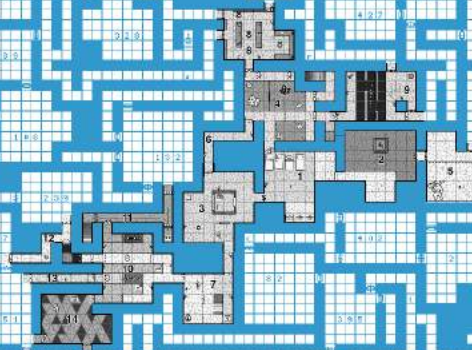


THE NEVERENDING DUNGEON

Tunnels of the Lich Prince

Rooms 1-15



THE NEVERENDING DUNGEON

Welcome to the Neverending Dungeon! The adventure starts when characters wake in a dungeon with no recollection of how they got there. Each room of the dungeon is loaded with traps, monsters, puzzles, treasure, and more. As time goes on, I'll create more and more rooms, building out at least one room per week plus an additional room for every 10 patrons that follow my Patreon account.

You are free to play the dungeon as it lies, or you can take the individual puzzles, traps, and room layouts and use them in your own designs. It's totally up to you.

Help add to the Neverending Dungeon. [Become a DMDave Patron today!](#) It's only \$3 to join. Every 10 patrons that join unlock a new room of the Neverending Dungeon.

Last Updated: November 29, 2019

GENERAL FEATURES

Unless stated otherwise, this section of the Neverending Dungeon has the following characteristics:

Ceilings. Most of the rooms have thirty foot high ceilings made of hewn stone with large wooden beams used as braces.

Floors. The floors are cut from hewn stone, then overlaid with cobblestone.

Walls. The walls are hewn, then overlaid with fieldstone. Most of the walls have been magically treated to prevent ethereal passage, incorporeality, and spells like passwall.

Doors. The Neverending Dungeon has many types of common doors with locks. Instead of reprinting the stats for doors each time one is mentioned, refer to Appendix A for details on the dungeon's myriad doors and locks.

Torches. If a room has a torch icon, the characters can take the torch from the wall. Refer to the *PHB* for details on torches.

Light. Unless a room has a torch, room descriptions assume that the characters have their own sources of light such as torches or darkvision.

Creative Solutions. While most of the puzzles in the Neverending Dungeon are designed with specific solutions, these are only suggestions. The characters are free to try out their own methods for solving puzzles and escaping traps. Use your best judgment and award creativity with success.

ROOM 1 - GOOD MORNING

This is the first room in the Neverending Dungeon. Characters wake on individual cots with no recollection of how they arrived or where they are. They all lack gear save for the clothing on their backs and whatever is in the room.

You wake with a stiff neck and stiffer back. You're in a cool, dry room with 20-foot high ceilings. The walls, floor, and ceiling

are made from laid stone. Across from where you lie is a 10-foot high ledge. Then, 90 degrees counter-clockwise from that ledge is a second ledge—you can see a closed door on the wall of that ledge.

A lone torch on the nearby wall lights the room. Behind you, painted on the wall in red, is the number "26."

The door on top of the ledge appears to be the only exit.

SPECIAL FEATURES

This room holds many points of interest for the characters to explore.

Chests. The southernmost ledge has three closed treasure chests made of wooden slats with iron dowels. The chests are bolted down to the iron. Each chest had a plaque over its central hasp. From left to right, the hasps read potion, key, and longsword. The chests are not locked, nor are they trapped—at least not in the traditional sense. When one chest opens, trap doors at the bottom of the other two chests open, dumping the items within into a narrow chute. The chute then closes automatically in 1 round, obscuring the presence of the trap door and chute (plus anything that may have been on the chute). For example, if a character opens the treasure chest that reads potion, the key and longsword are dumped into their respective chutes.

A character that passes a successful DC 13 Intelligence (Investigation) check detects that the chests may be trapped, but isn't sure how they are trapped. If the character succeeds the check by 5 or more, they know exactly how the traps work as explained above.

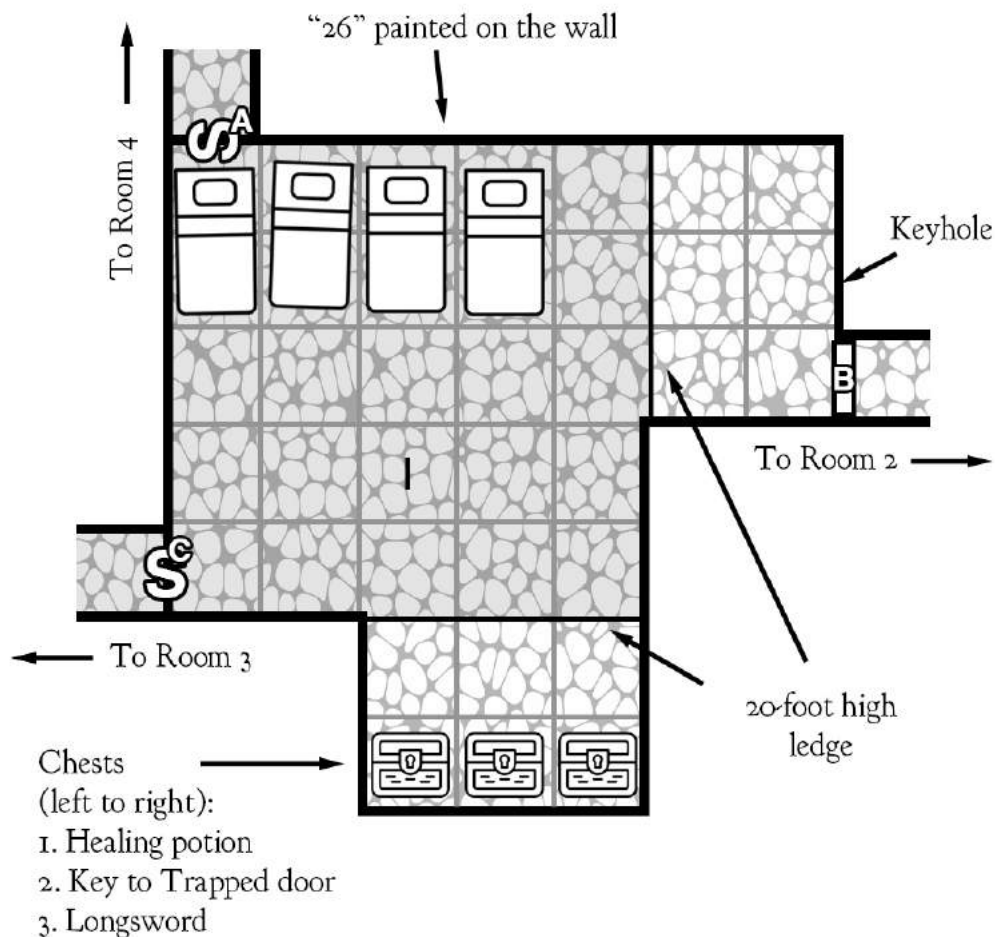
The only way to stop the traps from dumping items is to disable the chests' mechanism. This can be done with proficiency in thieves' tools or a tinkers' kit (along with the requisite tools), and a successful DC 16 Dexterity check. A character who tries to disable the chests' mechanism then fails to disarm it sets off all three chutes, dumping all three items.

The chest that reads potion contains a *potion of healing*, the one that reads key contains the swan-shaped key that turns off the trap on Door B (see below), and the one that reads longsword contains a regular longsword. A character that examines the longsword might notice that its cross-section perfectly matches the slot on the floor.

Cots. The four cots are simple in design, nothing more than a pile of hay with a blanket tossed over it, and a dingy feather pillow.

Keyhole. On a round rock jutting two-inches from the wall next to Door B is a small keyhole that's shaped like a swan. If a swan key is placed into the keyhole and turned, the trap on the trapped door next to it is disabled. The key can be removed and kept without turning the trap back on.

Ledges. The ledges are easy enough to climb for any character with a Strength score of 10 or higher. Otherwise, a character needs to pass a DC 10 Strength (Athletics) check to climb the ledge.



Above: Room 1 Layout

Red 26. The red number 26 is not important now, but worth remembering for later.

Slot on the Floor. Near the center of the room is a curious slot in the stone floor. The slot is lined with iron and looks to be 40 inches deep and roughly 2 inches wide. The slot has an unusual shape (see Diagram 1). If a character places the longsword found in the chest into the slot, it acts as a key, opening both of the secret doors (Doors A and C) in the room simultaneously.

EXITS

These are the room's exits.

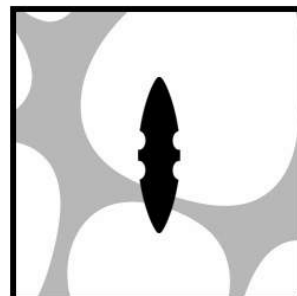
Doors A and C. *Stone doors, special.* There are two secret doors in the room. A character can detect the presence of a secret door with a successful DC 15 Wisdom (Perception) check. A DC 17 Intelligence (Investigation) check reveals that the doors are kept shut by a spring-mechanism, but it's impossible to tell how the mechanism works. A character can use his or her action to temporarily push open the door (they both push out from the room) with a successful DC 21 Strength check. The character can use his or her action on subsequent turns to make an additional Strength check to keep the door open. Once the character lets go or uses their action for anything other than holding the door open, the door slams back into place. The secret doors are tougher than normal doors with an AC of 19 each.

The doors remain open as long as the longsword stays in the slot. If the sword is removed, the doors slam shut in unison.

Door B. *Basic wooden door, special lock (swan).* Similar to the secret doors, this trapped door must be held open (even after its trap is disabled).

A character must use his or her action to push the door open, requiring a successful DC 15 Strength check to do so. The character can use their action to hold open the door on each subsequent turn, requiring another Strength check each time they do.

Diagram 1: Slot in Floor



Unless the key from the chest is placed into the keyhole and turned, or the button in room 2 is pressed and held, this door is trapped. The first time a character touches the door, and if they are still touching the door at the end of their turn, they take 1d4 lightning damage.

The trap can be disabled using thieves' tools and a successful DC 15 Dexterity check.

ROOM 2 - BONE NAP

The first time the characters enter the room from rooms 1 or 5, read or paraphrase the following:

Easily the most alarming feature of this large room is the 50-foot deep pit that consumes the majority of it. There, at the center of the pit, is a stone dais, standing roughly 1 foot off the floor. The withered remains of a skeleton tops it. Although it's hard to tell from where you're standing, it looks like the skeleton is holding an old, rusty key.

SPECIAL FEATURES

These are the important features of the room.

Arrow. The arrow on the floor is just an ordinary arrow.

Button. On the southern wall near the westernmost door is a simple button, no larger than a coin. Pressing the button disables the trap on door A as well as the wall spikes just below the door B—but only as long as it is held down.

Hole in the Wall. In the northwestern corner of the pit is a small, round hole roughly 5 inches in diameter that connects to the gelatinous cube pit in Room 4. It's hard to see what is on the otherside of the hole since it's dark there.

Red 55. Painted on the southern wall of the pit in red is the number "55." This number isn't important right now, but worth remembering for later.

