d3 wandering monsters.

20'×30' Ceiling:12' North (to hall): sturdy, wooden, locked (**U**DC 12, ***DC** 20)
East (to *Dorm*): sturdy, wooden, stuck (***DC** 15)

Remember: There's no duration given for many effects, because the hazard die will track when they end.

Bed **æ** wooden, mattress; Chest of Drawers **æ** clothing

Pedestal **æ** Any key opens Eastern Door **e***

Pedestal **æ** Any key opens Northern Door **n***

Pedestal **æ** Keys A & B open Southern Door **s*** **æ** Key C opens the southern door and activates room **Ø**

Pedestal **æ** Any key allows passage through the door at 6. This leads to room **Ö**, unless the C key is on pedestal 3, in which case room **Ø** is accessible.

Prismatic Octahedron **æ** After this fight, its body collapses into Key C.

Glowing door, only becomes translucent and passable when any key is in pedestal 4 or key C is in pedestal 3. On the far wall is a map of the Hunting Halls, indicating the path out.

On the far wall in this larger room chamber lies a map displaying the location of Tethys' lost sword.

Fatal Dark Iron Horror

This is a fairly straightforward four level node. The entrance is on the top floor. There are two staircases, one that leads from the top level to the second level, and another that leads from the third level to the fourth. On the southern edge, there is a freight elevator that reaches all four floors. In addition, the central shaft is open and can be descended. It can be a dead end, or you can place an optional exit on the bottom floor in the rear, or somewhere in the office area.

The Fatal Dark Iron Horror is infected by **Deacapuses**, which hunt in packs, taking advantage of the mechanical pipes and machinery to brachiate, hide, move, and attack. **Deacapuses** are a basic/expert Dungeons & Dragons monster from the Creature Catalogue, for 5th edition, use **Giant Octopi** from the Monster Manual page 326 who can breath air and have Multiattack 3 tentacles.

In order to retrieve the Steel Man, the reaction must be started at 15, then you must activate the furnace at 6. Once the furnace is active, the pressure must be adjusted at 1. Once complete, the suit will release.

Although the map understates the amount of machinery for clarity, the fatal dark iron horror is quite cramped on levels 2, 3 and 4.

Floor 1: Quite wide and open. There is a locked storage area. The fence can be scaled quite easily. The items in storage are large, industrial, and of unknown purpose. Along the far western wall, contain pressurised tanks of liquid. If damaged, they can explode for 4d8 damage in a 20' radius. They weigh approximately 18 pounds, are about 3' long and take up 1 inventory slot. Note that damage taken while carrying one of these cylinders could cause them to explode prematurely.

Floor 2: The ceiling here is low and cramped. The machinery in the center rises almost all the way to the ceiling, obstructing both light and vision. Behind the door on the northwestern wall, there's a long decrepit 'control chamber'. This chamber can be reactivated by completing repairs on levels 3 and 4.

Floor 3: Although this floor is "open" machinery descends from the ceiling, leaving between 3'-5' of head clearance. Any medium sized or larger creatures treat this space as cramped. The door to the northeast leads to a long abandoned office. The Deacapuses arrange their cybo-animal prey here hanging from the machinery.

Floor 4: This floor is split into two parts. There's the outer ring, containing equipment. There's a raised level which has several controls for the center column.

Cybo stands for Cybernetic Robots. There are many animal-like Cyboforms (identical statistically to their non-cybo cousins) that move around on this level, nearly all are non-functional. The Deacapuses hunt them for sport.

Chains of Sorrow

This is a complicated 4-way intersection. The doors are closed and locked and are operated by the levers throughout the section. The levers also open chambers containing the hoards of the living dead, threatening to trap players who approach the area haphazardly.

The doors are all steel doors (sturdy, steel, closed (*DC 28)), which raise and lower from the ceiling. They are controlled by the levers. Lever A will open all the doors labeled A, et. al.

Note that it is possible for the Hazard die to close all open doors. If the characters remain trapped when this occurs (due to not having access to the levers) then they must simply wait a number of turns until the Hazard die indicates an encounter, at which point they will operate the levers, freeing the players.

Some levers are useless. E.g. Lever E does nothing but open up the secret door containing a room full of zombies.

The door near the lever D is a false door and does nothing but serve to confuse players. Note that pulling lever D will release the undead in room 3.

The corridors are narrow (~8-10') and ceilings are low. Keep that in mind during combats. Characters can only fight 2 abreast with narrow weapons. The zombies are aware of the strength of overbearing opponents and will attempt to do so rather than attacking.

Pulling the levers A and C allows access to all exits with no interference. Be careful when placing this node; note that it is a feature that when approaching from the west, you are unable to pass, but the other three directions can pass to the west.



Dungeon Effects

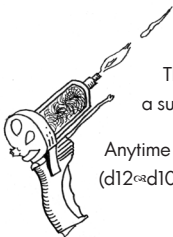
1. A pipe nearby bursts, shooting steam at the party. Randomly determine a character, take 2d8 damage, Save versus Breath Weapon (Dexterity DC 15) for half
2. A malfunctioning Cybo-animal lies sparking on the ground
3. Sparks flare nearby and the power drops momentarily
4. A viscous liquid sprays around the party in a 20' radius

All random encounters are with a pod (1-4) of **Decapuses**

Blackout Vortex Pistol, ray gun, very rare

The blackout vortex pistol fires a deadly null ray that does 3d8 necrotic damage on a successful ranged attack roll. It has a d12 ammo die.

Anytime it is fired, roll the ammunition die. On a roll of 1, use the next smaller die. (d12→d10→d8→d6→d4) Once the d4 ammunition die rolls 1, the weapon is out of energy.



1. Main Floor

A large empty floor, filled with storage, pressurized containers, and a lift and stairway down.

2. Storage

This cramped area is filled with heavy and obscure equipment

3. Containers

These pressurized containers are quite explosive

4. Automated lift

A small control panel allows control of the lift

5. Equipment maze

This working equipment creates a maze of the entire floor

6. Control Room

This control room is currently non-functional

7. Main Equipment Floor

Equipment hangs low on this floor with cramped head space

8. Business Office

A pleasant woman named Jean does paperwork here

9. Risk management

Holes in the wall here have animate Drunjus heads rolling around on the floor.

10. Director Office

A Drunjus labors here who will attack if bothered

11. Chief Office

A corpse, desk, and gun

12. Files

A highly flammable room

13. Break room

Some food remains to tempt

14. Primary Systems

Equipment crowds this floor

15. Operating Controls

On the far side, lies the furnace reactor

Equipment *↻* Pressure Gauge *↻* inactive (*✖* DC 8) to adjust core pressure if furnace is on (15. *Operating Controls*); **Central Shaft**; Exhaust;

Cargo *↻* Reactor Shielding Materials; **Cargo Pods** *↻* Biological material; **Mainframe and Console Cores**

Canister *↻* Pressurized Reaction Mass *↻* 3' long, 8" diameter cylinder *Ⓢ*. If damaged 4d8 damage in a 20' radius

Lift control panel *↻* Functional, (*✖* DC 10) to operate

A pod of **Deacapuses** hunts this maze *↻* 1d4, plus an additional Deacapus for each party member *↻* They use the terrain to advantage

Furnace Controls *↻* *✖* DC 15 once core reaction (15. *Operating Controls*) is active to start, **Charred corpses** *↻* wearing uniform

Cybo-forms *↻* cybo-animal forms writhe useless. Integrated aesthetically with the equipment

Skeletal Clerk *↻* **Death Knight** *↻* Jean, Friendly, Courteous, and Helpful

Holes in Wall; Rolling **Drunjus Heads** on the floor *↻*

1. Gruff, grizzled head *↻* sports-metaphor cheerleader
2. Arch, gotee and black hair *↻* arrogant cocksman
3. Beautiful, feathered blond hair *↻* seductive instigator

Drunjus is assembling and repairing equipment

Desk *↻* Drawers *↻* Papers, Ray Gun

Armored Body *↻* Rusted, collapses into dust when touched

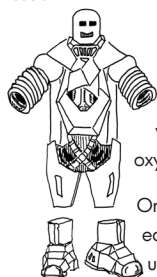
Shelves filled with files and papers *↻* too faded to be read

Table *↻* Boxes *↻* Pizza, Cookies; **Bulletin Board** *↻* faded paper

Capsule *↻* Steel Man inside, If the reaction is started in 15, the furnace is on (6) and pressure adjusted (1), door latch works.

