

MEGADUNGEON

#4



MEGADUNGEON



HOW TO USE?

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

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

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

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

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

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

CONTACTING US

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

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AGONARCH'S ARGOT

You aren't aware of the danger. Is it better that way?

You're damned all the same.

It's madness to think of it as life, like some gold-slick fungus, blooming in decay. Its shape bulges and strains, almost as if it's growing. But it's not growing. The idea that it's growing is a lie and I don't think it knows I know it's a lie.

At first it was just me, whatever is jerking this corpse around pouring out this shape and darkness, possessed to channel this monstrosity into being. I was discovering it, see, and it wanted me to think—

I know better than to ascribe it intent. Is there intent? Whatever autarch would intend such darkness, the world should fear. Best to think of it as natural, like an ice age. Intent would mean a darkening of the human soul I am unprepared to accept.

You see though; I figured it out. It doesn't know that I have yet—or at least, it hasn't changed its slow rapine and desecration of my spirit. Now that I know, maybe something can be done.

But the danger. It must not find this. Does it even look? I must keep this secret. I'll even share this secret with you, but you won't believe me. I'm going to tell you anyway. I'm going to tell you three times. I know you don't listen though. I still have to try.

At first, it comes to you as a thought. "Isn't that interesting" you think. You begin to flesh out your idea, and more and more as you go along, it feels as if you're no longer creating, but discovering. We've all felt that idea before; our creations come from us but we discover rather than create.

But that isn't what's happening at all.

I figured out the truth.

I'm not creating Numenhalla. I'm not discovering it.

Do you understand? Do you see? Behind the eyes of a driver, down a lost hallway, an emotion exerting force. I put the mask on and breath in and out; the machine counts, communes with the black mirror. You see the rules. They don't exist as a material object. You can't possess them. But you know they are there!

I finally figured it out. You see? I'm not creating Numenhalla. I'm not discovering it. Can you find me? Do you understand?

I'm not creating Numenhalla.

I'm not discovering it.



The Magistrate in his Chamber

HEIMDALL

Heimdall saw that man labored very hard, working constantly, receiving little from the Numen. Heimdall flew to man and said, *"I am not going to hurt you, but pity you and we shall go to my house, come sit on my back and I will carry you. We shall feast and plan."*

THE QUAKING PATH OF EARTH AND FIRE IS GUARDED BY HEIMDALL, ALL PRAISE THE WATCHER OF MAN!

HIS SIGHT AND HEARING ARE SO KEEN THAT HE CAN SEE 100 LEAGUES AT NIGHT, AS WELL AS DAY.
ALL PRAISE HEIMDALL IN HIS GLORY!

HE CAN HEAR THE GRASS GROWING UPON THE EARTH AND WOOL ON THE BACKS OF SHEEP.
HEIMDALL IN THE HIGHEST!

HE GUARDS MAN WITH A FLASHING SWORD ATOP HIS HEAD,
HE OF THE NINE MOTHERS, SEVEN BESIDE TETHYS & HERA,
HE WHO FEEDS ON THE STRENGTH OF THE EARTH AND SEA!

LOUD BLOWS HEIMDALL, HIS HORN ALOFT
ALL WHO HEAR QUAKE IN FEAR!

ALL PRAISE HIM!

32 gold statues, horseshoe bent reflections ward the path, the great servants of Heimdall who serve him. Through the strength of Heimdall, the Gis is provided for and provides, the fuel for our bodies, the fuel for our thoughts.

Heimdall is the protector of man. Watching his charge from the vaulted Holdstyri, he watches the whole of the Gis! His loins are the shape of a man!

Heimdall once wanted to listen to everything at once, and he knew the tree of light, Yggdrasil touched all men, and fed and drank from the logos freely. So Heimdall approached the world tree and told Ratatoskr "I am here to listen to the world," and Ratatoskr replied "You will lose yourself in the roots of the tree."

Heimdall drank of the water of the tree of life, but the water could not be separated, so the ear of Heimdall was sacrificed to Yggdrasil so that Heimdall could carry the water, and so he knows all the concerns and worries of man. He was not lost in the roots of the tree though he wandered far, because the thoughts of man led him free.





SECRETS OF SECRET DOORS

How is a secret door used?

Secret doors are an opportunity for wonder, amazement, and frustration. Good secret doors are the diamond of puzzles: optional, intriguing, and rewarding. But they come with unspoken rules and can be misused.

The rules for secret doors have remained almost unchanged over forty years. Secret doors and passages are not visible. Searching a 10'x10' section of wall takes a full turn. Searching Men, Dwarves, and Hobbits (*sic*) discover secret doors on a roll of 1 or 2 on a six-sided die, Elves on a roll of 1-4. Elves may automatically discover secret doors they pass with a roll of 1 or 2 on a six-sided die.