Skeleton. If the point of interest in this room looks like an obvious trap it's because it is. The skeleton, the key, and even the dais are all a disguised **mimic**. Thanks to its false appearance ability, it is impossible to detect even standing close. The mimic waits for creatures to come close and grab the key, immediately adhering itself to them.

EXITS

These are the exits from this room.

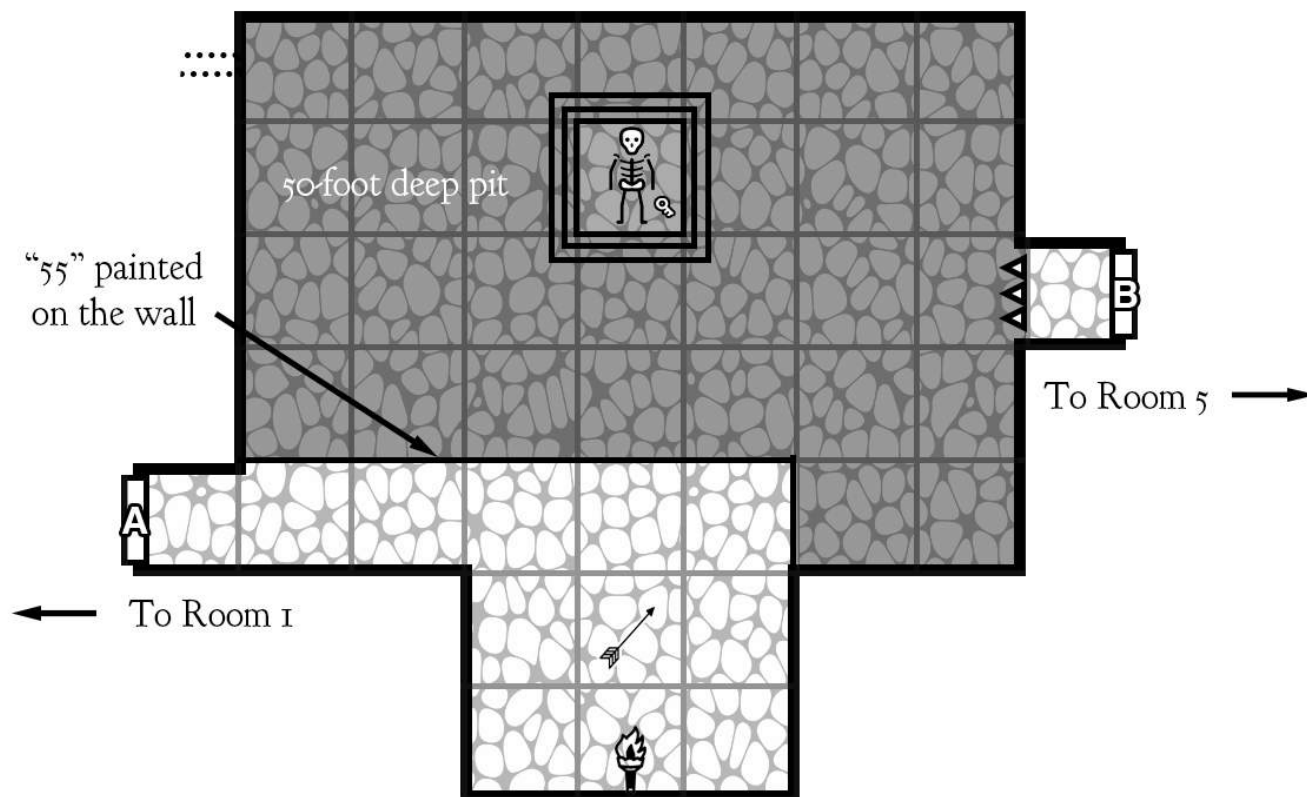
Door A. *Basic wooden door, special.* The westernmost door is difficult to open and it's trapped. A character must use his or her action to pull the door open, requiring a successful DC 18 Strength check to do so. The character can use their action to hold open the door on each subsequent turn, requiring a DC 15 Strength check each time they do. If they let go of the door is slams back into place.

Unless the right key is placed into the keyhole in room 1 and turned, or if the button in this room is pressed and held (see above), this door is trapped. The first time a character touches the door, and if they are still touching the door at the end of their turn, they take 1d4 lightning damage.

The trap can be disabled using thieves' tools and a successful DC 15 Dexterity check.

Door B. *Steel-reinforced door, special.* The easternmost door is difficult to open. It lacks any sort of handle. Steel rods from within bind it to the wall. A creature can make a DC 25 Strength check to pull it away from the wall. The only way to open is to release the pressure plate below the gelatinous cube in Room 4.

Below: Room 2 Layout



Wall Spikes. The wall of the 50-foot ledge leading to Door B is trapped. All along the 50 foot rise are regular holes spaced so that they seem to act as hand holds. At the 25-foot through 35-foot mark, the handholds hide spikes within. A creature that uses the handholds to climb that passes through that area automatically takes 1 piercing damage the moment they insert their hand into one of the holds. Then, it must make a DC 10 Constitution saving throw.

A creature with a climb speed automatically passes its saving throw. On a failed saving throw, the creature falls to the floor, taking 1d6 damage for every 10 feet it falls. A creature can avoid the trapped holes by making a successful DC 12 Strength (Athletics) or Dexterity (Acrobatics) check (target's choice). If they do, they carefully pass the trapped hand holds assuming at a rate of 2 feet per 1 foot of movement.

Room 3 - BILL

This unusually shaped room has 30-foot high ceilings. There are three exits. The first exit, to the north (Door A), is locked. Next, the door at the south is also locked (Door E). And finally,

the backside of a secret door (Door B) leading to Room 1 is at the east; much of the paint used to make the door look like a stone wall has flecked off, so it's pretty obvious that it's a door. However, it has no handles or knobs.

At the room's center is a small room with an open door (Door C). At the opposite end of this room is a large viewing window protected by a permanent invisible *wall of force*.

From behind the bars of a locked cage surrounding Door D, an animated **skeleton** armed with only a shortbow springs to unlife once it sees the characters.

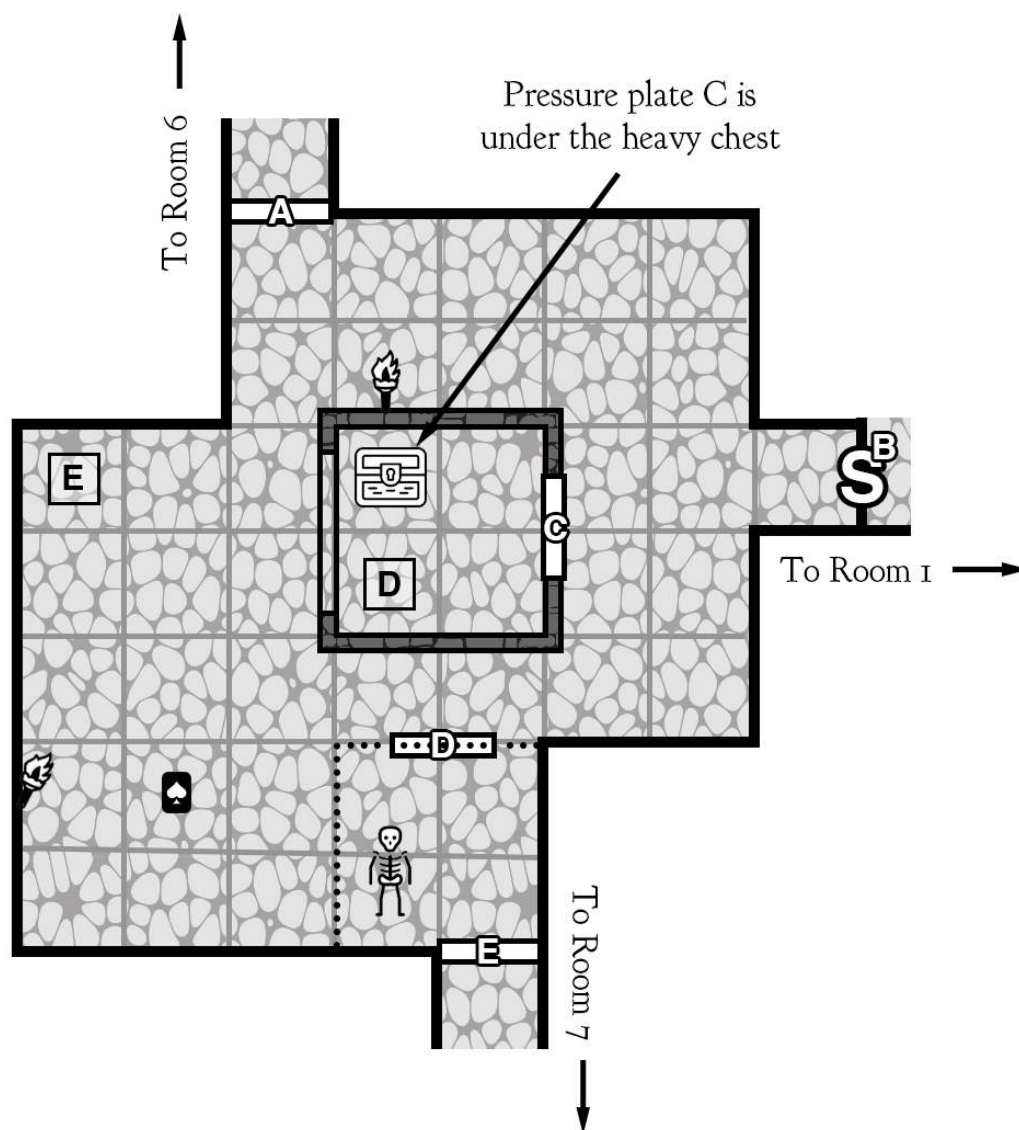
SPECIAL FEATURES

These are the areas of interest in this room.

Chest. This 3-foot by 2-foot by 2-1/2-foot wooden chest is locked. It requires a DC 15 Dexterity check using proficiency in thieves' tools to open. Its insides are filled with heavy rocks. The chest and rocks combined weigh 450 lbs. It's sitting on pressure plate C.

Encounter. The skeleton's job is to protect both the locked cell door (Door D) and the door to the south (Door E). His name is Bill. Bill only has 15 arrows. Once he's out of arrows, he uses his claws (+2 to hit, 1d4 slashing damage).

Below: Room 3 Layout



Playing Card. In the southwestern part of the room, a single playing card lies on the floor. It is the 3 of spades. (Its use is detailed in a future room.)

Pressure Plates C, D, and E. Placing 150 or more pounds on a pressure plate unlocks and disables the spring in its corresponding door (for example, pressure plate D open door D). As soon as the weight is removed from the plate, the door slams shut and locks. If a pressure plate is damaged or disarmed, it ceases to function and its respective door remains shut and locked until it is repaired.

Treasure. The skeleton's (his name is Bill... rude) shortbow is functional.

EXITS

This are the ways to leave this room.

Door A. *Basic wooden door, basic lock (skull).* There is a skull emblem on the center of this door.

Door B. *Stone door, special.* Unless the door is already open (by placing the longsword into the slot in Room 1), a character must use his or her action to pull the door open, requiring a successful DC 18 Strength check to do so. The character can use their action to hold open the door on each subsequent turn, requiring a DC 15 Strength check each time they do. If they let go of the door it slams back into place.