Heavy Equipment

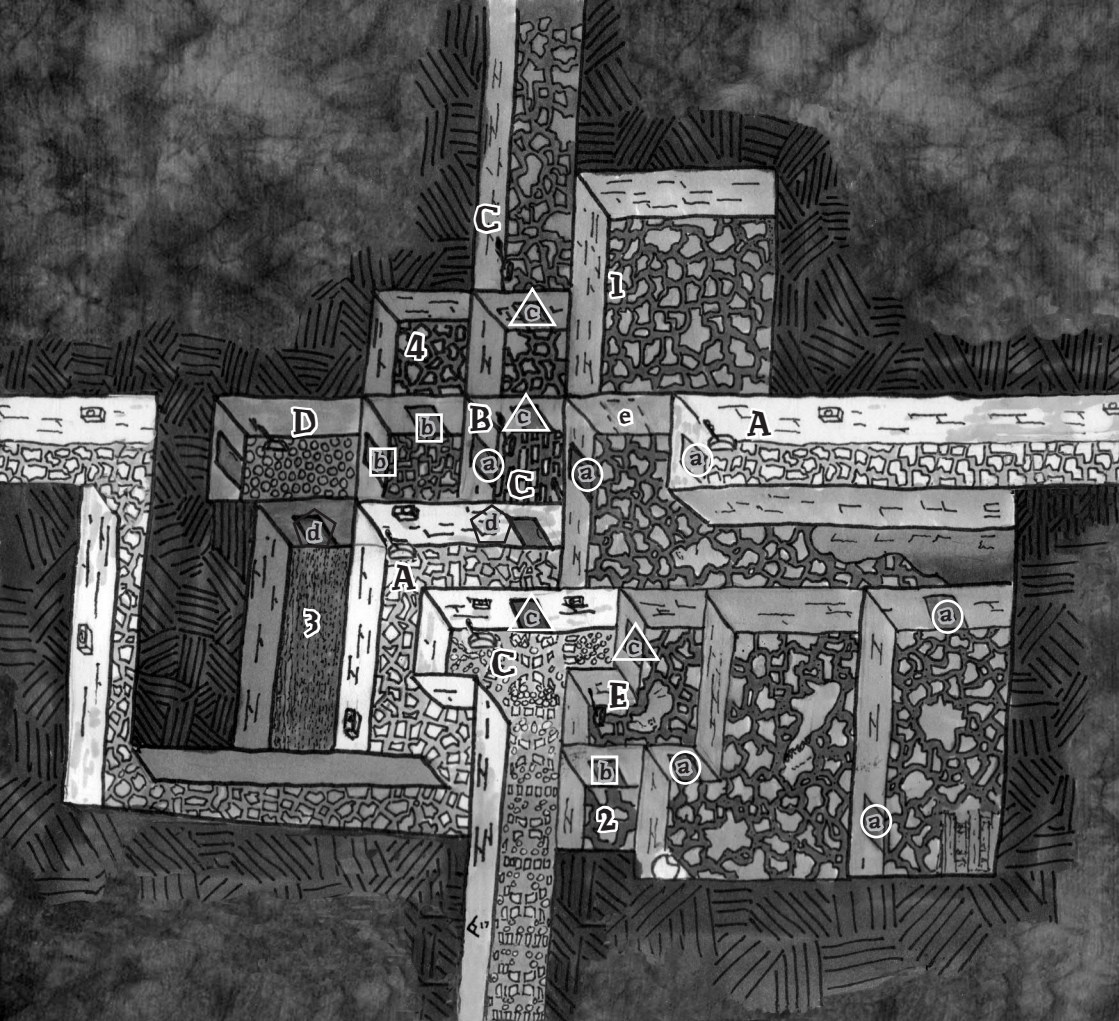
Control Panel *↻* Activating this panel (*✖*DC 22) starts the core reaction, Power to the Furnace (6. *Control room*)



Steel Man, heavy armor, very rare

330lb. Heavy Armor providing protection equal to plate. It also provides DR 1 versus non-magical weapons. Requires a Pressurized Reaction Mass for every month of operation. It provides 8 hours of oxygen. While inside, the user is considered to have a Strength of 22.

On suffering any critical hit, the wearer must save versus Polymorph (Dexterity saving throw with a DC equal to the damage dealt). On a failure, the reaction mass is hit. It destroys the armor, does 12d8 irresistible damage to the wearer, and 3d8 damage in a 20' radius.



Dungeon Effects

This area has thin walls, all non-undead, non-stealthy movement within 60' is audible, or everyone has advantage on listen checks and passive perception checks to hear noise are at +5.

1. A random lever switches position!
2. Another encounter begins throwing levers. [Determine encounter randomly.]
3. There's a long slow rumbling grinding noise (add a random zombie mob out of sight within 30' of 1d4 zombies per player.)
4. Two random levers different levers switch states!

Random Encounters

1. **Dragon**—Determine randomly
2. **Grey Randidin**—2d4 (AC 4, HD 3 + 3, Mv 60', hop 30', SA Psionics, Att 3 1d4/1d4/1d8, F4, ML 9)
3. **Zombie**—4d6 (AC 8, HD 2, Mv 120', Att 1 weapon 1d8 or weapon. F1, ML 12)
4. **NPC/Party**—Determine randomly from non-player-character/party list

1. **Zombie Storage**

A large room filled with patient zombies

There are 10 **Zombies**, plus 1 **Ogre Zombie** for each player.

2. **Zombie Storage 2**

A small room filled with large zombies

There are 2 **Ogre Zombies** in this room for each player.

3. **Animal Zombies**

This room is filled with feral animal zombies

There are 10 **Zombies** plus 2 **Zombie Wolves** for each player.

4. **Zombie Wrangler**

A Zombie Wrangler lairs here

There is a **Zombie Wrangler** here, plus another for every 2 characters, along with 2 **Zombies** per player.

Lever **A** opens doors **a**, Lever **B** opens doors **b**

Lever **C** opens doors **c** and Lever **D** opens doors **d**

Open/Closed

A	<input type="radio"/>	<input type="radio"/>
B	<input type="radio"/>	<input type="radio"/>
C	<input type="radio"/>	<input type="radio"/>
D	<input type="radio"/>	<input type="radio"/>

ZOMBIE WRANGLERS WRANGLE ZOMBIES

Zombie Wranglers; Medium undead, neutral evil
Armor Class 12 (natural Armor) Hit Points, 45 (6d8+3)

Speed 30ft.

STR 10 (0), DEX 14 (+2), CON 16 (+3),

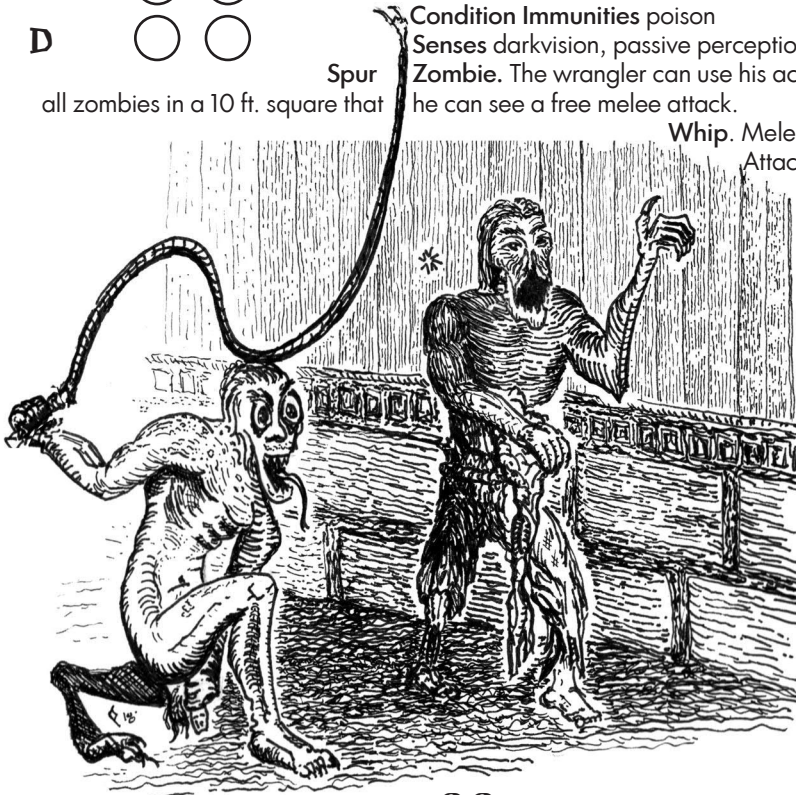
INT 10 (0), WIS 10 (0), CHA 10 (0)