After discovery, they are treated as normal doors. Doors inimical to player characters that only open on a roll of 1 or 2. While acceptable, this text is located in *Men and Magic, Volume 1*:

Caller: Okay, what does the room look like—we're examining the walls, ceiling, floor, and contents of the room itself.

*Referee: (After checking to see if dwarves and/or elves are in the party:) The room is a truncated pyramid. The east wall is the truncated part, directly opposite the door you entered. It is 10' long with another door in it. The walls connecting it to the west wall, the place you entered, are each about 35' long. The west wall, which is where you entered is 30' long with a door in the middle of the wall. **The elf has noted that there seems to be a hollow spot near the east end of the southeast wall.** The floor and ceiling seem to have nothing unusual. The room contains the bodies of the gnolls, a pile of refuse in the north corner of the west wall, and two trunks along the wall opposite the one which sounds hollow.*

Caller: The elf will check out the hollow sound, one of us will sort through the refuse, each trunk will be opened by one of us, and the remaining two (naming exactly who this is) will each guard a door, listening to get an advance warning if anything approaches.

*Referee: **Another check on the hollow sound reveals a secret door which opens onto a flight of stairs down to the south.** The refuse is nothing but sticks, bones, offal and old clothes. One chest is empty; the other had a poison needle on the lock. (Here a check to see if the character opening it makes his saving throw for poison.) The chest with the poison needle is full of copper pieces — appears to be about 2,000 of them."*

The Referee has taken the mechanical effect and turned it into a real-world situation. The elf doesn't discover a secret door, but rather a 'hollow spot' that could be anything. This is the real magic of secret doors, the mechanism to open a secret door within the environment. This creates interest no matter how the secret door is interacted with.

First, the players don't discover the secret door or the trigger. They go on their way, unencumbered by any knowledge as the treasure and other rooms stay safely hidden away for future delvers. If you don't know you missed something you can't be upset about it.

Second, the players discover the secret door, but not the trigger. They can discern the presence of a passage, but can't access it! This is a puzzle about how to open the door. It's possible to attempt to force it down, or make the noise to bash it apart accepting the consequences.



Third, Players discover the trigger and not the door, and are amazed and surprised when a secret passage opens!

Taking time to create triggering mechanisms for secret doors is the only additional work this requires from the Referee.

Everything behind a secret door must be optional. If something is necessary for play to proceed, don't place it behind a secret door or a puzzle.

The attempt to open the door with the die roll is exactly that. Everyone working together to try and force open the door. Either it's successful, or the group has failed in their efforts to open the door. Retrying is pointless. Attempting to force open a door takes a full turn which assumes retrying is happening. What occurs for the entire 10 minutes they are trying to open the door? They are trying to open it! Failing the roll is a failure.

If unwilling to be deterred, the door can be bashed down. It can be bashed to pieces providing unrestricted access to the passage. It takes longer than a turn, requires some tools that can damage the material of the door and has some side effects. Every monster in rooms within 100 feet show up, in addition to three rolls on the wandering monster table. Dealing with 3+ encounters simultaneously for not figuring out how the door actually opens is a completely reasonable exchange.

If the secret door is opened by a concealed trigger and the players say "We search the area", they find the trigger. Knowing that there is a trigger does not convey information about the effect of the trigger. It could be a trap. Providing multiple things that look like triggers, some of which are trapped, also leads to good gameplay.

Very frequently taking the turn to look around the room provides the trigger to a secret door. But that doesn't mean it's always obvious. A challenging secret door is a room with a trigger requiring activation multiple times. The room is otherwise empty. e.g. Pull the iron chain six times and the secret door opens. Will the players pull the chain six times? It is not known.

This kind of challenge for the secret door is the exception. Like encounters, some secret doors are easy (It's a swiveling wall!) with a low challenge, and some are hard. This balance is key.

Remember choice paralysis. The referee can understand the relationship between different areas of the dungeon. But if a player is approaching an encounter in character, this button could trigger anything in the dungeon! In order to reduce this option paralysis and keep things fun it's good design to provide some guidance as to scope. Much like in a video game, if a switch/trigger doesn't do anything obvious, give some insight into what it might be affecting.

THE HALLS OF HEIMDALL

The Halls of Heimdall are a thoroughfare, where clandestine meetings occur. Migrant boarders can be found in its bedrooms, council is held in these ancient halls.

The encounter table mentions Sarparti, Cionids, and Tuth. These are various factions in Numenhalla that will be detailed at length in future issues of Megadungeon.

Sarparti are groups of naked people all painted in gold, who surround a grand crocodilian lizard. People often think that the lizard is a pet, when in reality, the people are pets of the Sarparti. The Sarparti has no wish to dissuade people of this erroneous notion. Use Yuan-ti statistics for Sarparti, consider the men and women 1st level fighters.

The Cionids are a psionic mobile fungus. They are enigmatic. Myconid statistics are a natural fit.