Doors C, D, and E. *Special doors, special.* If 150 or more pounds is placed on pressure plate A, this door opens and the spring-mechanism within is disabled. Otherwise, the door is difficult to open. To force the door open, two people must simultaneously take their actions: one must disarm the lock using a DC 15 Dexterity check using thieves' tools while the other pries it open with a successful DC 18 Strength check.

One character cannot accomplish both tasks at the same time. If either check fails, the door remains shut and locked. Once the door is open, a character must use his or her action on each of their turns to prop it open with a successful DC 15 Strength check. Failing the check, the door slams shut and locks again. Locked cell door B has a similar relationship with pressure plate B, as does locked door C with pressure plate C.

ROOM 4 - DON'T TOUCH THE BLACK CRYSTAL

A 40-foot deep pit takes up the majority of this room with only a narrow tightrope acting as a bridge. At the bottom of the pit, large crystals push up through the fieldstone. The majority of the crystals are made of glowing white stone, while the largest one in the northeastern corner of the pit radiates black energy. A sign next to the crystal reads "Don't touch the Black Crystal!" Signed "management." The light from the crystals bathes the entire room in a dull, white light.

SPECIAL FEATURES

These are the areas of interest in the room.

Encounter. Two **goblins** stand on the ledge closest to Door A, each instructed to attack any intruders who come into the room with their bows. Should one get killed, both lose half their hit points or more, or if the characters come within melee range of the goblins, they flee through Door A to Room 8. Once through the door, they arm the door's trap (see below).

Crystals. All of the crystals in the pit (even the black one) are magically charged to heal a creature that touches it. The black crystal still has its charge (thanks to management's sign). When a creature touches a white crystal, there is a 50% chance that the crystal's charge has been used. If the charge hasn't been used, the creature regains 2d6 hit points if the crystal is one of the smaller crystals or 6d6 hit points if the crystal is one of the two larger crystals. After a crystal's charge is used, it can never be used again. If the crystals are removed from their spot on the ground, they immediately lose all of their power.

Gelatinous Cube Pit. In the small corridor between this room and Room 9, there is a 3-foot gap between the floor and the wall on the south side. Within that gap is a 40-foot deep pit. Directly below the gap against the wall is a motionless, Medium **gelatinous cube** (other than its size, its stats are the same) resting on top of a pressure plate. The cube is keeping the pressure plate down (a Medium gelatinous cube weighs 11 tons). If the gelatinous cube moves from the pressure plate, Door B in Room 2 unlocks and opens.

Hole in the Wall. In the southeastern corner of the gelatinous cube pit is a small, round hole roughly 5 inches in diameter. The hole goes for 5 feet then emerges in a chamber on the far side from which a creature looking inside can see dim torchlight.

Tightrope. Walking over the tightrope requires a character to make Dexterity (Acrobatics) check. The result of the check determines how quickly (or poorly) the character moves across the rope as shown on the Tightrope Check Results table below.

TIGHTROPE CHECK RESULTS

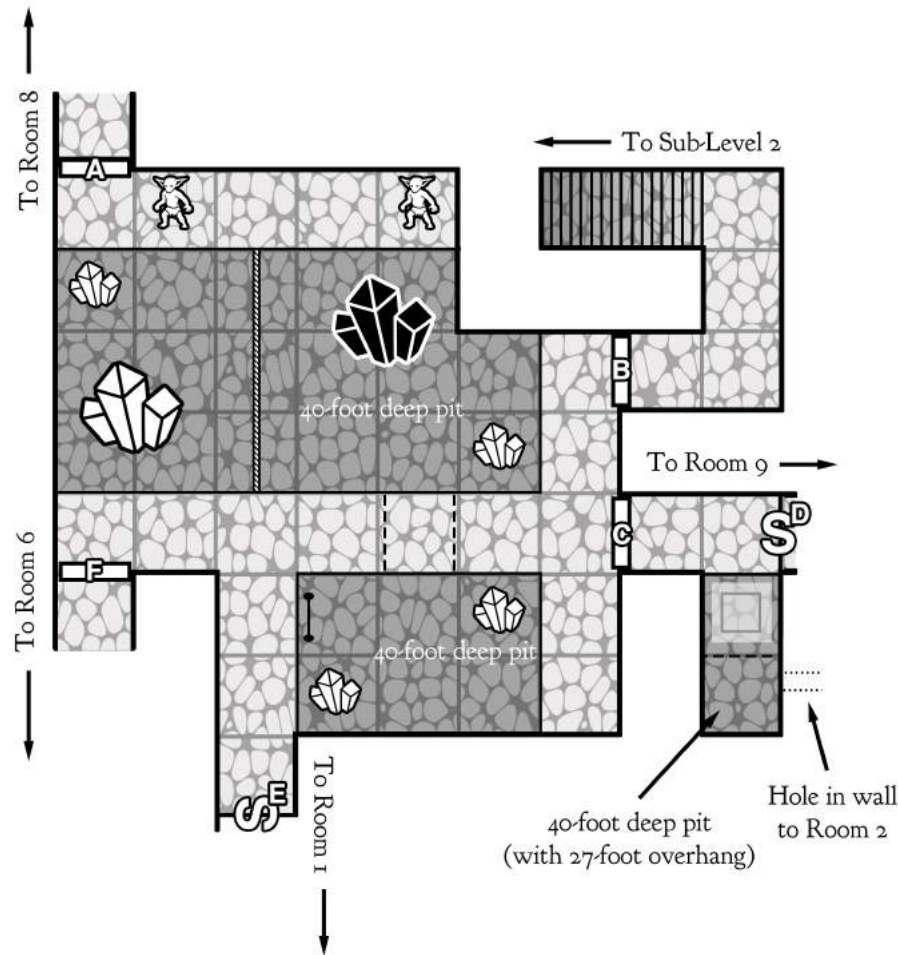
Check	Results
8 or less	The character falls off the tightrope, landing prone in the pit below. The character takes 1d6 damage for every 10 feet they fall.
9 - 12	The character fails to make progress on the tightrope. Until the start of their next turn, their movement speed becomes 0 and they cannot take reactions. If they take damage before the start of their next turn, they fall into the pit below, taking 1d6 damage for every 10 feet they fall and landing prone.
13 - 17	The character moves across the tightrope. They must spend 2 feet of movement for every 1 foot they walk.
18 or more	The character moves across the tightrope at their normal speed.

Treasure. The goblins are carrying all of the normal items listed on their stat block. Note that their armor is Small size and cannot be worn by Medium or larger creatures unless it is resized by a cordwainer.

DOORS

The exits from this room are detailed below.

Door A. Door A isn't locked, but it can be armed with a trap if the goblins run through it (there is a button on the other side that arms and disarms the trap). If a character attempts to open the door without first disarming the trap, a jet of fire



Above: Room 4 Layout

shoots out from the door's handle. Each creature within 10 feet of the door must make a DC 12 Dexterity check, taking 7 (2d6) fire damage on a failed saving throw or half as much damage on a success. Noticing the trap requires a DC 10 Wisdom (Perception) check. It can then be disarmed with a successful DC 15 Dexterity check using thieves' tools. Failing the check to disarm the trap by 5 or more triggers the trap. Once the trap is triggered, it ceases to function.

Door B. *Enchanted steel door, special.* Door B is made of solid adamantine set into an adamantine frame. Bolts from within keep it firmly in place. Furthermore, it's been arcanely locked. Breaking down the door is almost impossible, requiring a successful DC 31 Strength check. The lock itself is built within the structure, so it's impossible to pick. There are six tumblers on the door, each with red numbers 0 through 9; they are all set to 0 the first time the characters come upon them. Entering the correct numbers into the tumblers in the correct order temporarily disables the enchantment on the door. If the door is shut or 1 minute passes, the enchantment returns and the door seals and locks once more. The correct sequence to unlock the door is 4-6-9-9-5-1. If the incorrect numbers are entered three or more times, the tumblers cease to function for 24 hours. The hallway beyond the door leads down to sub-level 2. The door itself has an AC of 21, 100 hit points (damage threshold 10). It is immune to poison and psychic damage, as well as bludgeoning, piercing and slashing damage from nonmagical weapons. It is also resistant to all other types of damage.

Door C. *Basic wooden door, simple lock.* However, if the door's lock is tampered with in any way, a poison needle

shoots out from the door handle. The door makes a ranged attack roll against the creature with a +3 to hit. On a hit, the creature takes 1 piercing damage and must succeed on a DC 12 Constitution saving throw. On a failed saving throw, the creature is poisoned for 1 hour. The door is armed with 3 needles. Once all of the needles have been fired, the trap no longer functions.

Door D. *Stone door, unlocked.* This door is hidden by a permanent major image spell. The door itself is carved to look like stone, and its handle is built close to the door. Therefore, touching it does not reveal its true nature. However, a creature can use its action to examine the wall and determine that it is an illusion with a successful DC 20 Intelligence (Investigation) check.

Door E. *Stone door, special.* Unless the door is already open (by placing the longsword into the slot in Room 1), a character must use his or her action to pull the door open, requiring a successful DC 18 Strength check to do so. The character can use their action to hold open the door on each subsequent turn, requiring a DC 15 Strength check each time they do. If they let go of the door it slams back into place.

Door F. *Basic wooden door, unlocked.* This door can be locked and unlocked from this side, requiring no key.

ROOM 5 – BEAST

The first time the characters enter this room, read the following:

This room appears to be cut in half by a large, moldy, red curtain. From behind the curtain, you hear loud snoring. Although you can't see what's making the noise, whatever it is, it sounds big. And ugly (probably).

If the characters make a lot of commotion while entering the room or they talk too much, they will awaken the sleeping minotaur. The minotaur—who at the time was having an awesome dream about being on a game show—is pretty upset. Immediately, it attacks, rushing past the curtain to clobber the ones who disturbed its slumber.

SPECIAL FEATURES

The room has the following points of interest.

Large Lever. The large lever disables the locks and traps on both Door A (the spikes on the wall in Room 2) and Door B (detailed below). The lever is rusty and a little squeaky. Without oil, a character must succeed on a DC 13 Dexterity check to avoid making a sound and waking the minotaur.

Treasure. The minotaur carries a massive greataxe. A character can take the weapon and wield it so long as their Strength score is 13 or higher. All attacks made with the weapon are made with disadvantage. On a hit, the axe deals slashing damage equal to 2d12 plus the character's Strength modifier.