Condition Immunities poison

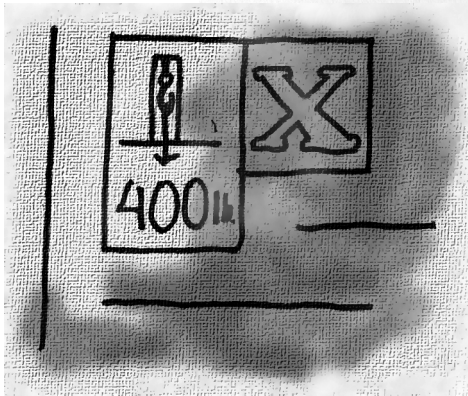
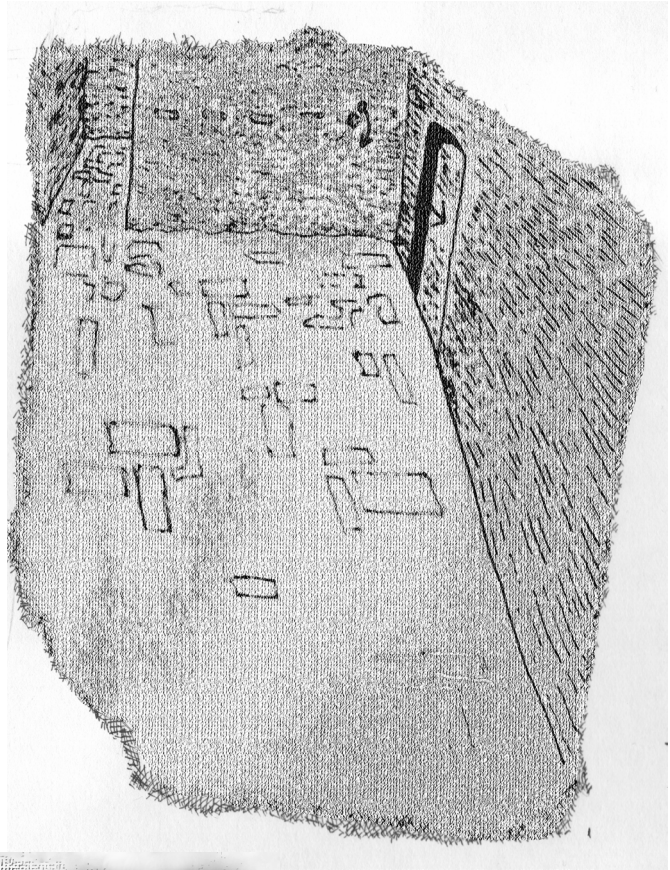
Senses darkvision, passive perception 10

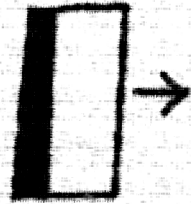
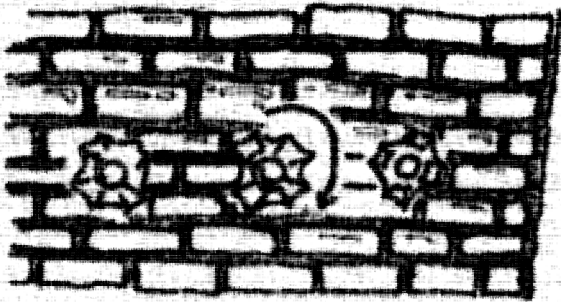
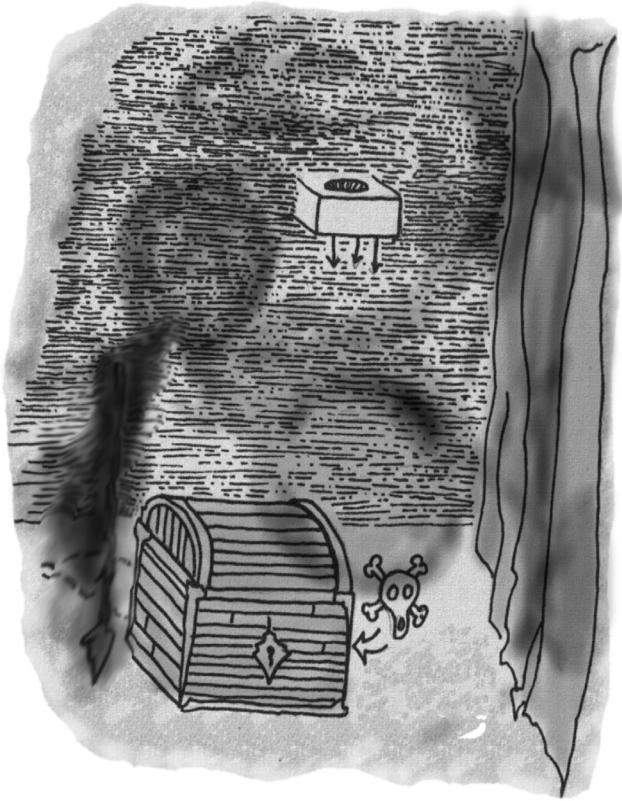
Spur **Zombie**. The wrangler can use his action to grant he can see a free melee attack.

Whip. Melee Weapon Attack, +6 to hit, reach 15 ft., one target. Hit: 2 (1d4) damage.



TREASURE MAPS





PHOTOCOPY THESE AND HAND THEM OUT TO THE PLAYERS WHEN THEY FIND A TREASURE MAP!

CLOCKWISE, FROM OPPOSITE BOTTOM, RESPECTIVELY,
THE SECRET CHAMBER AT 47, THE SECRET ALTAR AT 26, THE SECRET PAS-
SAGE BEHIND THE CHEST AT 30, AND HOW TO GET INTO THE POOL AT 41

TOWN ACTIVITIES



DOWNTIME

When not inside the dungeon, all activity takes place in Arclight above. Players may choose activities for their characters, one month's worth, between each session. Note that if they engage in training or activity that takes longer than a month, then they must forgo a foray into the megadungeon.

The following downtime options are available.

SHOPPING

Characters may purchase training in skills. (see *Megadungeon #1*) It costs 1,000 gp and 1 month to become skilled in a skill. It costs 3,000 gp and 3 months to increase a skill from skilled to expert, and it costs 10,000 gp and 6 months to become a master at a skill.

5E: Characters may spend 3,000 gp and 3 months to gain proficiency in a skill. If they are already proficient they may spend 10,000 gp and 6 months to gain expertise.

Characters may purchase training in a weapon. For 1,000 gold and a month players can become proficient in a weapon they lack proficiency in. For 3,000 gold and 3 months, they may focus on a Weapon, gaining a +2 to hit and damage with that specific weapon, as well as learning a weapon trait. They may spend 10,000 gp and 6 months to master a weapon, granting an extra attack per round.

5e: Characters may gain proficiency in a tool or weapon by training. It takes 1,000 gold and 3 months to gain proficiency in a tool, unless your character's Intelligence is 13+, in which case it takes 1 month. Characters may focus in a weapon, gaining a +1 to hit, by spending 3,000 gp and 3 months. Characters may specialize in a weapon by spending 10,000 gp and 6 months. This allows those characters to attack with their weapon as a bonus action.

Spells scrolls for use or learning may be purchased for 1,000 gold pieces per level of the spell. A second-level spell will cost 2,000 gold pieces.

Any basic equipment may be purchased at list price during this downtime.

Characters may also train. This allows them to reroll their total hit points, taking the new total if it is higher, or adding +1 if it is not. It costs 100 gold pieces per level, and takes 1 month to do this.

Characters may attempt to increase their statistics. It costs 1,000 times the current bonus the statistic provides (Intelligence 13 gives +1, so 1,000 gold; yes, scores below 11 are free to try to raise). It takes one month. They roll 4d6 and subtract the lowest die. If it's equal to or over the current stat, you can increase the stat by one. If you fail, for every consecutive month you pay and train (without adventuring) you add +2 to the roll.

GUILDHALL

Here you have the opportunity to purchase retainers, hirelings, or gortha. These can provide additional bodies in the dark to hold torches, carry treasure, or test doors and chests. Gortha have no will and will always do whatever is asked. Retainers and hirelings have loyalty. They respond based on the way they are treated. Gortha cost 200 gold pieces to purchase or a deposit of 50 gold, costing 20 gold pieces to rent. Retainers and hirelings cost 1 gold per delve.

Rumors may be tracked down. It costs 1d4×10 gold pieces to track down a rumor. Make a reaction roll or a Charisma (Persuasion) check.

Rumor Table

2	<5	Failure,
3-5	5-10	Spend another 1d4×10 gold to hear one rumor
6-8	11-20	Hear one rumor
9-11	21-25	Pay another 2d10 gold to hear 2 rumors.
12+	26+	Hear 2 rumors

Characters may groom a protégé. For every gold piece they spend on the protegee, when they next roll up a character, they will have that much experience. For example, if you spend 550 gold on your protegee, your next character you create after your current one dies will have 550 experience.

Quests are also available in the Guild hall. There are several people who have interests in Numenhalla. An Alchemist, a young lady, a broken down augatic and others. Each quest giver has a selection of quests they offer, each with an additional reward. Since the quests are handed out via the guildhall, your party cannot accept more than one task at once. However, succeed or fail, you are freed from any task when you leave the dungeon. You are free to pick the same quest (if you failed) or a different one when you brave the dungeon again.