The Tuth are giant chickens, or perhaps miniature cassowaries. They run in packs and squawk terrifying at their prey. The only noises they can make are those of black-hearted birds, such as geese. They are responsible for the repair and maintenance of Numenhalla. It is unknown *how* exactly, but they are frequently found beak and claw deep in whatever panel or system they are "fixing". Clearly, psychotically aggressive black-hearted chunky avians are only going to make things better.

The treasure chamber is not displayed in this section, it's visible from the chambers of Immoket detailed on page 25. The only access to it is east of the kitchen in the Halls of Heimdall.

The Galeb Duhr argue like old men, and will grant a boon to anyone who can settle one of their endless arguments. Guidelines for this encounter are on page 12.

The arboretum contains a massive tree, growing here in the depths. It survives by draining power from the logos, and is connected closely to the gods. This has no specific magical effect, other than the room being a really nice place to rest.

The hallway "B" runs underneath the visiting chambers, a three way intersection. The arboretum north, the treasure vault west, and the entrance to the south. All three passages have high ceilings that contain windows allowing you to look up into the hallway around the rooms, or down into the three branches of hallway "B".

The graffiti in the closet refers to the werewolf-alchemist-lich that lives beneath the well in the lavish mine of fur slime, detailed in the next issue of Megadungeon.

There is an abandoned artificers workshop right across the hall from a storage room. The workshop is abandoned because it has several mechanical horrors that hide in the debris, and will murder-kill anyone who disturbs them.



The Megatherium is wild, and has asserted its dominance over this room. A rough exterior hides a soul looking for friends. It is also very hungry and easily distracted. Freeing the megatherium will require breaking the chain and is likely to terrify it a great deal. It can speak but chooses not to.

In the back chambers lies the magistrate's chambers and the old gaol. The magistrate is an old man who will answer questions for a price. If attacked he is easily murdered, and the next time they visit there will be another magistrate, a different old man. The price is something a character finds valuable and the answer is true.

The warden has long been insane and mostly harmless. Who knows what his fate will be once he meets a group of adventurers?

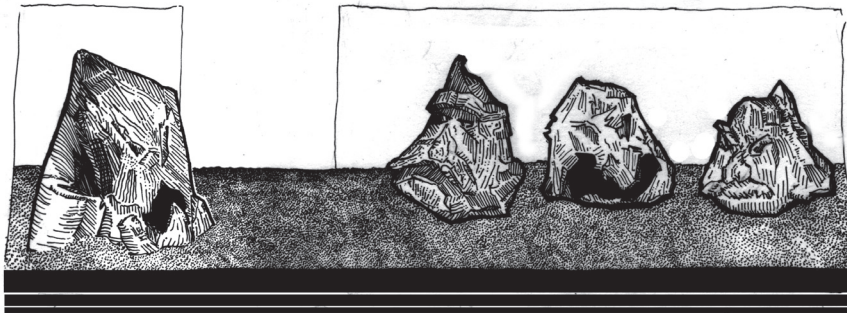
The prison cells are filled with a variety of things, some forgotten people, others empty or with dead or dying occupants. Adventurers should explore at their own risk, and you should feel free to change the contents frequently.

South of the prison cells lies an abominable horror, a cacogen named gluttony, a demon of mouth and teeth that seeks to consume all things.

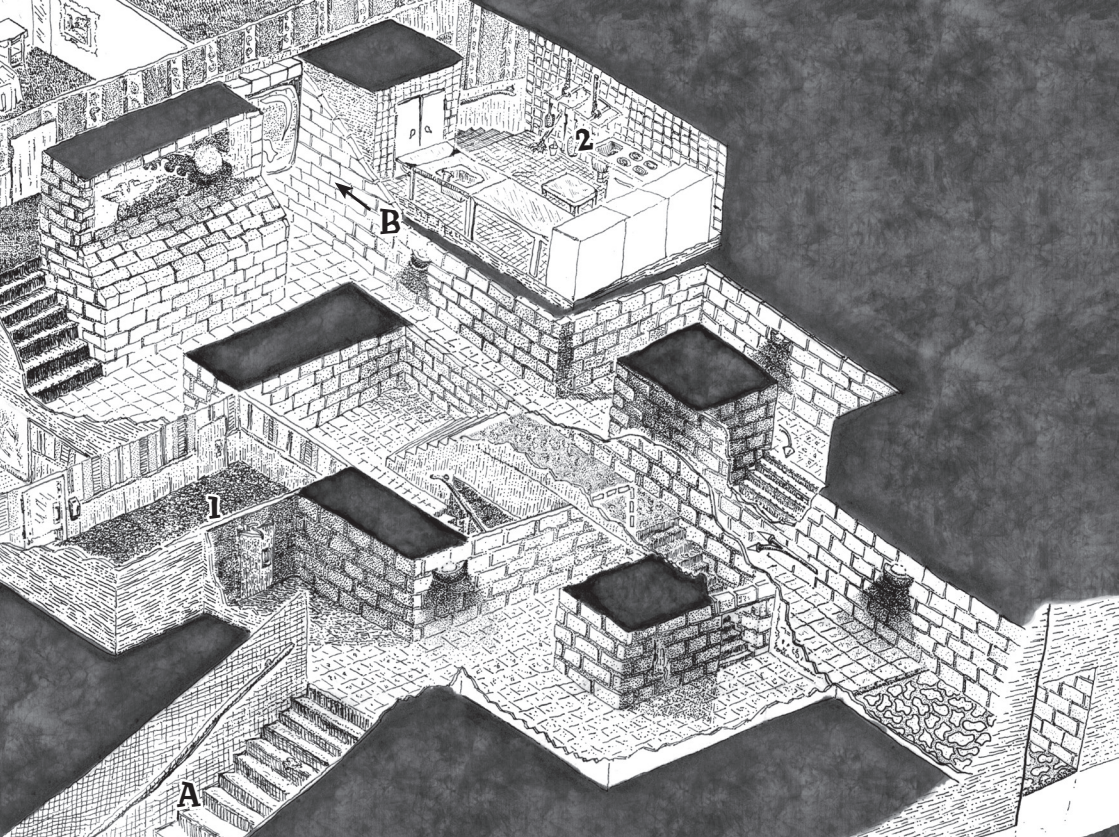
In the western chambers, a gift from Heimdall to man is hidden with the room with his marble statue. The void chamber allows a look at the vast desert that hides the Numenhalls, and an altar to Heimdall allows control over the vault.