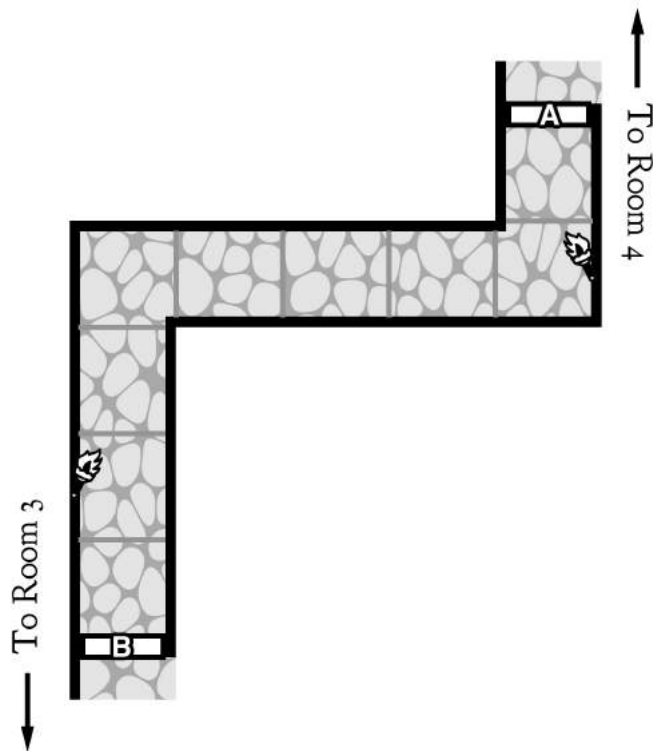
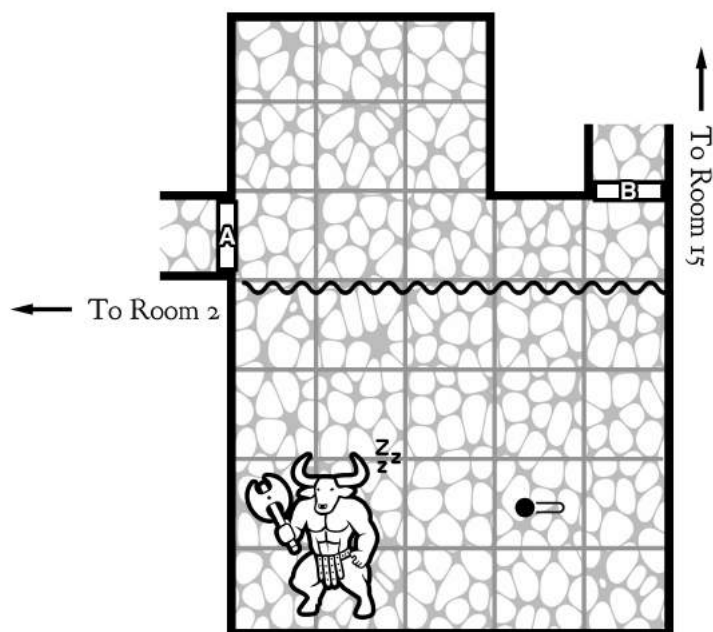
EXITS

Creatures can enter and exit this room in the following ways:

Door A. *Steel-reinforced door; special.* Using either the button from Room 2 or the Lever from this room opens this door. If a character listens at the door they can hear intense sneezing from the other side.

Door B. *Steel-reinforced door; special.* If a creature tampers with the door or attempts to break it, a loud alarm sounds for 10 minutes. The alarm wakes the minotaur and

Below: Room 5 Layout



Above: Room 6 Layout

alerts other creatures in the area. The lever in this room unlocks the door and disables the alarm trap.

ROOM 6 - JUST A CORRIDOR

This room is just a corridor. Seriously, that's it.

EXITS

The corridor has two exits.

Door A. *Basic wooden door; simple lock.* Like the corridor it is in, this door is pretty boring.

Door B. *Basic wooden door; simple lock (skull).* This door has a skull at its center.

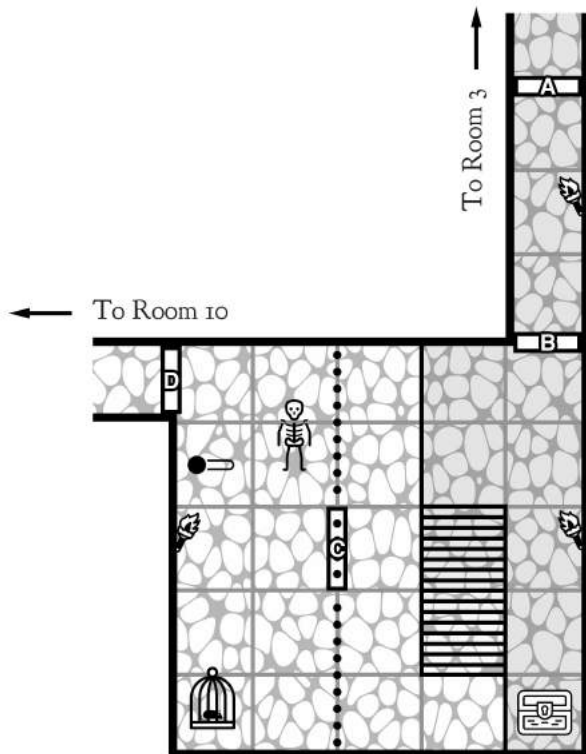
ROOM 7 - MOUSE

This room is cut into two parts. The lower level, the one you're on, takes up about a third of the room. At the far end across from you is a treasure chest. A set of stairs leads up to the higher level where the room is further split by iron cell bars. Behind those bars, a skeleton springs to life the moment it sees you.

Like the skeleton in Room 3, this **skeleton's** purpose is to ward off any intruders. It is armed only with a shortbow and 15 arrows for such a task. Around its neck hangs a chain with the *skull key* attached to it.

SPECIAL FEATURES

These are the areas of interest in the room.



Above: Room 7 Layout

Chest. The chest in the southeastern corner is (surprisingly) neither locked nor trapped. Inside are four sets of traveler's clothes.

Mouse Cage. For whatever reason, a mouse is kept in a simple cage with food and water. The cage is unlocked. The mouse uses a rat stat block except it has no effective attacks. It is friendly and will travel with the characters.

Large Lever. The large lever by the western wall opens Door C when pulled. It remains in position whichever way it is pulled.

EXITS

These are the exits to and from this room.

Door A. Steel-reinforced door, complicated lock (*special*). This door remains locked unless the Pressure Plate A in Room 3 is being pressed.

Door B. Basic wooden door, simple lock (*skull key*). The door handle has a skull symbol on it.

Door C. Locked cell door, complicated lock (*special*). This door remains locked unless the large lever in this room is pulled towards the east.

Door D. Basic wooden door, simple lock (*skull key*). The door handle has a skull symbol on it.

ROOM 8 - ALCHEMY

The first time the characters enter this room, read the following:

"Yipe!" screams the small, lizard-like humanoid that sees you upon entering the room. It, and two others just like it, scramble around this room—which looks to be some sort of alchemical laboratory—likely looking for a weapon to defend itself with.

The three **kobolds** in this room are more scared than they are brave. If given the option not to fight, they will take it. The kobolds only speak Draconic, so unless one of the characters also speaks Draconic, they may find it difficult to communicate with the little buggers.

If the **goblins** from Room 4 fled into this room, they are hiding around the counters.

Here are what the kobolds know:

- This place is called the Tunnels of the Lich Prince. They aren't sure why it's called that as they've never met or seen the eponymous Lich Prince.
- They work in the lab as assistants to a wizard named Hunburg. She hasn't been around in a few days.
- The kobolds don't know much about the dungeon beyond the room they are in. They know that there are two staircases accessible from the crystal room to the south and one through the northwestern door. Both lead down.
- The kobolds don't know the combinations for either door, but note that Balug the Hobgoblin—who tends to be forgetful—has painted reminders for himself all around the dungeon.
- If pressed or intimidated, the kobolds will reveal the secret door in the northwestern corner, explaining that's where Hunburg and Balug often go. They know their bosses pull on three books to open the doors, but they aren't sure which ones they are.
- The kobolds have no idea how to use the alchemist's supplies in the laboratory, nor do they understand what the *magic wand* does.

SPECIAL FEATURES

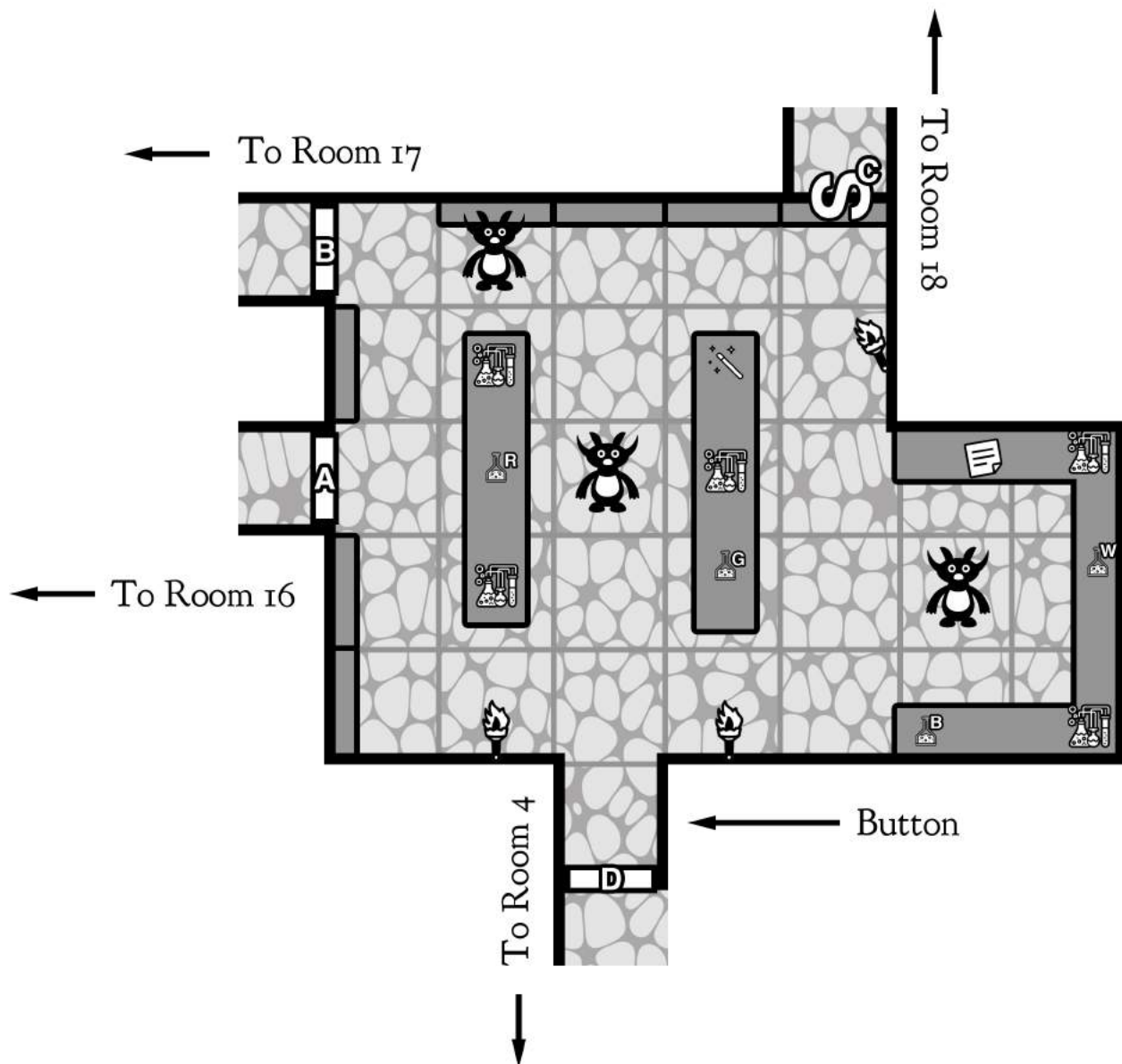
Here are the points of interest in this room.