CAROUSING

Characters can also use their gold to increase their experience by carousing. Non-player characters that are encounters are generated from the available table of non-player characters for Numenhalla. The following options are available:

Adornment: Spend up to 200 gold pieces a month buying fancy pants and other accoutrements. This grants up to 100 experience at a 2:1 ratio.

Philanthropy: Spend $1d8 \times 100$ gold on a worthy social group per month. This grants you an amount of experience equal to the gold spent. Make a saving throw versus spells or a DC 15 Wisdom saving throw. On a failure, roll on the following table.

1. Your charity is a front for a vicious gang. Start the next session with $1d8 \times 2$ damage
2. Your charity attracts thieves, lose $1d10 \times 100$ gold
3. Your charity attracts the enmity of a non-player character who steals a magic item from you
4. Your charity attracts the enmity of a non-player character who hunts you on your next excursion into the dungeon
5. Your charity irks the pride of the receiving group and word spreads. Your next Philanthropy attempt costs double
6. Donation gala the night before, you are hung over; -1 on all die rolls this session
7. You get lost in the manse of your latest fund-raiser. Leave behind a random piece of gear this session
8. During a toast, you are pressured to give more gold, lose $1d10 \times 10$ gold
9. The charity has a windfall and returns part of your investment. Your gold cost is half normal, though you gain the normal amount of experience
10. You have impressed a townfolk! Gain a permanent free hireling!

Carousing/Orgies: Spend $1d8 \times 100$ gold on vice or excess this month. This grants you an amount of experience equal to the gold spent. Make a saving throw versus Poison/Death or a DC 15 Strength saving throw. On a failure, roll on the following table.

1. You awake, molested and robbed. Lose $1d10 \times 100$ gold pieces and a random item
2. You acquire a disease
3. You are in a brawl. You start this session with $1d8$ damage
4. You are in a knife fight. You start this session with $2d4$ damage
5. You get in trouble with the authorities, and have to pay $2d6 \times 20$ gold pieces
6. Gain a good-time boy/girl reputation. Next carousing attempt costs double
7. You have a new tattoo! It is 1. lame, 2. blasphemous, 3. on face, 4. misspelled, 5. totally metal, 6. cool
8. You have a terrible hangover. You are -3 to all rolls for the next adventure. This is reduced by 1 for every "effects end" (⚡) result on the hazard die

9. You invested all your cash in a scheme. Roll 1d6. 1-4 lose money and experience from this attempt; 5-6 110%-160% return next month!
10. You accidentally started a fire. Roll 1d6. On a 3+ the party knows, on a 5+ a blackmailer knows, on a 6 everyone knows

Study/Research: Spend 1d8×100 gold on seeking ancient or forgotten knowledge. This grants you an amount of experience equal to the gold spent. Make a saving throw versus Paralysis or a DC 15 Intelligence saving throw. On a failure, roll on the following table.

1. A bookshelf falls on you. Start the next session with 1d8+2 damage
2. A book actually has razor-edged pages. Roll 1d4. On a 1-3 you start the next session missing that many hit points. On a 4 you lose a finger to the first knuckle
3. Research blows your mind! Gain no experience
4. Your research disturbs a foe. You are hunted by a non-player character
5. You discover a treasure map! Gain a random treasure map
6. You stumble on a new insight! Gain a skill at skilled, weapon proficiency, or level 1 or 2 spell scroll
7. While fasting, your body is weakened. Lose 1 Constitution
8. Your time out of the sun weakens you. Lose 1d4-1, minimum 1 hit point permanently
9. You read all the common books. Your next research attempt costs double
10. You discover a rumor. Gain 1 free rumor

Gourmandizing: Spend 1d8×100 gold on discovering new delicacies to consume. This grants you an amount of experience equal to the gold spent. Make a saving throw versus Wands or a DC 15 Constitution saving throw. On a failure, roll on the following table

1. Poisoned! Save versus death (Constitution saving throw DC 15) or start next session with 1d6 damage
2. Food Poisoning! Take 1d6 points of damage to Constitution. This lasts for your next delve
3. Terrible indigestion. You must also rest and consume rations when the hazard die comes up a 3 or gain a level of exhaustion
4. You offend a dinner companion who hunts you on your next trip into the dungeon
5. Bacterial infection, gain an infection that causes a permanent loss of 1 Constitution
6. You have an invigorating meal, you gain 1d8 temporary hit points on your next excursion
7. Culinary bliss, this meal increases your health. Gain 1d4 hit points permanently
8. Terrible nausea from your last meal. You are at -1 on all rolls next adventure
9. You have a meal that is simply divine. Roll 1d6. On a 1-2, raise your Strength by one. On a 3-4 raise your Dexterity by one. On a 5 or 6 raise your Constitution by one
10. You have a tapeworm. Until you cure disease, you have a +4 on your saves versus poisons or you gain advantage on poison saves, you must consume double rations, and your Constitution is lowered by 2

You may visit the temple and be healed.

<i>Identify</i>	100 gold pieces
<i>Lesser Restoration</i>	20 gold pieces
<i>Remove Curse</i>	300 gold pieces
<i>Speak with Dead</i>	90 gold pieces
<i>Divination</i>	210 gold pieces
<i>Greater Restoration</i>	450 gold pieces
<i>Regeneration</i>	775 gold pieces
<i>Raise Dead</i>	1,250 gold pieces
<i>Resurrection</i>	2,000 gold pieces

NON-PLAYER CHARACTERS



PROFESSOR SNORLY

3rd-level frogling
Hit Points: 21
AC 2 [21]
Strength 15
Dexterity 15
Constitution 11
Intelligence 15
Wisdom 9
Charisma 13

Though of middle age, Snorly is a brave risk-taker who's happy to own the consequences. Adventure calls to him. He's armored in fine fashion, horn-rimmed spectacles, a velvet pocket kerchief, a matching cravat, and a smoking jacket. His shield was a crocodile-skin briefcase.

Professor Snorly has an amazing tongue. It is long and strong, nearly prehensile. It does 1d2 points as a bludgeon and can grab light objects.

Drawing by Alex Chalk;
Frogling class by Eric Jensen



ROXBY THE LANCER, FIELD RESEARCHER

5th-level Lancer
Hit Points: 21
AC 3 [20]
Strength 11
Dexterity 16
Constitution 13
Intelligence 16
Wisdom 14
Charisma 10

Not content to study in a library, Roxby has taken his research to Numenhalla. If you invite him to dinner, he'll tell you about the time he ate a dragon's brains to learn its secrets. Don't stare at his giant brass owl eyes or the rash caused by Polychromonous Decay he is studying firsthand!

Spells: *Ray of Enfeeblement*, *Ray of Frost*, *Targeting Ray*, *Ray of Fatigue*, *Seeking Ray*, *Ray of Ondovir*, *Resting Ray*

Attended by Fred the slave. Roxby has a *Candle of Protection*, *Cloak of Elvenkind*, *Boots of Stealth*, *Featherfall armor*

NON-PLAYER CHARACTER PARTIES



This is a neutral group renowned for destroying castle arcane.

It is led by **Neeves**, who seeks to kidnap Marie, bride of his rival Erak. He's captured her several times before, but never marries her while she's charmed. Neeves always takes her somewhere and lets Erak know where he'll be.

His companions include **Snatcheen**, the thief. Long ago she was seduced by Neeves, but seeing how he become so excited at the thought of Erak, she has given up hope of romance. For now, she is satisfied by his power, though she seeks more. **Drugs** is a black elf. He's totally been with Neeves since the beginning. Nobody can really understand his angst. **Jorgo** the dominator, long ago joined Neeves, but his affections not being returned, he stayed for the violence. **Chief** the kobold didn't ask for any of this. The fabulous man with macrame shirt dangled some jewels in front of chief's face. Now, terrified by Neeves' violent mood swings, he lives in constant fear for his life.