The vault is protected by deadly acidic gas, doing 2d6 damage to any player every round they are within the vault or down the stairs in front of the entrance.

The "Windows" overlooking the treasure room here and in the Chambers of Immoket, are transparent, several feet thick, and as strong as steel, but not invulnerable. They may be disintegrated or destroyed with enough damage. Note that this will cause poison gas to spill into the hallway out of the vault.



Galeb Duhr at Rest



Random Encounters (1d8)

1. The Gluttony Demon (from room 21, see page 16) or dragon/cacogen
2. A non-player character is found wandering the halls.
3. A group of Hengormoth wander the halls (see Megadungeon #2)
4. Nezumi loiter here (see page 37)
5. A formation of Cannites approach (See Megadungeon #3)
6. An assemblage of Sarparti approach the players
7. A pod of Cionid sways nearby.
8. A pack of Tuth careen around the halls.

Dungeon Effects

All reaction rolls are at +2 on a 2d6 or have advantage for Persuasion(Charisma) checks.

Abjuration spells have their duration doubled.

1. Empty Chamber

This room is bare, the southern door locked against intrusion.

2. Kitchen

This is a well stocked kitchen.

Empty

30' × 20' Ceiling 22', South door(to hall): reinforced, wooden, locked (♣DC 20, ★DC 18)

Sink, Shelves with Crates ♻ fresh produce/dry goods, Metal Table

20' × 30' Ceiling 12', Open stairs at the north (to hall)

Galeb Duhr social encounter (Room #7)

The Galeb Duhr fall silent at an open door. A Galeb Duhr is a rock that talks. They are old, and their skin is very dry, and they argue over far reaching topics.

If ignored, they will ask questions of the players. If threatened, they cease talking and are indistinguishable from rocks. If the players ask if they can do anything for the Galeb Duhr (or if it comes up in conversation and it likely will), they will request that the players settle an argument. They will grant a boon to the player who answers their query.

Marble is indolent

Skarn is harsh

Diato is thorough

Chalk is obtuse

Chert is truthful and wise

and **Flint** is violent.

Those are their names, not their type of rock. The issues of the day are as follows:

What starts with an "e" and ends with an "e" and contains only one letter?

An envelope

What kind of room has no doors, windows, or walls?

A mushroom

Eternal Bliss or a slice of bread?

Nothing is better than eternal bliss, but a slice of bread is better than nothing

What is greater than Typhon, more evil than the ogdoad, the poor possess it, the rich need it, and to consume it will lead to your death?