Alchemist's Note. A note left on the table gives the recipes for various types of potions (give the players Player Handout 3). The note gives recipes for creating the following potions. A character that has proficiency in alchemist's supplies automatically understands what the information on the note means. Below is the solution:

- RRRW = 3 parts red, 1 part white = alchemist's fire
- RRGG = 2 parts red, 2 parts green = acid
- GWWW = 1 part green, 3 parts white = anti-toxin
- GGGW = 3 parts green, 1 part white = poison
- BBWW = 2 parts blue, 2 parts white = *potion of healing*
- BGRW = 1 part red, 1 part blue, 1 part green, 1 part white = wild magic

The concoctions create items as shown in the *PHB*. When one part of each is mixed (BGRW), it creates a wild magic effect that affects the one who mixed it. Roll on the Wild Magic Surge table under the sorcerer class in the *PHB* to determine the result.

Any other combination of potions result in no effect and wastes the components.



Above: Room 8 Layout

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

Bookshelves. Bookshelves line the northern and western walls of the room. Most of the books are on the history of arcane lore. A character can make an Intelligence (Arcana) check with advantage if they spend at least 1 minute referencing the books in this room. The northeasternmost bookshelf hides a secret door.

Button. A toggle button set into the wall near Door D arms or disarms the trap.

Counters. At the center of the room and tucked into the eastern part of the room are sturdy wooden counter tops. The tops are 5 feet off the ground and can act as cover for creatures.

Magic Wand. The magic wand on the table is a *wand of secrets*.

Potion Ingredients. There are four potions in the room: red, green, blue, and white. When mixed together properly, the potions create interesting effects as shown on the

Alchemist's Note in this room. Each potion has 10 parts when discovered.

EXITS

Here are the ways in and out of the room.

Door A. Basic wooden door, simple lock (wave). This door has three wavy lines carved into it.

Door B. Enchanted steel door, special. This door is made of solid adamantite set into an adamantite frame. Bolts from within keep it firmly in place. The lock itself is built within the structure, so it's impossible to pick. There are six tumblers on the door, each with blue numbers 0 through 9; they are all set to 0 the first time the characters come upon them. Entering the correct numbers into the tumblers in the correct order temporarily disables the enchantment on the door. If the door is shut or 1 minute passes, the enchantment returns and the door seals and locks once more. The correct sequence to unlock the door is 8-6-7-5-3-0. If the incorrect numbers are entered three or more times, the tumblers cease to function

for 24 hours. The door itself has an AC of 21, 100 hit points (damage threshold 10). It is immune to poison and psychic damage, as well as bludgeoning, piercing and slashing damage from nonmagical weapons. It is also resistant to all other types of damage.

Door C. Stone door, special. Hidden behind the bookshelf in the northeastern corner is a secret door that leads to Room 18. The bookshelf itself contains a set of Arcane Encyclopedias (Player Handout 2). To unlock the door, the following books must be pushed in order: OP, E, and N. When pushed, the book presses against a slot that fits the book exactly, sort of like a keyhole. Removing all the books won't help, as there are dozens of fake slots. When the door opens it slides back on a track into Room 18.

Door D. Basic wooden door, unlocked. This door is simple and design and lacks a locking mechanism. There is no trap on this side, however, there is one on the opposite side (see Door A in Room 4). The button on the wall arms and disarms the trap.

ROOM 9 - ANTI-MAGIC

If the characters enter the room from Door A (Room 4), read the following:

"That's one big pit!" is the first thing that pops into your head when you enter this room. Fifteen feet wide and impossibly deep, the pit prevents seems to prevent you from reaching the other side of the room. There are seemingly two doors on the other side, one directly in front of you and the second catty-corner to your current position. Next to that door, a four-foot pillar stands. A circular gouge has been carved into the center of the pillar and within that gouge, you see an oval-shaped red button. Finally, on the far side of the ledge that you're standing on, you see a broom propped against the wall.

SPECIAL FEATURES

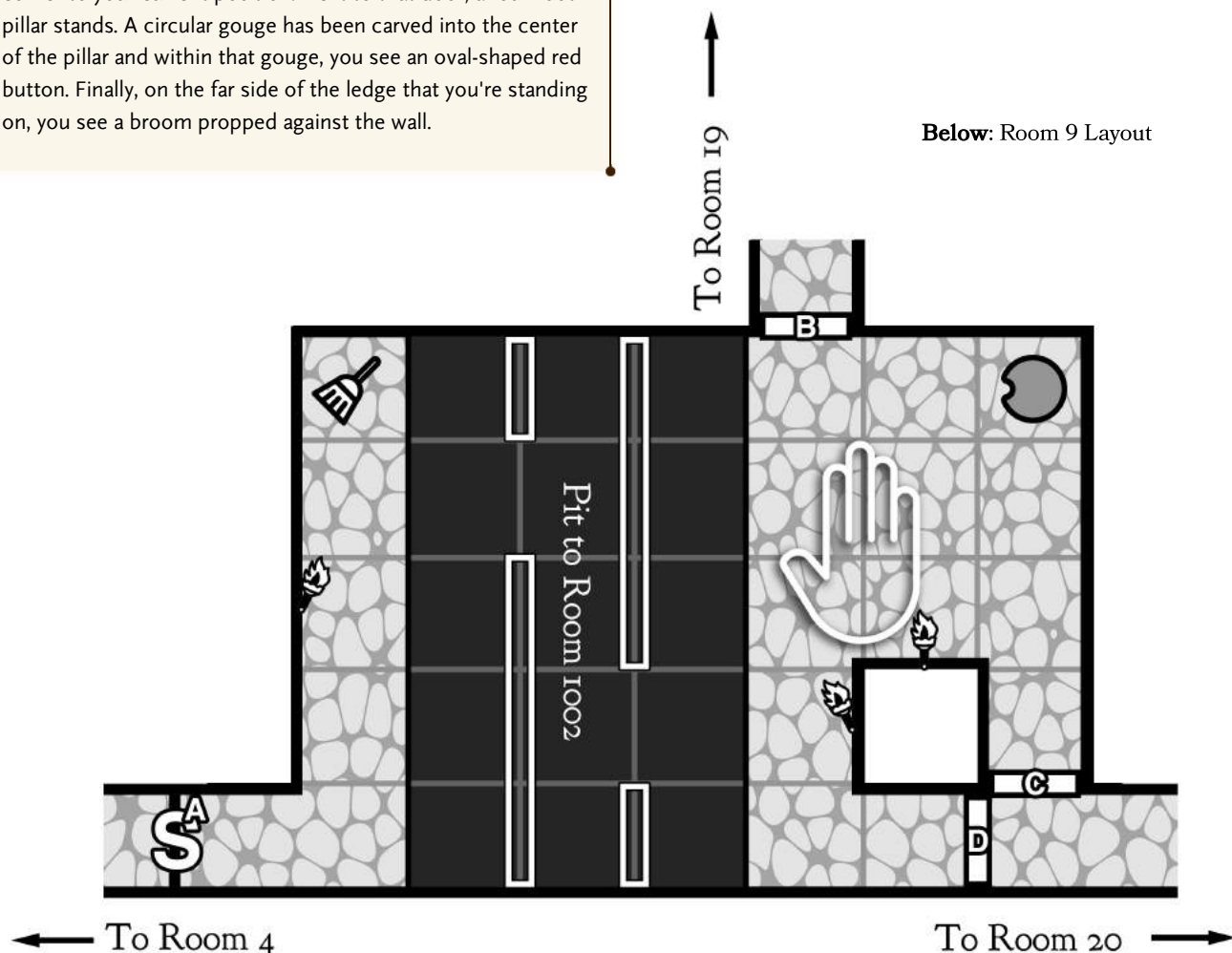
This room has the following points-of-interest.

Broom of Flying. The broom propped against the wall is actually a broom of flying (see the DMG for a description).

Button. The button beset into the column toggles the invisible walls of antimagic on and off. If the button is destroyed or disarmed, the walls remain off.

Invisible Hand of Force. Unless the characters have a way to see invisible creatures or objects, there is an invisible hand made of force magic floating on the other side floating dormant 20 feet in the air. It is activated whenever one of the trapped doors (Doors B, C, and D) are triggered. See details on those doors below.

Invisible Walls of Antimagic. The hand isn't the only thing that's invisible in the room; there are invisible walls of anti-magic just over the pit. The tops of the walls reach all the way to the ceiling of the room (30 feet up), however, the bottoms are parallel to the floors of the room. The walls are intangible and do not hinder movement. If a character touches or passes through a wall of anti-magic, any magical items that they are currently holding or carrying have their magical nature suppressed for 1 minute (including any flying brooms they might be riding on). Spells and other magical effects of 5th level or lower are suppressed by the walls and can't protrude through them. However, spells that target a creature or an object on the other side of the wall and do not require a straight line or a ranged attack roll (such as magic missile and charm person) can pass through the walls thanks to the gaps as shown on the map.



Pit. The pit is a real pit and it's 200-feet deep, depositing anyone unlucky enough to fall into it in the underground lake in Room 1002 below (The Barrow of Abyssal Necromancy). A character who falls below takes 1d6 damage for every 10 feet that they fall (to a maximum of 20d6). While falling, they can make a DC 15 Strength (Athletics) check to attempt to dive into the water; on a success, they take only half damage from the fall.

EXITS

These are the ways in and out of the room.

Door A. Stone door, unlocked. From this side of the secret door, it's obvious that it's a secret door.

Door B and C. Basic wooden doors, unlocked. These doors are unlocked, but both have a magical enchantment placed on them. Noticing the enchantment requires a DC 15 Intelligence (Investigation) check, and an additional DC 15 Intelligence check using proficiency in Arcana to disable it. Any creature that touches the door without saying the phrase "Hunburg says open" first sets off the trap. The trap animates the invisible hand of force. The invisible hand acts as the Bigby's hand spell, except that it acts on its own initiative count, it has 99 hit points, and it is invisible. Its mission is to grasp whoever triggered the trap and deposit the trespasser into the pit. The hand will not cross over the pit as it is aware

that the antimagic walls will dispel it. Once the hand has dropped the triggering creature into the pit or the triggering creature moves out of reach, the hand returns to its original location, dormant again.

Door D. Basic wooden doors, simple lock (wave). This door is trapped the same way Doors B and C are (see above). It has four wavy lines carved into it.

Pit. Anyone who falls or flies into the pit lands in Room 1002 below (see above).

ROOM 10 - FIVE-HEADED DRAGON

When the characters enter this room, read the following:

This massive room is divided up by multi-tiered catwalks. On two of the catwalks, short, devilish-looking creatures made of molten rock grin as they charge towards you.