Neeves (M-U 15, Neutral Selfish, HP 35) Wand of Lightning Bolts, Ring of Storing, Ointment of Healing, Spells

Snatcheen (Th 8, Neutral Horny, HP 25) Sling of Wounding, Ring of Protection +3

Drugs (F 10/M-U 4, Chaotic Emo, HP 54) +3 Trident of Draining (restore 1d4 hp on a successful hit), Darts of Curing, Darts of Stunning, Spells

Jorgo (F 10, Chaotic Chicken Queen, HP 61) Leather suit (protects as Plate Mail) +3 Mace of Darkness, Screaming Javelin

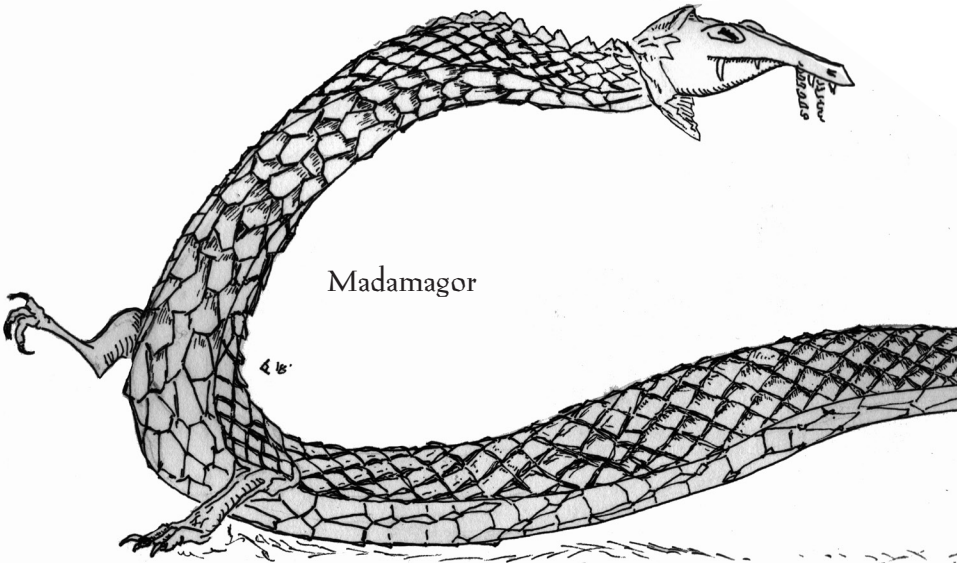
Chief (Kobold F4, Chaotic Neurotic, HP 18) Leather Armor, Shield, Spear

This homage/parody is in tribute to James M. Ward. Shhhhh. Please don't sue me WoIC.

DRAGONS



Quexgor
Salmagar



Madamagor

Quexgor Salmagar the Infamous (AC -1, HD 6, HP 48, Mv 60'/180' SA Shapechange Att 3, Wing 1d6x2, Bite 2d6, Breathes Fire 90' cone) A brown, serpentine, cowardly dragon that takes the form of a non-player character to kill and steal from the party. It is a large creature.

Madamagor (AC -2, HD 12, HP 20, Mv 90'/240', Att 2, Bite 1d8x2, Breathes Acid 180' line) This is a yellow reptilian serpent of animal intelligence.

5TH EDITION

Quexgor Salmagar the Infamous; Large Dragon, Evil
Armor Class 21 (natural armor) **Hit Points**, 66 (6d12+4) **Speed** 30ft, fly 90 Ft
STR 20 (+5), **DEX** 22 (+6), **CON** 18 (+4), **INT** 16 (+3), **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 3 attacks, 2 claws and a bite

Bite. Melee Weapon Attack, +10 to hit, reach 15 ft., one target. Hit: 12 (2d6+5) damage.

Claw. Melee Weapon Attack, +10 to hit, reach 15 ft., one target. Hit: 8 (1d6+5) damage.

Fire Breath (Recharge 3-6). Cone 90 ft. 35 (10d6) fire damage, DC 20 Dexterity save for half

Legendary Actions (2)

Tail Whip. The dragon grapples all adjacent opponents. On a failure they fall prone.

Flee. Move up to your movement distance

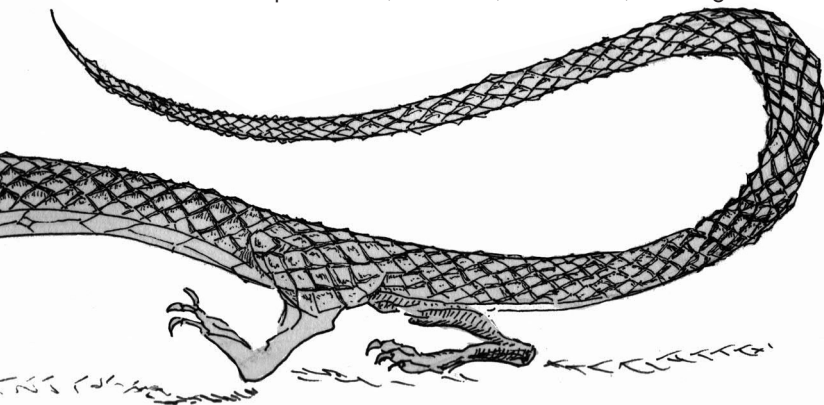
Madamagor; Large Dragon, Evil **Armor Class** 24 (natural armor)
Hit Points, 60 (12d12-2) **Speed** 45ft, fly 120 Ft
STR 18 (+4), **DEX** 22 (+6), **CON** 6 (-2), **INT** 1 (-), **WIS** 10 (0), **CHA** 8 (-1)

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 bite

Acid Breath (Recharge 2-6). line 90 ft. 42 (12d6) acid damage, DC 24 Dexterity save for half

Bite. Melee Weapon Attack, +16 to hit, reach 10 ft., one target. Hit: 13 (2d8+4) damage.



WANDERING MONSTER TABLES

BY JOHN BELL @ [HTTPS://retiredadventurer.blogspot.ca/](https://retiredadventurer.blogspot.ca/)

Wandering monster tables used intelligently add a great deal to adventure games built around exploration. They help shape the pacing of expeditions and the choices players make by limiting the amount of time they can afford to spend exploring or overcoming obstacles. For a referee, they often require a significant investment of time outside of the session to create.

IMPROVING THE WANDERING MONSTER TABLE

The standard wandering monster table has a few unobvious problems that it's easy to improve on.

The standard wandering monster table uses a single axis of random results. Every time it's rolled on, a monster (or group of monsters) appears. While rolling for encounter distance and the monster's reaction may shape the encounter, the PCs don't get much forewarning of what's coming in the first place, or what monsters they're likely to encounter.

A referee can tweak the threat of these monsters appearing by rolling more or less often (i.e. once per turn, once every three turns, etc.). Many referees don't realize that it adds to their book-keeping to pace the roll out across several turns, since they must now not only track when a turn ends, but how many turns have gone by since the last roll.

Finally, these sorts of tables are only really of use for determining wandering monsters, and are hard to repurpose. To cut down on prep between sessions, you want to be able to reuse as much of your already prepared material as possible. A table that has one purpose isn't bad, but it's less than optimal if there's a way of creating material that solves the same problem and can be reused repeatedly.

THE NEW WANDERING MONSTER TABLE

In place of the old wandering monster table, I propose a new design for it. I've been using this design successfully for several years now, and I've seen others adopt and adapt it successfully online. In contrast to the old, single-axis wandering monster table, I propose a two-axis table or grid. Specifically, while the monsters continue to be listed in a column with random numbers, I propose adding a second, horizontal axis along the top.



AND THEIR (RE)USES

The horizontal column headings (and their intended meanings) are:

- 1: Lair—Its living space, usually where it keeps its treasure and allies
- 2: Monster—The actual encounter
- 3: Noises—Noises indicating the monster is close by
- 4: Tracks—Signs it has passed through the area recently
- 5: Spoor—Waste products and discarded remnants of the monster
- 6: Traces—Faint and faded indications that the monster is in the area

	Lair	Monster	Noises	Tracks	Spoor	Traces
Fire Beetles						
Orcs						
Zombies						
Dragon						

Here's a brief layout of a simple example table:

Each square on the grid is then filled in with a unique (and hopefully evocative and interesting) entry during preparation. During play, you roll a die for each axis as each turn passes—in this case, 1d4 for the monster type, and 1d6 for the monster's presence (you can expand the list of monsters well beyond four, or use a bell-curve sum instead of a rolling a single die). On any result other than a 1 or a 2 on the 1d6, the characters encounter indirect evidence of the monster's presence—they might hear the orcs chanting off in the distance for noises, or find a roasted sheep ripped to shreds for the dragon's spoor result.

Smart players will be able to collect and track these clues, and get a forewarning of what kinds of monsters are lurking around. This adds extra layers of complexity to their decisions, especially as they traverse the area and collect more information—if there's a dragon lurking about, should they stock up on fire-resistant equipment?

There's also a set of simple variations you can use to vary the threat to the players. Are they making a lot of noise? Instead of the 1d6, roll 1d4. Are they on a quest to find and slay the beast? Each time they narrow down the area to search, the die type reduces by one step. This allows you to avoid placing lairs ahead of time, letting the dice do the work for you.

The final and greatest benefit of such a table is all the other uses you can put it to. Let's look at the above example, now filled out:

	Cair	Monster	Noises	Tracts	Spoor	Traces
Fire Beetles	Massive Paper Husk	1d8 <input checked="" type="checkbox"/> Beetles	Cricket-like Chirps	Pointed Tarsal Marks	Molped Skins	Chewed Smoldering Plants
Orcs	Skin-Tents in Hing	2d6 Orcs + Orc Shaman	Orcish laughter	Bloody Jiffer	Ritual Sacrifice Totems	Orcish Graffiti
Zombies	Pulsing Necro-Monolith	1d6 zombies 1d4 shells	Groans & Moans	Smell of Unnatural Decay	Rotting Body Parts	Ripped Open Graves
Dragon, Red	Geothermal Vent	Red Dragon	Guttural Hissing	Claw Marks in Stone	Roasted Prey	A large Red scale

RETRIEVE 10 FETCH QUESTS FOR ME!