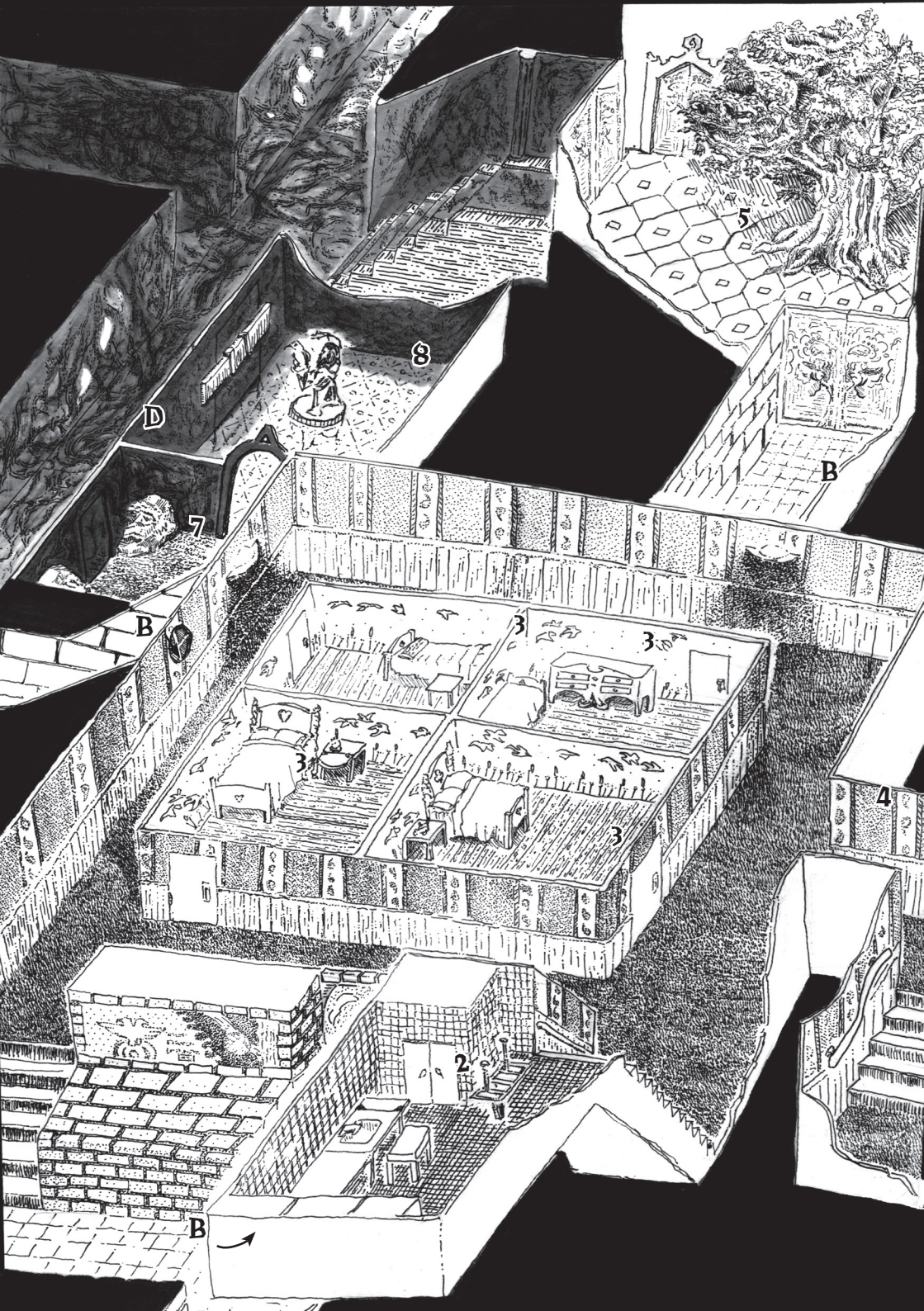
Nothing

What is at the end of time and space and surrounds every place and is at the beginning of the end?

The letter e

What builds up castles, tears down mountains, blinds some men and helps others to see?

Sand



3. High Quality Bedrooms

These are a selection of bedrooms, frequented by the many denizens of the god halls.

Bedrooms 🛏 hotel room, 2 in 6 chance of an occupant
20' x 20' Ceiling 9'; Door (to hall): reinforced, wooden, locked
(🔒DC 10, 🔑DC 18)

4. To Treasure Room!

This ancient puzzle is obscure, but the wealth is visible from the chambers of Immoket. Honor Heimdall to access the wealth!

Braziers 🛡 brass, unlit: See page 26 in the Chambers of Immoket, Treasure Room 🗝 is on page 29.

30' x 20', Ceiling 40', West door (to hall): sturdy, wooden, open
Secret door: When braziers are lit, Eye of Heimdall appears on east 8' in diameter, it can be removed to access the treasure room
(👁DC 20, 🗝DC 16)

5. Arboretum

A sitting chamber with a large tree, Butterflies flit about in the magical oak.

Giant Tree, Benches

30' x 30' Ceiling 60', doors (to hall): barred, iron, locked
(🔒DC 15, 🔑DC 25)

7. Granite Chamber

Several stones lie here, arguing over ephemera and riddles. Perhaps a question can be answered in return for a boon.

Six Galeb Duhr, 🛡 arguing, they stop when the door is open to either area 7 or 8. (See Galeb Duhr social encounter on previous page)

20' x 20' Ceiling 14', West door (to hall): sturdy, stone, open

8. Honorable Statue

This is a grand statue of Heimdall.