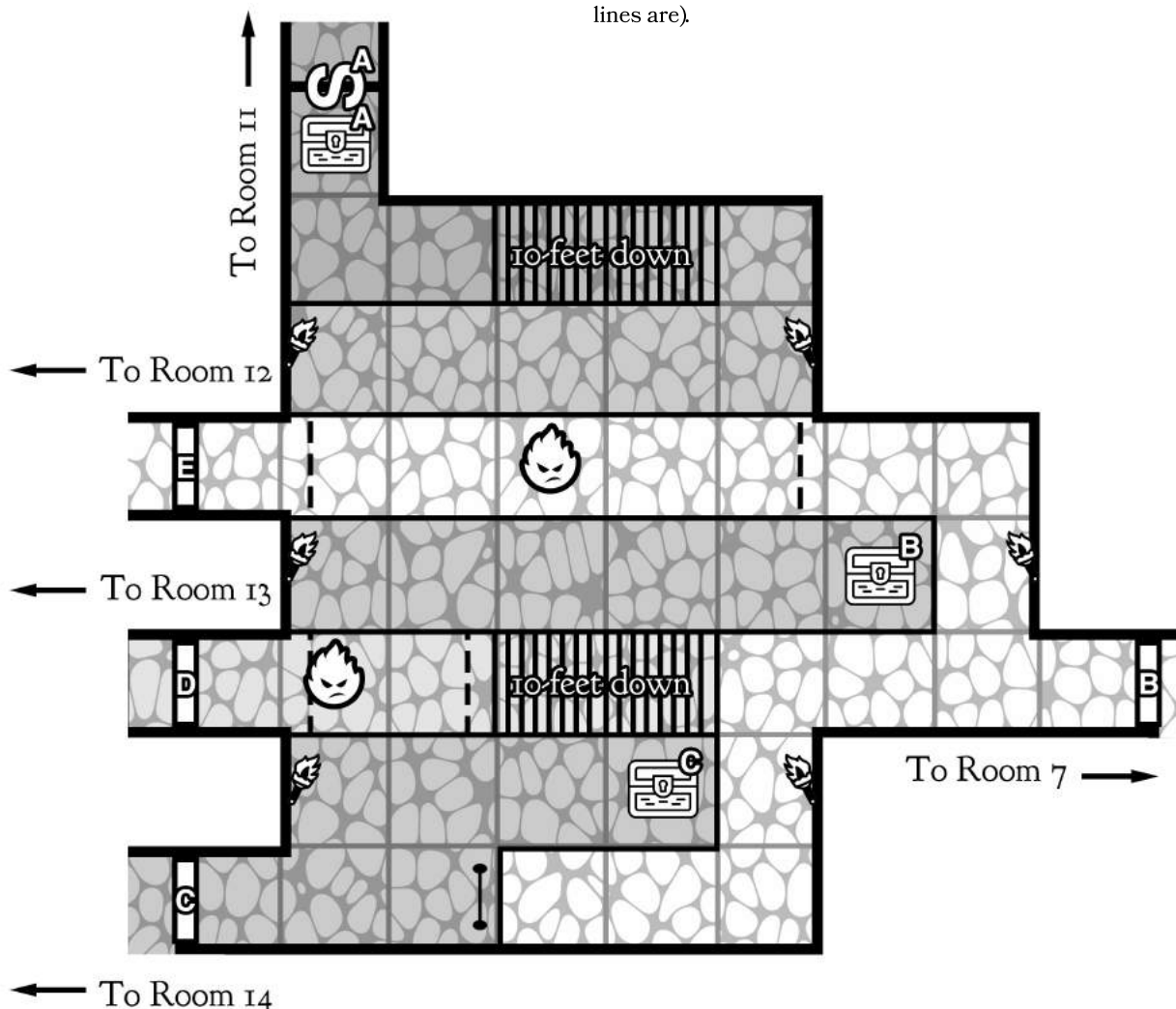
The two **magmin** in this room have no patience for trespassers and will attack without pause. As elementals, they have no fear of death and will fight until destroyed.

SPECIAL FEATURES

This room has the following points of interest.

Catwalks. Two catwalks span the width of the room. Creatures on the bottom level (20 feet below the northmost catwalk) can walk underneath the catwalks (where the dotted lines are).

Below: Room 10 Layout



Chest A. Chest A is unlocked. Within are four wooden blocks set into slots carved into the bottom of the chest. When the chest is open, the blocks read: NOPE. (See Player Handout 1). If rearranged to read "OPEN", Door A just behind this chest opens. The door remains open as long as the blocks are in the correct position.

Chest B. This chest has a skull emblem on it; the skull key unlocks it. Otherwise, it requires proficiency with thieves' tools and a DC 15 Dexterity check to unlock. If the chest is broken into or a check to pick the lock fails by 5 or more, the chest explodes. Each creature within 5 feet of the chest must succeed on a DC 12 Dexterity saving throw, taking 7 (2d6) fire damage on a failed saving throw or half as much damage on a successful one. Within the chest is a spellbook containing the following spells: 1—burning hands, fog cloud; 2—enlarge/reduce. There is also an arcane focus. If the chest explodes, both these items are destroyed with it.

Chest C. This chest has a skull emblem on it; the skull key unlocks it. Otherwise, a simple lock keeps it fastened. Within the chest is a key that is shaped like a swan.

Ladder. The magmin use the ladder regularly. As such, it is heated. If a creature attempts to climb down without protection, they must make a DC 10 Constitution saving throw. On a failed saving throw, the creature falls to the ground below and lands prone, taking 7 (2d6) damage as they fall.

EXITS

Creatures can enter and exit the room through the following doors.

Door A. *Stone door, complicated lock.* The door is hidden. It requires a DC 15 Intelligence (Perception) check to notice that it is different than the wall. Rearranging the block letters in Chest A opens the door.

Door B. *Basic wooden door, simple lock (skull).* This door has a skull emblem on it.

Door C. *Basic wooden door, unlocked.* This door is trapped. Noticing the trap requires a DC 15 Intelligence (Investigation) check, and disabling it requires a DC 10 Dexterity check using proficiency in thieves' tools. Failure to disable the trap results in Chest B exploding (see above).

Door D. *Basic wooden door, simple lock (skull).* This door has a skull emblem on it.

Door E. *Basic wooden door, unlocked.* This door is trapped. Noticing the trap requires a DC 15 Intelligence (Investigation) check, and disabling it requires a DC 10 Dexterity check using proficiency in thieves' tools. Failure to disable the trap results in Chest B exploding (see above).

ROOM 11 - GONNA GETCHA

As soon as the characters enter this hallway, they must roll initiative (if they aren't already in the midst of combat) against the spiked walls.

SPECIAL FEATURES

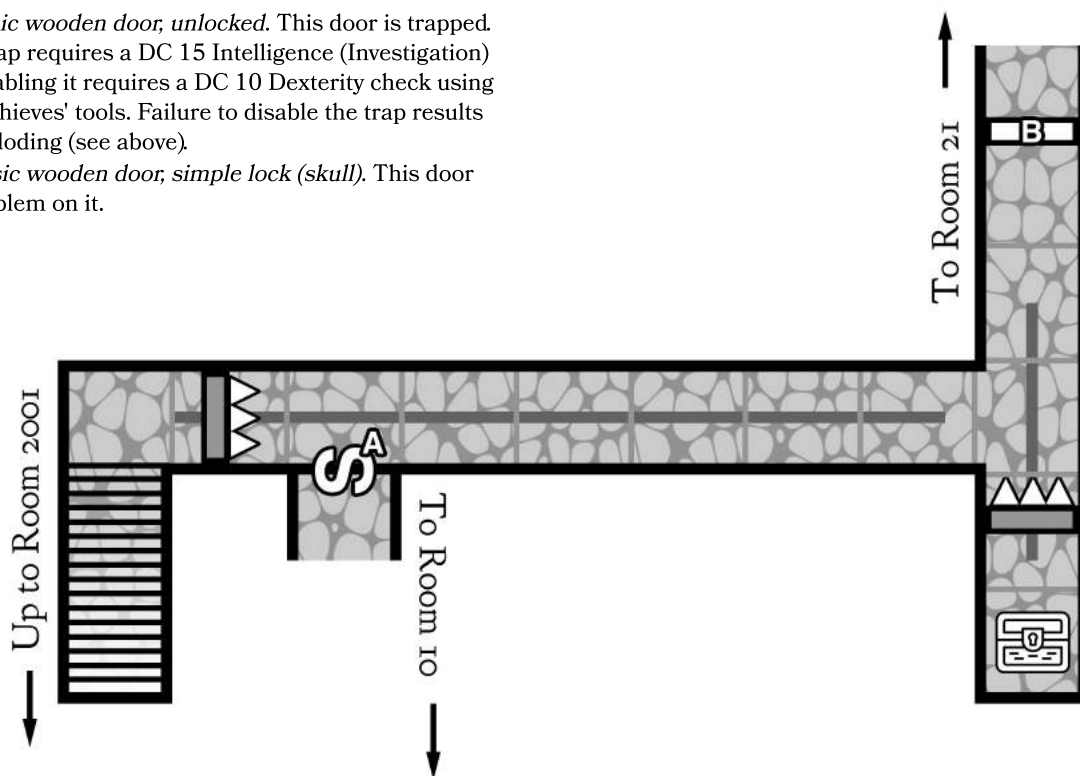
These are the points of interest in this room.

Chest. The chest in this room contains a light crossbow with 20 bolts and a suit of studded leather armor.

Moving Spiked Walls. There are two moving spiked walls in this corridor acting as traps. Each wall is individually triggered when a creature moves in front of its spikes (to the east of the west-to-east wall and to the north of the south-to-north wall). Creatures standing behind the moving walls opposite of the spikes do not trigger the wall. The west-to-east wall moves on initiative count 15 and the south-to-north wall acts on initiative count 10. Any creature standing on the track when the wall moves is hit by the wall's spikes, taking 7 (2d6) piercing damage, and is then pushed to the end of the wall's track. After the first time the wall moves, it remains in place at the end of its track. If there is no creature in front of the wall, in 2 rounds the walls return to their starting positions.

Note that it is possible for a creature to be hit by the west-to-east wall, pushed to the end of the track, then hit by the south-to-north wall and pushed just before Door B in the same round.

Below: Room 11 Layout



EXITS

These are the ways into and out of Room 11.

Door A. *Stone door, complicated lock.* This is the reverse side of Door A in Room 10. From Room 10, the door requires the puzzle blocks put into position. However, a character can temporarily open the door from this side by unlocking its latch. Unless propped open or the O-P-E-N blocks from Room 10 are in the correct place, the door automatically shuts and locks once a creature is through it.

Door B. *Basic wooden door, simple lock (skull).* This door has a skull emblem on it.

Stairs. The stairs lead up to Room 2001.

ROOM 12 – FALLING MIMICKING CHAIRING

This unusually shaped corridor has four major bends. On the eastern side, there is a large pit at the first elbow. At the center of the pit is a platform that's 40-feet down from the ledges. Fortunately, there appear to be two ladders that lower a climber down to the level of the platform. Unfortunately, the climber will still have to jump from the ladder to the platform and vice versa.

SPECIAL FEATURES

These are the points-of-interest in this room.

Chair. It's just a chair. Even so, it's likely your characters will still fill it with arrows.

Ladder. While it appears that there are two ladders in the room. The easternmost ladder is real. However, the opposite ladder (the northside of the pit) is actually a mimic's pseudopod (see below). If a creature leaps and catches the ladder (see platform below), they automatically become stuck to the mimic's adhesive. From there, the mimic reels the creature in.