The simplest repurposing of such a table is whenever one requires a fetch-quest. Is there a non-player character perplexed by a monster who will pay the player characters to slay it and return with proof? Roll for the monster, with the 1d6 result demonstrating the proof they require. This will occasionally incentivise certain low and cunning players to “cheat” and return with false proof of completing their task. This is a feature, not a bug.

Does a player character want to create a magic item, and you're unsure what they require? Roll several times on the table until you get sufficiently challenging results. e.g. A scroll of magic missile might require a single large, red scale from a dragon, the discarded bits of zombies, and a fistful of grave earth from a grave that the zombies were animated out of. You grind the zombie bits and the earth up together and write the spell on the scale. If you get multiple identical results, then you may want to insist that they come from separate instances or beings just to make it more difficult.

STOCKING AND BONDING

If you're rushed for prep, you can simply grab an available map and roll the wandering monster table for every room to determine whether it has a monster. Even “empty” rooms will be filled with various kinds of dungeon dressing using this method. By rolling multiple times, you can fill rooms up with interesting combinations—a super-sized group of zombies, or perhaps the orcs are collecting red dragon scales.

When in doubt, roll a reaction roll ahead of time for each room or group of rooms to determine how the monsters feel about sharing the same space. Player characters might find themselves wandering into a dungeon where the red dragon is quite annoyed about these orcish scale harvesters who have managed to raid its lair while it's out elsewhere (or perhaps they're its enslaved trash collectors—let reaction rolls do the hard work).

This also works for restocking dungeons or zones the players have already cleared out. After determining a suitable amount of downtime between expeditions, simply restock the dungeon by rolling for wandering monsters for each room. If you have more than one wandering monster table available, you can represent the expansion and contraction of each zone's influence by swapping out one area's table for another when you roll. During the downtime between the zone being cleared out and the area being restocked, you may want to roll $1d4+2$ for encounters as characters traverse it. This leaves the area free of monsters and their lairs, but does insert all sorts of traces of the future occupants who are expanding into the area for players to notice and speculate about.

The great thing about a redesigned wandering monster table like this is how it can be used and reused to maximise the investment of time and effort you put into creating it compared to the standard model. This allows you to direct your limited time and energy into other forms of preparation for future sessions, including planning special encounters, designing new and exciting treasure for your players to find, and drawing your dungeon's map.



GREY RANADIN

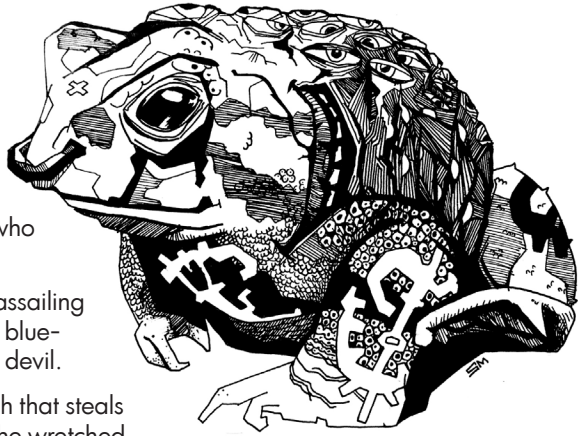
The Ogdoad:

Considered by spiritual men to be the only god, so no name was given to the eightfold them.

Four are the low creatures, who crawl upon their bellies

Naur, the abyss, an ocean assailing the fragile sphere of life, the blue-green frog, serpent-headed devil.

Atun, the soul, hidden breath that steals vitality and gives breath to the wretched, the golden salamander, the flaming basilisk.



Immoket, darkness, the shadowed bringer of the light of chaos, the frog-headed serpent.

Vailu, eternity, damnation of the wretched homeless soul, the blind caecilian with the endless tail, the albino snake.

The ranadin are their servants, and the Grey are the least of those.

Formless cacogens of bile and rage, chaos from the void, the end of all things in a sick toad-like aspect. Fear the ranadin, because they are the impatient beyond, ever seeking the eternal stillness of entropy.

Grey Ranadin (AC 4, HD 3+3, Mv 60', hop 30' Att 3 1d4/1d4/1d8, F4 ML 9)
Psionic Ability 30+2d10, Psionic Attack Modes B/C, Defense modes, F/G

5TH EDITION

Ranadin; Small Aberration, Chaotic Neutral **Armor Class** 16 (natural armor)

Hit Points, 25 (3d10+3) **Speed** 30ft

STR 14 (+2), **DEX** 16 (+3), **CON** 16 (+3), **INT** 12 (+1), **WIS** 10 (0), **CHA** 6 (-2)

Condition Immunities Blinded, frightened

Senses darkvision, blindsight 20 ft. passive perception 10

Hop. The ranadin can hop as a move action, freely jumping into any open square within 30'

Multiattack. The ranadin makes 3 attacks, two with claws and one with its bite.

Mind Knife (Recharge 5-6). A target takes 3d8+3 psychic damage, DC 11 Charisma save for half

Claw. Melee Weapon Attack, +4 to hit, reach 5 ft., one target. Hit: 4 (1d4+2) damage.

Bite. Melee Weapon Attack, +4 to hit, reach 5 ft., one target. Hit: 8 (1d8+4) damage.

ANTHROPOPHAGE

*Wherein of antres vast and deserts idle
Rough quarries, rocks and hills whose heads touch heaven
It was my hint to speak—such was my process
And of the cannibals that each other eat,
The Anthropophagi, and men whose heads
Do grow beneath their shoulders...*

"Their manners are more savage than any other race. They neither observe justice, nor are governed by any laws. They are Nomads, their dress barbaric, and the language they speak is peculiar to themselves. They are in the habit of drinking out of human skulls and placing the scalps with hair attached to their breasts like so many napkins, for they are cannibals and eaters of men."

Androphagi (AC 7, HD 1+1, Mv 120'
Att 1 1d6+1, F1, ML 10)

5TH EDITION

Androphagi; Medium Humanoid,
Chaotic Evil **Armor Class** 13 (natural
armor)

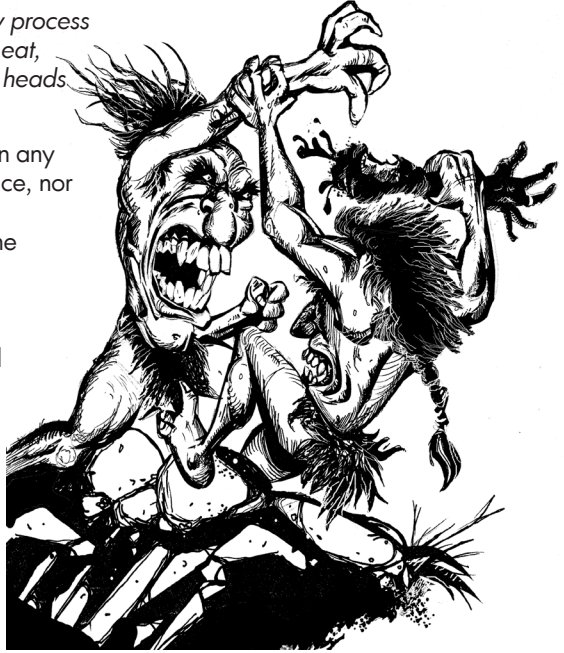
Hit Points, 6 (1d8+2) **Speed** 30ft

STR 16 (+3), **DEX** 16 (+3), **CON** 14 (+2), **INT** 8 (-1), **WIS** 6 (-2), **CHA** 6 (-2)

Senses darkvision, passive perception 8

Multiattack. The androphagi makes 2 attacks, with its weapon.

Petrified Club. Melee Weapon Attack, +5 to hit, reach 5 ft., one target. Hit: 7 (1d8+3) damage.



BRUTAL BEAST OF MOGYOSTH

When it walks the labyrinth it becomes a place of echoes and nightmares, reflections of realities where captive youth disappear, their lives snuffed...

So strange a beast, a man, a bull, a lion, formed by Mogyosth, a creature to which everything is prey.

Beast (AC 4, HD 6+6, Mv 120' SA Charge, SD Tough, Att 1 or weapon, 1d8+1 or by weapon, F6, ML 12) Charge does 2× damage, Tough, the beast takes 2 points less damage from melee attacks.



5TH EDITION

Brutal Beast of Mogyosth;
Large Monstrosity, Chaotic Evil
Armor Class 18 (natural armor)
Hit Points, 85 (9d10+36)
Speed 40ft.

STR 20 (+5), **DEX** 11 (0), **CON** 18 (+4), **INT** 6 (-2), **WIS** 16 (+3), **CHA** 9 (-1)

Senses darkvision, passive perception 16

Brutal Blow. Melee Weapon Attack, +8 to hit, reach 5 ft., one target. Hit: 18 (2d12+5) damage.

