

APPENDIX A: COMMON DUNGEON FEATURES

Key

	Door		Gelatinous Cube, Medium		Key		Bed/Cot
	Secret Door		Goblin		Wall Spikes		Minotaur
	Pressure plate		Skeleton		Slot in Floor		Black crystal
	Ladder		Lever		Magmin		Force Hand
	Tightrope		Mouse Cage		Curtain		
	White crystal		Treasure Chest		Antimagic Wall		
	Torch		Arrow		Shelf or Table		
	Kobold		Alchemist's Supplies		Broom		
	Note		Potion		Cell Bars		
	Button Pillar		Magic Wand				

DOORS

The majority of the doors in the Neverending Dungeons reference common door types described below.

ENCHANTED STEEL DOOR

Medium object

Armor Class: 21

Hit Points: 100 (threshold 10)

Damage Immunities: poison psychic; bludgeoning, piercing, slashing from nonmagical weapons

Enchanted steel doors are magically protected from most damage types. Often, they're coupled with magical locks.

IRON BARS (CELL DOOR)

Medium object

Armor Class: 19

Hit Points: 25

Damage Immunities: poison psychic

Many cell doors are made of iron bars held in place by iron bands and swung on iron hinges.

STEEL-REINFORCED

Armor Class: 20

Hit Points: 35 (threshold 5)

Damage Immunities: poison psychic

Steel-reinforced doors are very sturdy and often difficult to break down when they are locked. They fit over the molding from which they swing and usually have internal locking mechanisms that hold them fast into the wall they are beset.

STONE

Medium object

Armor Class: 17

Hit Points: 25

Damage Immunities: poison psychic

Stone doors are extremely heavy. Many secret doors use stone doors so they can disguise themselves as part of the wall.

WOODEN, BASIC

Medium object

Armor Class: 15

Hit Points: 25

Damage Immunities: poison psychic

A basic wooden door is made of thick wooden planks bound by iron bolts and hung on iron hinges.

LOCKS

Many of the doors in the Neverending Dungeon are locked. Below are the most common types of locks. If a door uses a key to open, it's noted in parenthesis in the lock's description. For example, a basic wood door with a simple lock (skull key) uses the wooden door stat block; the skull key opens the lock. Some locks have special methods for opening, detailed in the room description.

ARCANE LOCK

Break Strength DC 25

Pick DC 25 Dexterity using proficiency in thieves' tools

Arcane locks increase the difficulty of breaking and picking locks by 10. If a dispel magic is cast upon them, the DCs become 15.

COMPLICATED LOCK

Break Strength DC 20

Pick DC 25 Dexterity using proficiency in thieves' tools

Complicated locks use mechanical devices and sometimes magnets to stay locked. Some use keys, but others may require special methods to open them.

SIMPLE LOCK

Break Strength DC 15

Pick DC 15 Dexterity using proficiency in thieves' tools

Most simple locks require a key to unlock.

KEYS

These are the keys that characters can find in the dungeon.

SKULL KEY

The skeleton that guards Room 7 carries this key around its neck. This key opens the following doors:

- **Room 3** - Door A
- **Room 7** - Doors B and D
- **Room 10** - Chests B and C; Doors B and D

SWAN KEY

There are two swan keys. The first is found in Room 1 in one of the three chests. The second is found in Chest C in Room 10.

- **Room 1** - Door B

WAVE KEY

The wave key's location is undetermined. This key opens the following doors:

- **Room 8** - Door A
- **Room 9** - Door D

ITEMS

The following items can be discovered in the Neverending Dungeon.

A

Acid (vial). By combining the ingredients found in Room 8, a character can create a vial of acid.

Alchemist's Fire. By combining the ingredients found in Room 8, a character can create a flask of alchemist's fire.

Alchemist's Supplies. There are enough items to create three sets of alchemist's supplies in Room 8.

Arcane Focus. Chest B in Room 10 contains an arcane focus.

Arrow. There is an ordinary arrow on the floor in Room 2.

Anti-toxin. By combining the ingredients found in Room 8, a character can create a vial of anti-toxin.