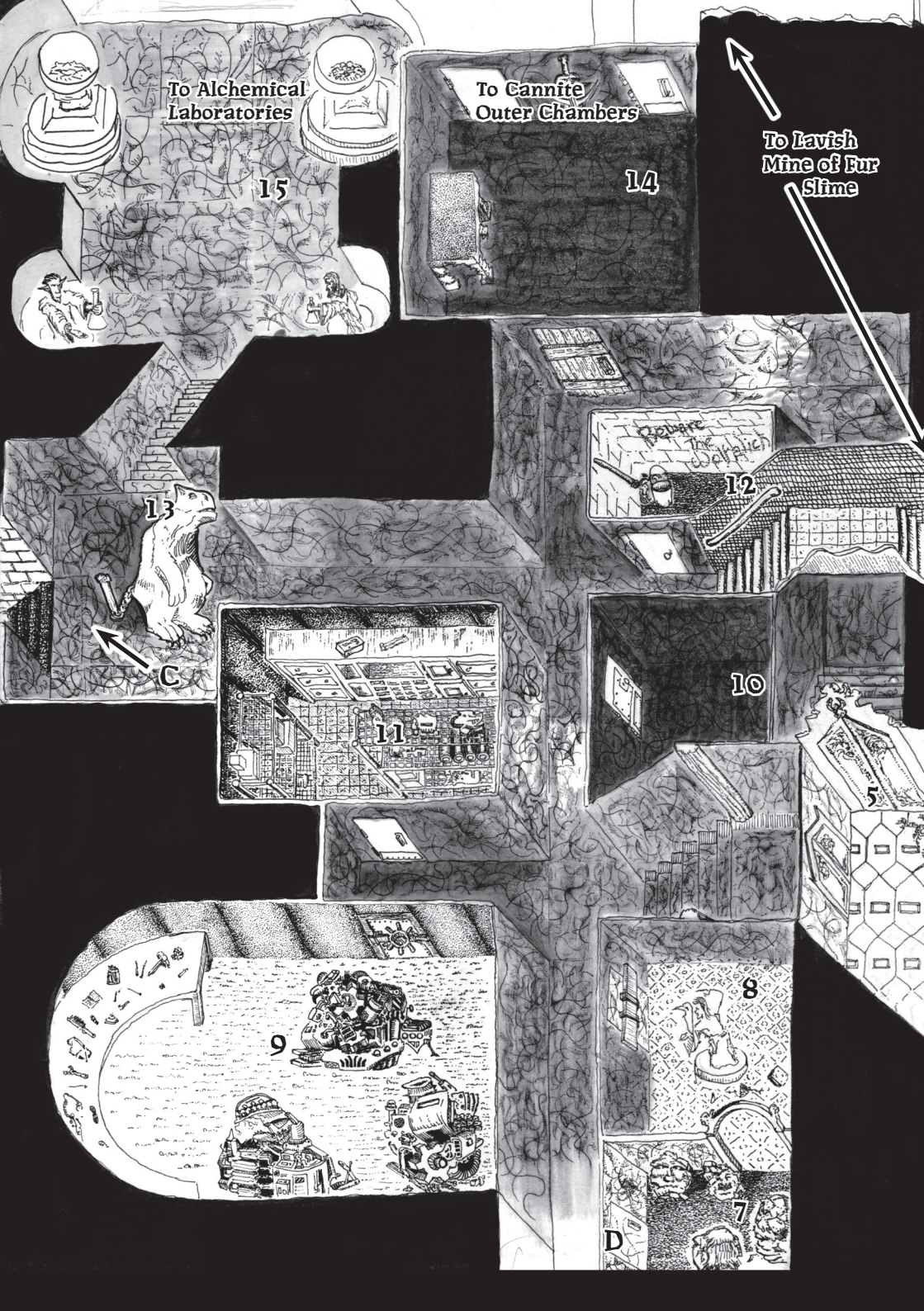
Statue 🛡 Heimdall made of granite,
Murals 🛡 Heimdall pointing at sphere

20 x 20 Ceiling 18', East door (to hall): barred, stone, locked.
(🔒DC 12, 🔑DC 28)

Workbench 🗝 (Room #9) 2d10 **Augatic Parts** are salvageable. All treasure is loose. Matching copper **ashtray set** with malacons (92 gp), A set of bronze **bracers** inlaid in gold. They provide a +1 bonus to any bindi or elven spell requiring a to hit roll. A small **ivory case** inlaid with gold, with a blue velvet interior (125 gp) A small **brass lozenge** (consuming it will grant 2 bonus permanent hit points), several **loun stones**: a dazzling *white spindle* (+2 hit points per level), a smooth pale *lavender torus* (Creates a crystalline duplicate for 1 turn, simple tasks, no combat, breaks as crystal), and a pale *blue rectangle* (changes rubys or sapphires into diamonds once a week, increasing its value by 10 times, (a 200 gp sapphire turns into a 2000 gp diamond).