Mimic. A nasty **mimic** has taken on the form of part of the ledge and the ladder north of the pit. It patiently waits for someone to use its ladder so it can attack. While the mimic's pseudopod is extended into a false ladder, it can't attack with

its pseudopod. Instead, it can use its action to reel its ladder in —along with any creatures stuck to it—at a rate of 15 feet per round. If a creature becomes unstuck to the mimic while it is dangling, there is a chance that it could fall into the pit. When this happens, the creature must immediately make a DC 15 Strength saving throw to push off the wall and land on the platform behind it. If the creature is 20 feet or more above the platform, it makes the check with advantage. Failure results in the creature falling down the pit.

Pit. The pit is 200 feet deep, depositing anyone who falls into one in room 1003 below. A creature that falls takes 1d6 falling damage for every 10 feet they fall (to a maximum of 20d6).

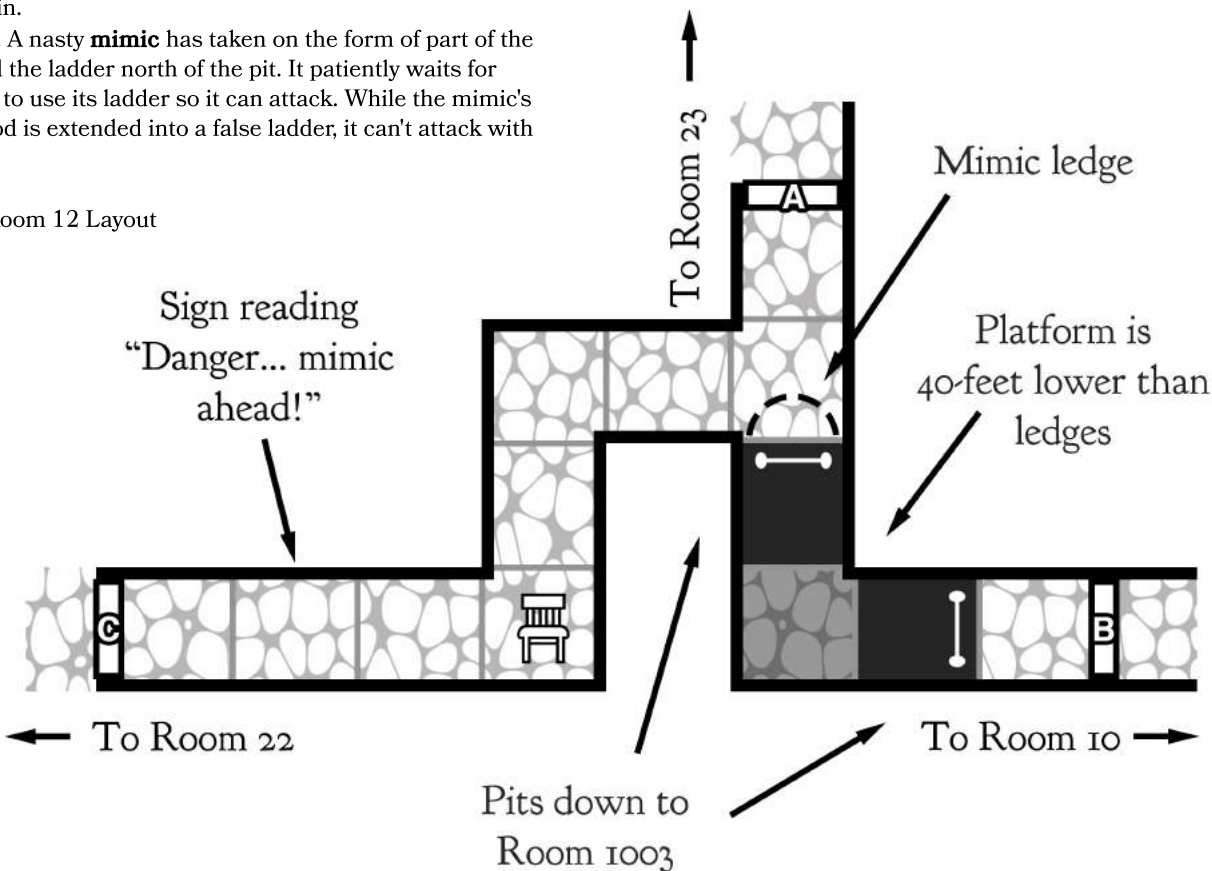
Platform. The platform at the center of the pit is 40-feet below the upper ledges. A creature can attempt to leap from the top of the platform with a Strength (Athletics) check. How much damage the creature takes (if any at all) depends on the result of the check.

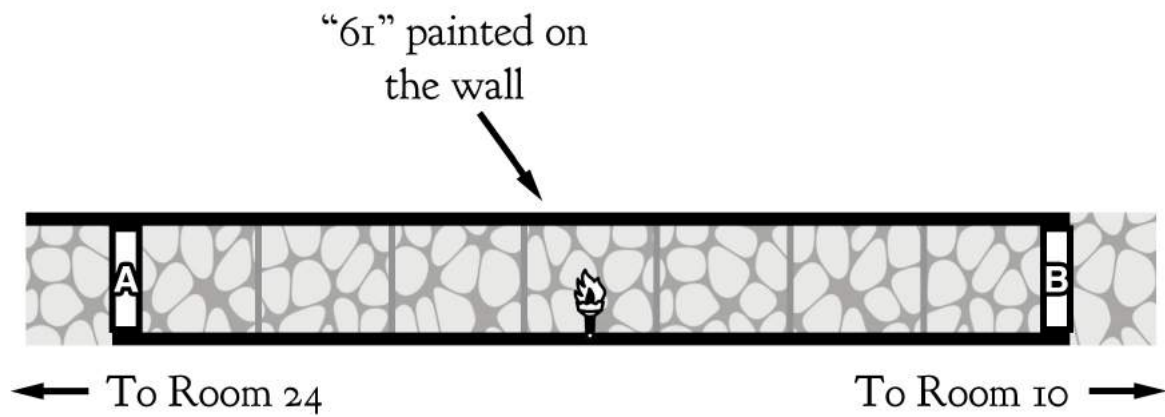
LEAPING CHECK RESULTS (40-FOOT DROP)

Check Results	Falling Damage
10 or lower	14 (4d6) falling damage
11-14	7 (2d6) falling damage
15-20	3 (1d6) falling damage
21 or higher	No damage

A creature can also leap from the bottom of one of the ladders (see above) to the platform. Remember that because the leaper won't be able to make a running jump, the distance they cover is only half their Strength score.

Below: Room 12 Layout





Above: Room 13 Layout

If a creature leaps from the platform to the bottom of one of the ladders, they must make a DC 10 Dexterity (Acrobatics) check in order to do it. If the check fails, the creature misses the rungs and falls into the pit below.

Warning: On the north wall just by Door C, someone painted the words "Danger... Mimic Ahead!"

EXITS

These are the ways in and out of Room 12.

Door A. Basic wooden door, simple lock (skull). There is a skull emblem on the door.

Door B. Basic wooden door, simple lock (skull). There is a skull emblem on the door.

Door C. Basic wooden door, unlocked. Any creature that touches the door is sprayed with owlbear pheromones from a nozzle over the door. A DC 10 Wisdom (Perception) check notices the nozzle. From there, it's easy to disarm, requiring no check. Until the sprayed creature cleans itself off, it smells strongly of animal musk. A DC 13 Wisdom (Nature) check immediately identifies the smell.

Pit. A creature who falls into the pit or willingly jumps into it lands 200-feet below in Room 1003.

ROOM 13 - LUCKY

Read:

Looks like it's just a hallway. Or is it? someone painted the number "61" in red on the northern wall.

This is just a hallway. Nothing fancy.

EXITS

These are the exits to and from this hallway.

Door A. Basic wooden door, locked (skull). There is a skull emblem on this door.

Door B. Basic wooden door, locked (skull). There is a skull emblem on this door, too.

ROOM 14 - MIRROR JOY GAS

The first time the characters enter this room, read the following:

You come face-to-face with: yourself! Or so it seems. Clearly, it's a mirror reflection of you and your companions. And from the looks of it, you've entered a hall of mirrors. You see nearly infinite copies of yourself reflected back and forth. It's hard to tell what's a wall and what's you.

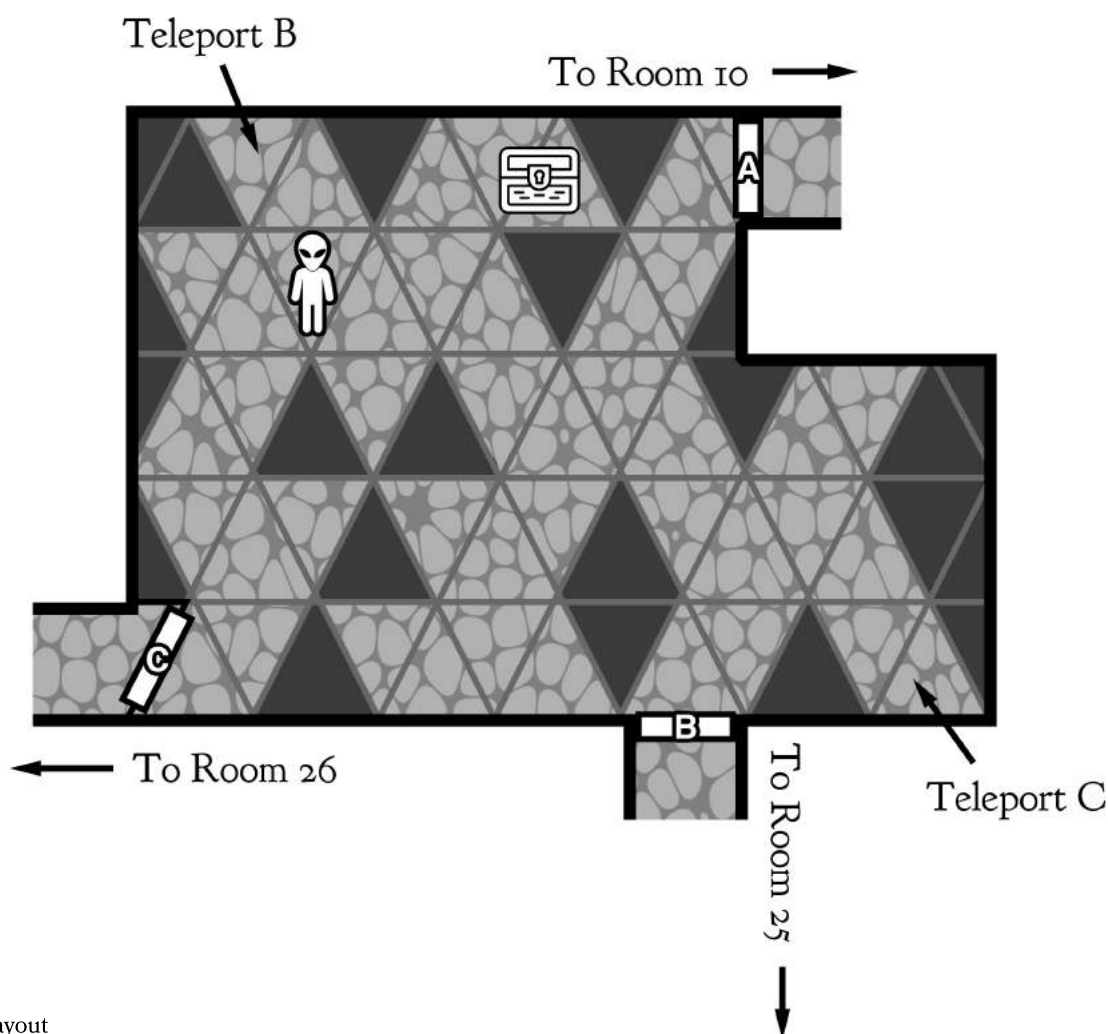
This room is laid out a little differently than most of the Neverending Dungeon's rooms. Instead of squares for space, there are triangles. The reason for this is how light works with mirrors and mirror mazes, requiring equilateral triangles to constantly reflect images to create the maze's illusion.