B

Blocks, NOPE. Four blocks with the letters E, N, O, P are found in Chest A in Room 10.

Books, Alchemist's. The shelves in room 8 contain a few hundred books on Alchemy and Arcana.

C

Cage. This steel cage is found in Room 7.

Clothes, Traveler's. The chest in Room 7 contains four sets of traveler's clothing.

L

Longsword. In one of the three chests in Room 1, there is a longsword. While it can be used to open the doors in Room 1, it also acts as a valuable weapon.

M

Mouse. A small mouse is kept in the cage in Room 7. It uses the stat block of a **rat**, except it has no effective attacks.

N

Note, Alchemist's. The Alchemist's note details how to create potions using the ingredients in Room 8.

P

Playing Card. The 3 of spades can be found on the floor in Room 3.

Poison, Basic (vial). By combining the ingredients found in Room 8, a character can create a vial of basic poison.

Potion Ingredients. Room 8 has four vials of potion ingredients: blue, green, red, and white. When mixed together, they create potions.

Potion of Healing. One of three chests in Room 1 contains a *potion of healing*. Combining the correct ingredients in Room 8 can also create alchemist's supplies.

R

Rocks. The chest in the small room in Room 3 contains 450 pounds of rocks.

Rope, 30-feet. The tightrope in Room 4 can be cut away and reused.

S

Shortbow with 15 Arrows. The skeletons in Room 3 and room 7 both carry shortbows with 15 arrows (minus however many they use during combat).

Spellbook. There is a spellbook with the spells *burning hands*, *fog cloud*, and *reduce/enlarge* in Chest B of Room 10.

T

Torches. There are various torches throughout the Neverending Dungeon attached to the walls.

W

Wand of Secrets. This magic wand can be found in Room 8. It is detailed in the DMG.

APPENDIX B: SOLUTIONS



he following suggested solutions are to aid you, the Game Master, while running the Neverending Dungeon series. First, make sure that none of your players read this section—it could spoil both your and their enjoyment.

Second, while these are the solutions I suggest, they are by no means the only ways to solve the puzzles of the Neverending Dungeon. Always award crafty players with success.

When a room is noted, unless otherwise stated, it assumes the characters have all the resources they need to enter the room. For the sake of brevity, minor steps, such as using a key or opening a door, have been omitted.

Room 1

1. Climb the southern ledge and take the longsword from the easternmost chest.
2. Insert the longsword into the slot in the floor.

Room 3

1. One character holds open Door B while another character runs back to get the longsword.
2. Remove 150 pounds of rocks and place them onto pressure plate D.
3. Fight the skeleton.
4. Take another 150 pounds of rocks and place them onto pressure plate E.
5. Take the playing card and the skeleton's shortbow.

Room 7

1. Break down Door B.
2. Use the shortbow to shoot at the skeleton behind the bars.
3. Take the traveler's clothes from the chest.
4. Create a noose with the traveler's clothes.
5. Throw the noose onto the lever and pull it.
6. Take the skull key from the skeleton and the mouse and the cage.

Room 10

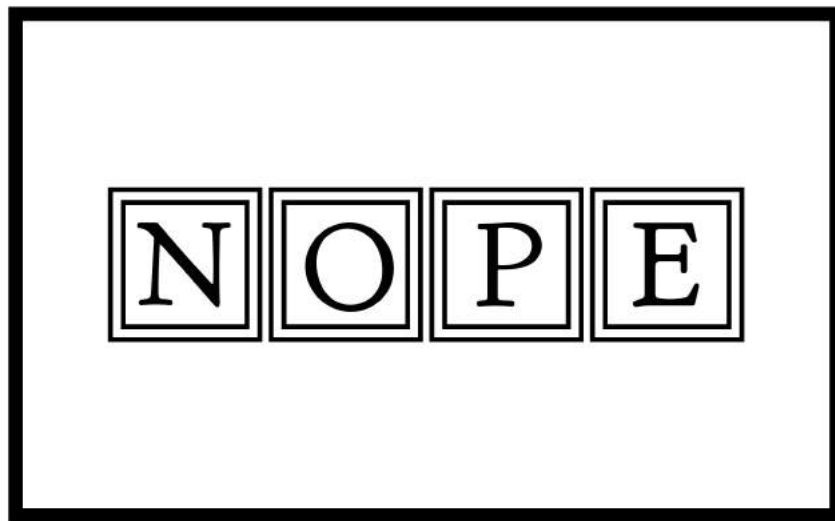
1. Fight the magmin.
2. Recover the spellbook and arcane focus.
3. Take the swan key.