Massive Stomp (Recharge 3-6). Slam the ground, causing everyone with a 30' radius to take 2d10 damage and fall prone. A successful DC 16 Strength save allows you to remain standing and take half-damage.

Legendary beasts have the following traits:

Legendary Resistance. (3/day)

Legendary Actions (4)

Roar. Gain 1d10 temporary hit points

Smash. Immediately make a melee weapon attack.

HU-THI are simply an evocative name for shadows, as the monster.

RATS and *BATS* are best treated as swarms as the monster.

A *THOPHOEAI* is a basic/expert Dungeons & Dragons monster. If playing 5th edition, use the *GIANT WOLF SPIDER* as a base, and change intelligence to 18 and add class levels.

Prismatic Octahedron (AC 0, HD 9, HP 39, Mv 90', SA Spells, Att 1 Lazer, 3d10, F9, ML 12) Spells: See *invisible*, *Cure self* 3d8+3, *Flamestrike* 6d8

5TH EDITION

Prismatic Octahedron;

Large Aberration, Chaotic Neutral

Armor Class 22 (natural armor)

Hit Points, 107 (13d10+36)

Speed 40ft.

STR 10 (0), **DEX** 11 (0), **CON** 10 (0), **INT** -, **WIS**

20 (+5), **CHA** 10 (0)

Senses darkvision, passive perception 17

Legendary Resistance. (3/day)

Lazer. Ranged Weapon Attack, +10 to hit, reach 60 ft., one target. Hit: 16 (3d10) radiant damage.

Innate Spellcasting. The Octahedron is a 14th level spellcaster. It's spellcasting ability is Wisdom (spell save DC 19, +10 to hit with spell attacks). The Octahedron has the following spells prepared:

1st level (4 slots): *magic missile*

2nd level (4 slots): *mirror image*

3rd level (4 slots): *counterspell*

4th level (3 slots): *resilient sphere*

5th level (2 slots): *flame strike*

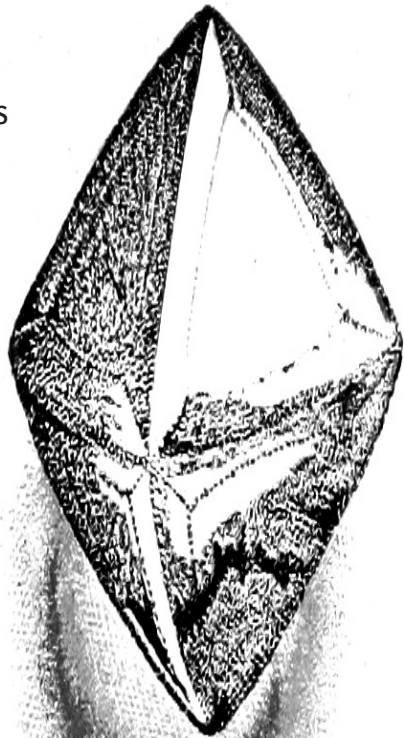
6th level (1 slot): *globe of invulnerability*

7th level (1 slot): *prismatic spray*

Legendary Actions (2)

Cast a spell. This takes 2 legendary actions. Cast a spell.

Fire. Immediately make a lazer attack.





HENGORMOTH

"Those warlike eyes will talk. But the speech is lies. Hot tempered, wrathful, mood as ever-changing as their form, they are quarrelsome and if it strikes their fancy, they will take the heads off those they meet.

Though their heart is of a hellish beast, a pit of brutal depravity, their stance is stoic, rational, and devious."

These are militant cruel creatures. They are fond of slaves. There is a high degree of mutation among them, leading to many minor variations; indeed they seek out any energies that might alter or reform their bodies. Individually they are prone to bad judgement or panic, but when led, they are an aggressive and terrifying force.

Typical Names

1. Mauzer
2. Snaz
3. Lukduk
4. Gorkil
5. Azol
6. Orgog
7. Baga
8. Boldog
9. Luga
10. Gash

Personality Traits

1. Arrogant
2. Coy
3. Deceptive
4. Violent
5. Selfless
6. Wasteful

Quests offered

1. Acquire 2d4 Nezumi Scalps
2. Steal a Cannite's Totem
3. Slay a rival Hengormoth commander
4. Acquire and deliver a small mapped area
5. Bring 40 rations to a Henge outpost
6. Slay a dragon that has been harassing them

ENCOUNTERED

1. **Raiding party**, 2d4 normal Hengormoth: 1.) Wounded, returning to lair; 2.) Lost; 3-5.) Looking for targets; 6.) Running from another encounter; 7.) Fighting another encounter; 8.) Taking a Break
2. **Raiding party**, 4d8 normal Hengormoth: 1.) Lost; 2.) Carrying treasure; 3.) Tracking another creature; 4-6.) Looking for targets; 7.) Laying in wait; 8.) Setting up camp
3. **Rager**, in violent form 1 + 0-1 per party member: 1.) Looking for trouble; 2.) Confused; 3.) Arguing with self; 4) Chasing another creature
4. **Raiding party**, 1 Commander + 3d6 normal Hengormoth: 1.) Travelling to a specific destination; 2.) Setting up camp; 3-4.) Patrolling; 5.) Wounded, returning to base; 6.) Looking for missing member of squad; 7.) Preparing for battle; 8.) Gambling
5. **War riders**, 2d4 Hengormoth on mules: 1.) Looking for targets; 2.) Hunting food; 3.) Stripping corpses; 4.) Tracking another creature
6. **Raiding Party**, 1 Commander + 2d4 normal Hengormoth + 1 Occultist: 1.) Travelling to a specific destination; 2.) Setting up camp; 3-4.) Patrolling; 5.) Wounded, returning to base; 6.) Looking for missing member of squad; 7.) Preparing for battle; 8.) Gambling
7. **War Party**, 1 General + 2 Commanders + 4d8 normal Hengormoth: 1.) Preparing for battle; 2.) Tracking enemy; 3.) Fighting another encounter; 4.) Plotting and planing; 5.) Shaking down opponent; 6.) Maintaining equipment; 7.) Wounded and returning to lair; 8.) Escorting captives
8. **Strike Force**, 1 Commander + 1 Marshal + 2d4 normal Hengormoth: 1.) Preparing for battle; 2.) Tracking enemy; 3.) Fighting another encounter; 4.) Plotting and planing; 5.) Shaking down opponent; 6.) Maintaining equipment; 7.) Wounded and returning to lair; 8.) Escorting captives
9. **Special Forces**, 1 Commander + 1 Marshal + 2 Occultist + 4 Hengormoth + 6 mules: 1.) Fighting an opponent; 2.) Lying in wait; 3.) Taking a rest; 4.) Arguing amongst themselves, plotting
10. **Company**, 1 General + 2 Commanders + 2 Marshals + 1d4 Occultists + 4d8 normal Hengormoth, all on mules: 1.) Preparing for battle; 2.) Tracking enemy; 3.) Fighting another encounter; 4.) Plotting and planing; 5.) Shaking down opponent; 6.) Maintaining equipment; 7.) Wounded and returning to lair; 8.) Escorting captives

Hengormoth (AC 6, HD 2+2, Mv 90' SA Rage Att 1 1d8, F1, ML 8+)

Commander (AC 4, HD 4+4, Mv 90', SA Rage Att 1 1d8+3 F5 ML 11)

General (AC 2, HD 6+6, Mv 90', SA Rage Att 1 1d8+6, F10, ML 12)

When a creature with rage takes a critical hit, instead of taking damage, they are stunned, losing their next action. The next time they act, their hit point total becomes 36, and they gain a +2 to hit and damage. This can happen a second time, setting their hit point total to 54 and giving a +4 to hit and damage.

5TH EDITION

Hengormoth; Medium Humanoid, Chaotic Neutral (Evil tendencies)

Armor Class 14 (natural armor)

Hit Points, 25 (3d8+12) **Speed** 40ft

STR 14 (+2), **DEX** 12 (+1), **CON** 18 (+4), **INT** 10 (+0), **WIS** 14 (+2), **CHA** 12 (+1)

Senses darkvision, passive perception 12

Relentless Endurance. When henge are reduced to 0 hit points but not killed outright, they drop to 1 hit point instead.

Rage. When hit by a critical weapon attack, a hengormoth may as a reaction negate the damage and grant themselves a +4 bonus to hit and damage, as well as 2d10 temporary hit points.

Multiattack. The hengormoth makes 2 attacks with their weapon.

Cudgel. Melee Weapon Attack, +4 to hit, reach 5 ft., one target. Hit: 6 (1d8+2) damage.