Do not reveal the map to the players. Instead, explain that they find their own way through the mirror maze, or go back the way they came.

When a creature moves, they must do so triangle by triangle. If the creature hits a mirror (the dark grey triangles on the map above), they must make a DC 10 Constitution saving throw. On a failed saving throw, the creature smacks into a mirror, taking 1 bludgeoning damage and lose 5 feet of movement for the round. On a successful saving throw, the creature takes no damage and can move normally. At the start of a creature's turn, it can opt to move slowly through the maze. If it does so, it can see where the mirrors are located. However, it can only move at half its normal move speed (including if it uses the Dash action).

There is no way to determine whether or not a creature is at the center of the maze or not. However, creatures with spells or abilities that allow them to find their way when they are lost (such as the find a path spell or a ranger's favored terrain features) let the creature know its position relative to the door it originally entered. A creature can use its action to make a DC 15 Intelligence check. On a successful check, the creature can move towards the door it entered or towards a creature or object that it can detect (such as a colleague, a monster, or even the treasure chest). The creature must still move carefully through the maze to avoid smacking against a mirror—they're smart, but that doesn't mean they're careful, too.

A creature that can sense its way without using sight (such as with the blindsight sense) can automatically find its way through the maze, requiring no checks to do so.



Above: Room 14 Layout

SPECIAL FEATURES

In addition to the maze itself, these are the special features of this room.

Breaking Mirrors. The characters may get the wild idea to break the mirrors in order to navigate the maze better. Unfortunately, each triangular block of mirrors contains a cloud of gas within. The cloud of gas fills a 10-foot cube directly in front of the broken mirror. The gas spreads around corners. Any creature in the area when the mirror is broken or starts their turn in the gas' area must make a DC 12 Constitution saving throw. On a failed saving throw, the creature is poisoned. While poisoned, the creature is struck with overwhelming joy. It acts indifferent to all dangers and makes all of its initiative rolls and saving throws with disadvantage. The creature can repeat its Constitution saving throw at the end of a long rest ending the effect on itself with a success. Otherwise, the poisoned effect continues. Each time the creature repeats its saving throw, including after the first long rest, it gains a cumulative +1 bonus to the saving throw.

The gas disperses after 1 round.

Doppelganger. A clever **doppelganger** wearing clothing similar to those the characters found themselves in after waking in Room 1 uses its Shapechanger trait to

assume the appearance of one of the characters. To make matters worse, it uses its Read Thoughts ability so that it can perfectly mimic the actions of the creature it is duplicating. A creature can use its action to make a DC 14 Intelligence (Investigation) check to spot the doppelganger. Otherwise, the doppelganger is effectively invisible until it attacks or does something different than the creature it is mimicking. (A doppelganger that attacks without being noticed first does so with surprise.)

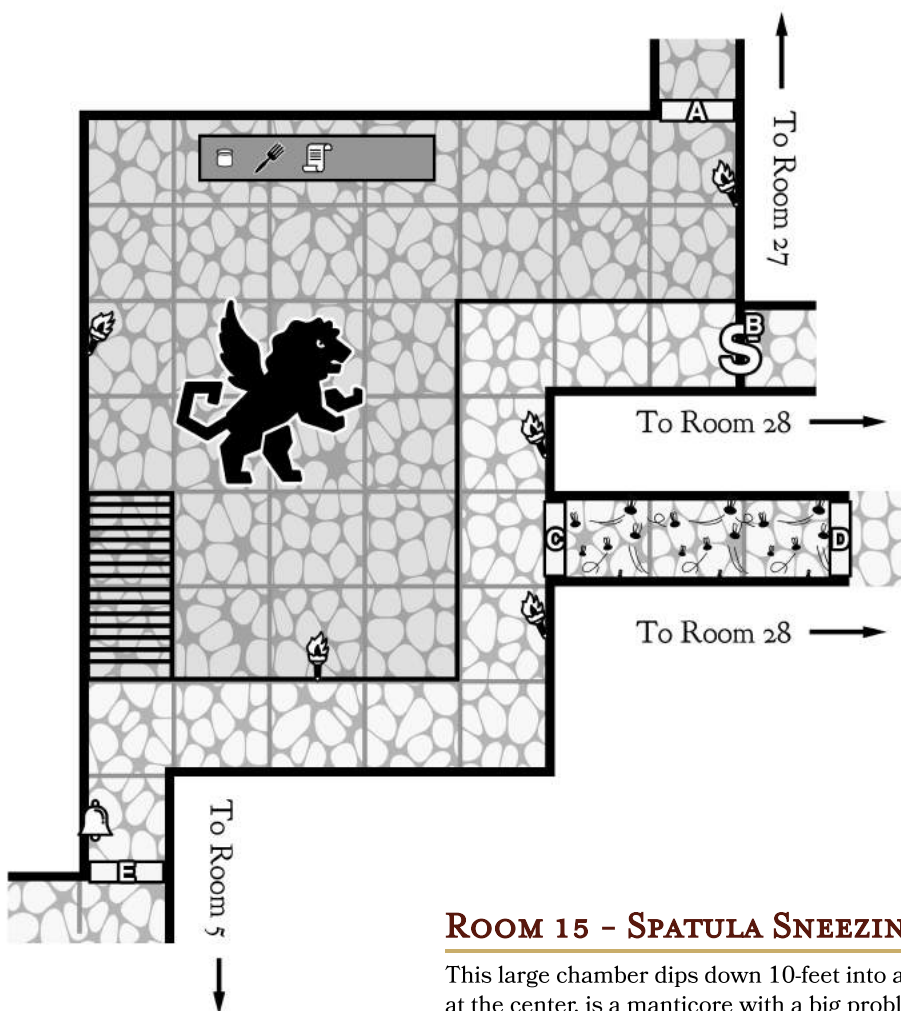
Treasure Chest. There is a treasure chest hidden in the maze. However, it appears to be everywhere. If the characters manage to find it, it is unlocked and untrapped. Within the chest are four suits of leather armor and four short swords.

EXITS

These are the exits from the maze.

Door A. Basic wooden door, unlocked. The reverse side of this door has a mirror on it. A handhold built into the frame makes opening it possible. While the door is locked from the opposite side, it is unlocked from this side. It's simply a matter of finding it.

Doors B and C. Special doors, unlocked. Both doors B and C have a silent illusion cast upon them to make it look like a clear path through the mirror maze (and not a dead end



Above: Room 15 Layout

or door). If a creature cannot see through the illusion and runs into it, they are instantly teleported to the corresponding teleport space on the map (Door B teleports to Teleport B, etc.). As far as the creature is concerned, it's as if they continued on their way and were never teleported at all. Any creature that is proficient in Arcana will immediately sense something strange. Have the creature make a DC 13 Intelligence saving throw.

If the creature fails its saving throw, it gets the sense that there is magic at work in the maze, but isn't sure exactly how.

If the creature succeeds on its saving throw, it realizes that it was teleported. The next time the creature comes within 5 feet of one of the doors that it has teleported through, have them make another DC 13 Intelligence saving throw. If this second saving throw is successful, they immediately recognize that the door is an illusion and that touching it causes a creature to teleport to another part of the maze. From there, they can make a DC 13 Intelligence (Investigation) check to disbelieve the illusion revealing the door behind it.

Casting *detect magic* identifies that the doors radiate illusion and conjuration magic.

ROOM 15 - SPATULA SNEEZING HUNTED

This large chamber dips down 10-feet into a work area. There, at the center, is a mantichora with a big problem—it can't stop sneezing! Although evil, Ghaz hasn't been able to find a solution to stop his sneezing yet. Between sneezes—and super watery eyes—he begs the characters to find a solution. If they help him, he promises to tell them a secret of the Neverending Dungeon.

The character can attempt to fight Ghaz. The sneezing fits give Ghaz disadvantage on all of his ability checks and saving throws.

Ghaz's sneezing fits after he completes a long rest or if a lesser restoration spell or other magic is cast upon him.

SPECIAL FEATURES

These are the special features of this room.

Alarm Bell. If the Door E is opened from the other side (in Area 5), it sounds the alarm. Normally, Ghaz would respond to the alarm and come to the aid of the minotaur in the next room, but his sneezing fits have incapacitated him.

Indestructible Flies. In the chamber between Doors C and D are three swarms of insects (flies). The flies have immunity to bludgeoning, piercing, and slashing damage against nonmagical attacks. If released, they immediately rush to the nearest creature they can find in order to bite it repeatedly. Assholes.

Magic Items. The table behind Ghaz holds three special items. From left to right, the items are a jar of *dust of sneezing and coughing* (it has nothing to do with Ghaz's condition, honest), a *+1 spatula*, and a *scroll of hunter's mark*. The *+1 spatula* can be used as an improvised weapon.

EXITS

These are the ways into an out of the room.

Door A. *Basic wooden door, unlocked.* This door is trapped with a magic glyph. It requires a DC 15 Intelligence (Arcana) check to notice the glyph, and another to disarm it. If a creature opens the door without disarming the glyph, the glyph conjures magic powder which blasts the creature in the face. The creature must succeed on a DC 15 Constitution saving throw, or it develops sneezing fits. While the creature has sneezing fits, it has disadvantage on all ability checks and attack rolls. In addition, it makes sleeping difficult. Before the creature can complete a long rest, it must make a DC 15 Constitution saving throw; on a successful saving throw, it is able to complete a long rest. Otherwise, the sneezing keeps it awake. The sneezing fits last until the creature finishes a long rest or until a lesser restoration spell or other magic is cast on the creature. This is what happened to Ghaz.

Door B. *Stone door, unlocked.* Noticing this secret door requires a DC 15 Wisdom (Perception) check.

Door C. *Glass door, unlocked.* This door is made of solid glass and hung on steel hinges. Anyone standing on the other side of the glass immediately notices the flies buzzing in the chamber. If the door is open, the flies escape immediately (see above).

Door D. *Glass door, unlocked.* This door is made of solid glass and hung on steel hinges. Anyone standing on the other side of the glass immediately notices the flies buzzing in the chamber. If the door is open, the flies escape immediately (see above).

Door E. *Steel-reinforced door, special.* From the other side, if a creature tampers with the door or attempts to break it, a loud alarm sounds for 10 minutes. As long as Ghaz isn't suffering from a sneezing fit, it draws his attention. The door is easily opened from this side thanks to a latch. However, once closed, it locks back in place.

APPENDICES

The appendices are included in the supplement *The Neverending Dungeon Companion*.