Room 2

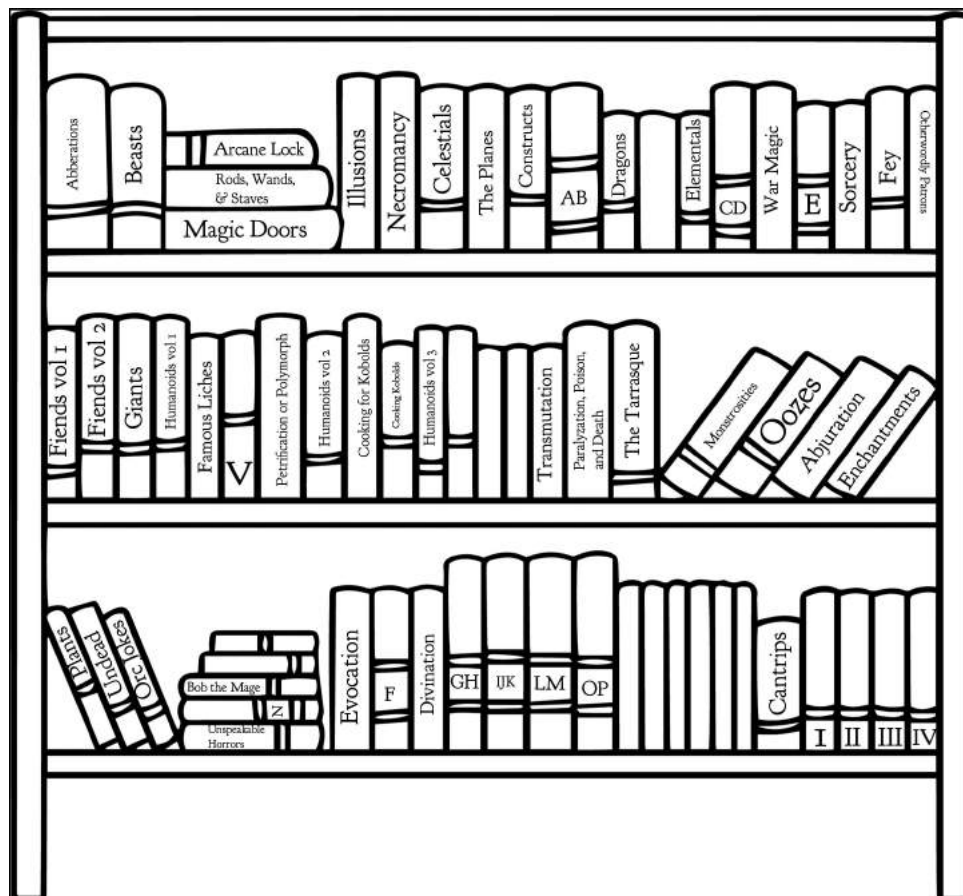
1. Take the arrow.
2. Climb into the pit, avoiding the mimic if possible.
3. Place the mouse into the hole and scare it with fire. If will travel to room 4 and enter the gelatinous cube's pit.
4. When the gelatinous cube in Room 4 moves to eat the mouse, Door A opens. Once the gelatinous cube moves, it won't move again unless it's given a reason to.
5. The characters may wish to heal up using the crystals in Room 4 or take a long rest in Room 1 before they proceed into Room 5.

APPENDIX C: PLAYER HANDOUTS

PLAYER HANDOUT 1



PLAYER HANDOUT 2



PLAYER HANDOUT 3

RRRW



RRGG



GWWW



GGGW



BBBW



RGBW