Commander Hengormoth; Medium Humanoid, Chaotic Neutral (Evil tendencies)

Armor Class 18 (natural armor)

Hit Points, 57 (6d8+30) **Speed** 40ft

STR 16 (+3), **DEX** 14 (+2), **CON** 20 (+5), **INT** 12 (+1), **WIS** 16 (+3), **CHA** 12 (+1)

Senses darkvision, passive perception 14

Commander. Grants all Hengormoth in sight pack tactics.

Multiattack. The hengormoth makes 2 attacks with their weapon.

Cudgel. Melee Weapon Attack, +6 to hit, reach 5 ft., one target. Hit: 7 (1d8+3) damage.

General Hengormoth; Medium Humanoid, Chaotic Neutral (Evil tendencies)

Armor Class 22 (natural armor)

Hit Points, 25 (10d8+60) **Speed** 30ft

STR 20 (+5), **DEX** 14 (+2), **CON** 22 (+6), **INT** 12 (+1), **WIS** 16 (+3), **CHA** 16 (+3)

Senses darkvision, passive perception 12

General. Grants all Hengormoth in sight the ability to use their bonus action to disengage, dodge, or move.

Multiattack. The hengormoth makes 2 attacks with their weapon.

Cudgel. Melee Weapon Attack, +9 to hit, reach 5 ft., one target. Hit: 14 (2d8+5) damage.

Mules (AC 5, HD 5, Mv 120', Att 2 1d6/1d6 or 2d8 on a charge, F4, ML 10)
Hengormoth that long ago lost their humanity, now they serve as mounts.

Occultist (AC 8, HD 2, Mv 60', SA Spells, Att Special, M6, ML 6) Spew a random energy type (Fire/Cold/Lightning/Acid) at a range of 30' hitting everyone in a 10' square. Spells: *Sleep, Web, Hold Person*

These creatures are hunched monstrosities that have mutated beyond comprehension.

Marshal (AC 6, HD 3, Mv 90' SA Inspiring, Tactical Command, Att 0, F4, ML 10)
Inspiring grants a reroll of a failed morale check. The marshal doesn't attack, but can use his turn to cause any two allies to make another attack.

5TH EDITION

Mule; Large Aberration, Chaotic Evil **Armor Class** 16 (natural armor)

Hit Points, 42 (8d8+16) **Speed** 30ft

STR 20 (+5), **DEX** 18 (+4), **CON** 14 (+2), **INT** 4 (-3), **WIS** 6 (-2), **CHA** 9 (-1)

Senses darkvision, passive perception 10

Relentless Endurance. When henge are reduced to 0 hit points but not killed outright, they drop to 1 hit point instead.

Multiattack. The mule makes 2 attacks, one for each hoof-claw.

Hoof-claw. Melee Weapon Attack, +9 to hit, reach 5 ft., one target. Hit: 9 (1d8+5) damage.

Occultist; Medium Aberration, Chaotic Evil **Armor Class** 12 (natural armor)

Hit Points, 13 (3d8) **Speed** 30ft

STR 8 (-1), **DEX** 12 (+1), **CON** 10 (+0), **INT** 10 (+0), **WIS** 10 (0), **CHA** 10 (-0)

Senses darkvision, xxx. passive perception 10

Chemical Spew. 30' Ranged Energy Attack, deals 1d8 energy damage (Fire/Cold/Lightning/Acid) in a 5' radius area.

Spellcasting. The Occultist is a 5th level spellcaster. It's spellcasting ability is Intelligence (spell save DC 10, +2 to hit with spell attacks). The Occultist has the following spells prepared:

1st level (4 slots): *sleep, grease*

2nd level (3 slots): *web, mirror image*

3rd level (2 slots): *stinking cloud, counterspell*

Marshall; Large Humanoid, Chaotic Evil **Armor Class** 14 (natural armor)

Hit Points, 25 (3d8+12) **Speed** 40ft

STR 14 (+2), **DEX** 12 (+1), **CON** 18 (+4), **INT** 10 (+0), **WIS** 14 (+2), **CHA** 12 (+1)

Senses darkvision, passive perception 12

Coordinator. The marshall can use his action, bonus action, and reaction to grant any henge in sight an immediate action. The marshall can also use his move action to grant an additional move action. The marshall makes no attacks or aggressive actions on his own (due to the lack of limbs).

COMMON MUTATIONS AMONG THE HENGE

1. Third eye—Grants 20+1d100 Psionic ability, AB/FG attack and defense modes and 2 disciplines or grants a Mind Knife (Recharge 5-6). A target takes 3d8+3 psychic damage, DC 11 Charisma save for half
2. Beaked—Grants a beak attack, Gain a 1d6 damage bite
3. Bird feet—Looks stylish
4. Breath fire—Breath fire in a 30' for 3d4 damage
5. Bulging eyes—not necessarily Graves disease
6. Evil eye—Hex a target, granting +2 to hit them and -2 on all their rolls or grant advantage to hit them, and disadvantage on all their rolls.
7. Large mouth/fangs—Could you be hungry? Gain a 1d6 damage bite
8. Furry—Gain +2 or advantage on cold saves
9. Stench—Opponents must succeed at a poison save or DC 11 Constitution save or be poisoned until their next turn.
10. Iron Skin—Increases the armor class by 2
11. Spines—Grants +1 damage on melee attacks and +4 or advantage on grapples, along with doing 1d4 points of damage during a grapple.
12. Extra Arms—Make an additional attack each round.



TALES FROM THE UNDERGROUND

BY CHRIS H.

Over the past few years I've been fortunate to play role-playing games with some great people over G+ and in-person. As many of these people are artists and writers active in the old school renaissance, Courtney has been pestering me to write down some of my recollections from the games "for posterity" [Ed. — *I like how the quotes imply nefarious purpose*]. I enjoy hearing great stories and sharing them with my friends, but I can't fathom anyone outside my circle of friends caring about the time we did something in someone's game. But Courtney is persistent, so here I am. These are my memories of experiences in games, burnished by time, not a stenographer's record of events. Forgive me.

The first game I played over G+ was a playtest of Zak S's *A Red & Pleasant Land*. I rolled up an 11th level Lamentations of the Flame Princess cleric I named Ted (who had a 17 strength!) and we were off. The players were tasked to enter the Red Queen's castle and steal a specific pair of her shoes. Getting into the castle wasn't very difficult, but inside things got interesting. The first thing we noticed was that gravity would change from room to room. You'd walk out a door and immediately fly across the room because 'down' suddenly was the far wall instead of the floor. Simply traveling across a room became an amusing puzzle. Once combat was engaged things got crazy.

One of the most amusing battles we had was against some vampires in a very long, narrow, rectangular hall with gravity oriented on one of the narrow sides. Even before the vampires arrived we had our climbing gear out, using the furniture and sconces to ascend to the various rooms along the hall's sides. When the vampires attacked, my cleric cast *Protection from Evil* and became aware of another trick Zak had in store for us: divine magic was cursed in the castle. Each time a divine spell was cast the caster would be teleported to a random room in the castle. This was hilarious and frustrating. It completely changed how we approached combat. Timing the exact moment to cast a cleric spell became a fraught decision.

The first cast, the one where I learned of the curse on divine magic, teleported my cleric only a couple rooms away. He was able to listen for the sounds of combat and find my way back without much trouble. The second time he cast a divine spell, my character was teleported somewhere we'd never been and it was far enough away that he had no chance of hearing combat this time. There was however a golden sarcophagus in the middle of the room! Treasure!

He needed to get back to his friends, but didn't want to leave this massive golden sarcophagus behind. He climbed astride the casket and cast a low-level spell hoping the treasure would go with me. Bamf! He was teleported to another room with the sarcophagus! Still no idea where he was, he cast again and could hear combat not too far. The group was desperately holding off the vampires maybe 60' up the vertical shaft of that rectangular hall. He had teleported me to the uppermost room leading off the shaft. My cleric used his 17 strength to muscle this golden sarcophagus into the hall and let it flatten those vampires! A Strength check later and that massively heavy casket was tumbling down the hall wrecking everything in its path. It knocked a couple vampires around a bit and the weight of it busted through the wall at the bottom creating a new path for us.

When we eventually made it to the Red Queen's rooms we had to contend with an Escheresque room of non-euclidian geometry. As each player entered the room that player would appear in a different location. Some were relatively safe, others would immediately drop the player an unsafe distance. We figured out the pattern before entering the room and most of us got in safely. Even with all the teleporting and limited use of my cleric's magic he had survived to reach the target of the adventure: the shoes! But he wouldn't last in a fight against the Red Queen, a couple overly brave rounds of combat with her and she was able to knock my cleric off a ledge into a non-euclidean space where he fell really far and splatted hard! I hate losing, but it was pretty hilarious.

One of Zak's many strengths as a Dungeon Master is using the environment to challenge the players to think creatively. By simply turning gravity in a different direction he turned something potentially mundane into something memorable. Many of Zak's dungeons and locales feature verticality; something I don't see as much as I'd like in other games.