Lair 🗝 (Room #18) **Scattered coins** among the bones (38 gp, 133 sp), several rusted **shortswords** and **longswords**, broken **spears**, rusted and torn **armor**. An iron **dagger** +1 with an eagle carved into the handle covered in rust, that when thrown turns spectral doing 2d4+2 damage with a range of 15'. A battered thick rusted **helm** that complete covers the users eyes. The user can see through the helm normally as if they had *darkvision*, but they are deafened.

Skeleton 🗝 (Room #20) **Scale mail breast-piece** of used steel and dull brown leather, a pair of boiled leather **leg bracers**, **war boots** made of archaic high-carbon steel, **Cavalry shield** (+1, +3 *when mounted*) made of faintly glowing steel and oak with a long-faded green emblem on a gray field. Visored **helmet** made of old steel. **Bronze bracelet**, etched with Heimdall's sigil, and set with a large piece of alabaster (320 gp)



To Alchemical
Laboratories

To Cannite
Outer Chambers

To Lavish
Mine of Fur
Slime

13

C

11

12

10

9

8

7

14

5

D

9. Artificer's workshop

The tools of the Bindi, lie around this decrepit room.

Workbench & workshop & , Metallic Mound & pile of gears and machines Contain clockwork horrors.

50'×30' Ceiling 21', North door (to hall): barred, iron, locked (♣DC 15, ★DC 30)

10. Empty room

Dust gathers in this empty space.

11 Storage

Shelves and supplies of equipment and gear

Shelves & gears, mechanical parts, common ingots & iron, copper, pyrite. For every 20 lbs. of parts taken, give advantage or +2 on device checks.

50'×30' Ceiling 21', North door (to hall): barred, iron, locked (♣DC 15, ★DC 30)

12 Janitor's Closet

A terrifying message is scrawled on the wall.

Bucket & Mop, graffiti & "Beware the wolfaliche"

13. Megatherium lair

A signpost and a rather territorial Megatherium lives here.

Post & signs on post & N: Not This Way, W: Home, S: Hidden Treasure E: Nice hats! (NOT Slimes, promise!)

Chained Megatherium

30' × 30', Ceiling 28', Stairs down north, stairs up west, passage east

14. Passageway

The west stairway leads down to the outer Cannite lair, the eastern stair leads to the Lavish Mine of Fur Slime

Bench & granite, Emblem on Wall & granite sword & bow

30'×30', Ceiling 21,

Northwest door: reinforced, wooden, locked (♣DC 15, ★DC 30)

Northeast door: reinforced, wooden, locked (♣DC 15, ★DC 30)

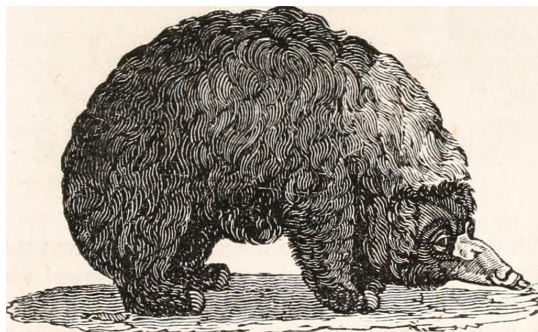
15. Alchemical Lab Entrance

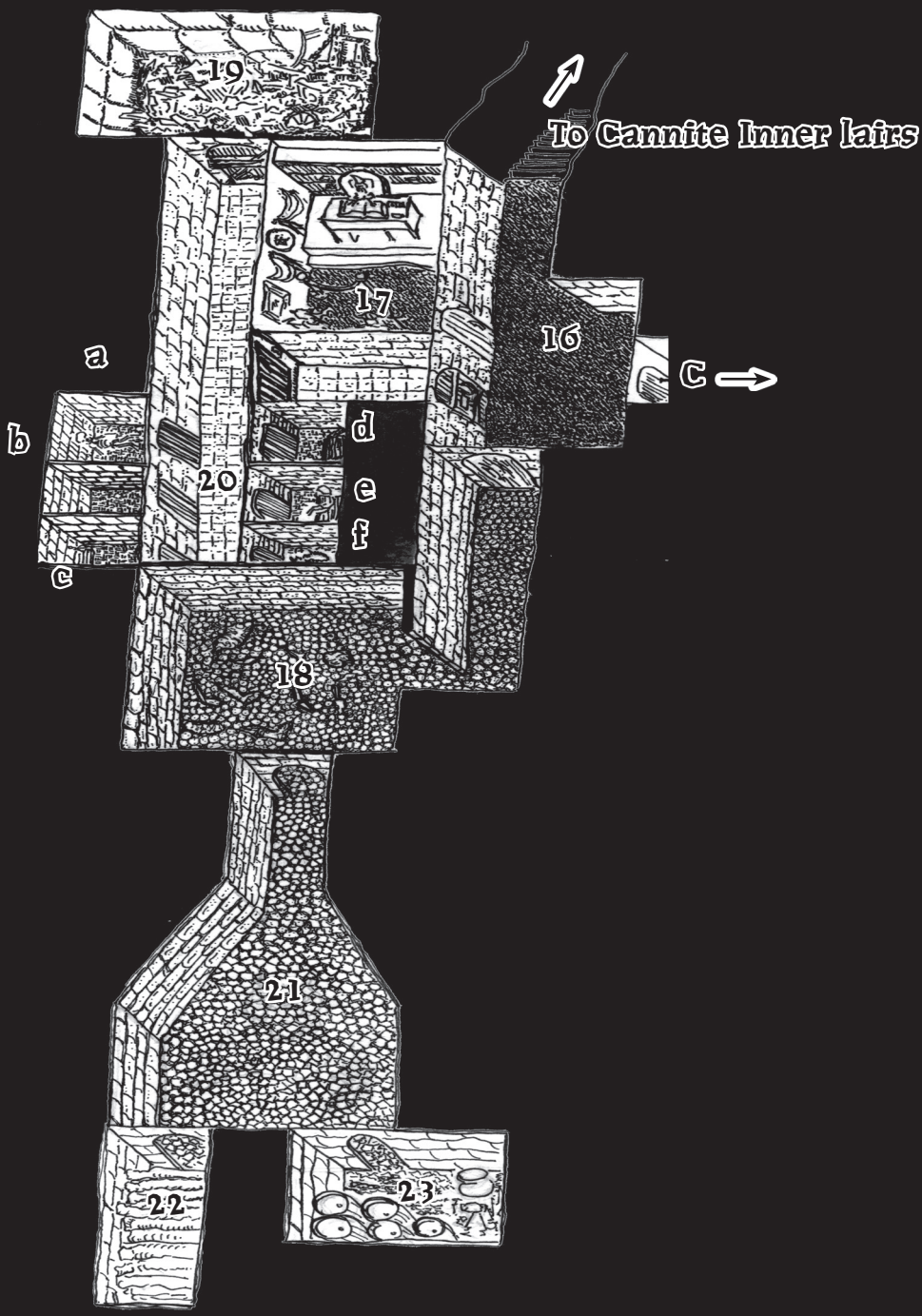
Statues overlook this passage to the alchemical barracks

Lit Braziers & brass, Statues & wizened Bindi, holding flasks, Inscription over north staircase arch scratched out & someone scratched the message "totally safe". Original message says

"Alchemical, Wisdom, Knowledge, and Power"

30'×40', Ceiling 35', North stairway leads to the Alchemical Labs (detailed in future issue of Megadungeon), South stairway leads up to the Megatherium Lair (#13)





16. Western Intersection

A room, each path, a different choice. North to the second level, west to the prison, south to a monster, and opening the door will bring you face to face with the magistrate

17. Magistrate

This is the lair of the magistrate.

18. Lair Entrance

A demon lies south of this foyer

19. Chamber of the Warden

The mad, mad, warden of Numenhalla inhabits this room, insanity scarred across his body

20. The prison cells

Who knows what degenerates are hidden here.

21. Cacogen lair

A monster of alien origin consumes all intruders

22. Corpse Closet

The larder of the alien cacogen

23. Gluttons Treasure

The hoarded wealth of the cacogen is here

Nameplate on wall next to door ➤ "Magistrate"

20' × 30', Ceiling 12', North staircase leads to

Cannite Inner Chambers (coming soon)

Magistrate door: sturdy, wooden, open, East door: sturdy, wooden, open

West door: sturdy, iron, locked (♣DC 11, ★DC 25)

South door: fragile, wooden, boarded up.

Shelves ➤ floor to ceiling with books ➤ land logs, receipts

Desk with a wizened man ➤ Magistrate. No chairs.

Magistrate ➤ Normal man, taciturn, answers questions for a price.

20' × 30', Ceiling 9', Eastern door: sturdy, wooden, open

Dead, Desiccated bodies and bones ➤ lair ⚔

30' × 30', Ceiling 14', Southern door: sturdy, stone, open, slides up

Disheveled man ➤ Jefferson does crazy dance, moody, cackles.

Debris ➤ torn papers, destroyed desks, key ring with several keys.

30' × 20', Ceiling 26', Southern door: sturdy, reinforced, locked (♣DC 15, ★DC 20)

Metal cells, wooden bench, stone drain in floor

Cell A: sewer odor, puddle of sewage, mold on ceiling

Cell B: leaves, scratches and abrasions on wall

Cell C: skeleton, see skeleton ⚔

Cell D: live irascible boar

Cell E: random npc or replacement character

Cell F: empty

10' × 10' cells, 30' × 30' chamber, Ceiling 8'

Cell doors: barred, iron, locked (♣DC 12, ★DC 20)

Glutton, a cacogen from the outer dark lairs here, his self just a maw that hungers. He will bargain with anyone who brings him food. Statistics are variable.

30' × 50' ceiling 21', Southwest door: sturdy, wooden, open

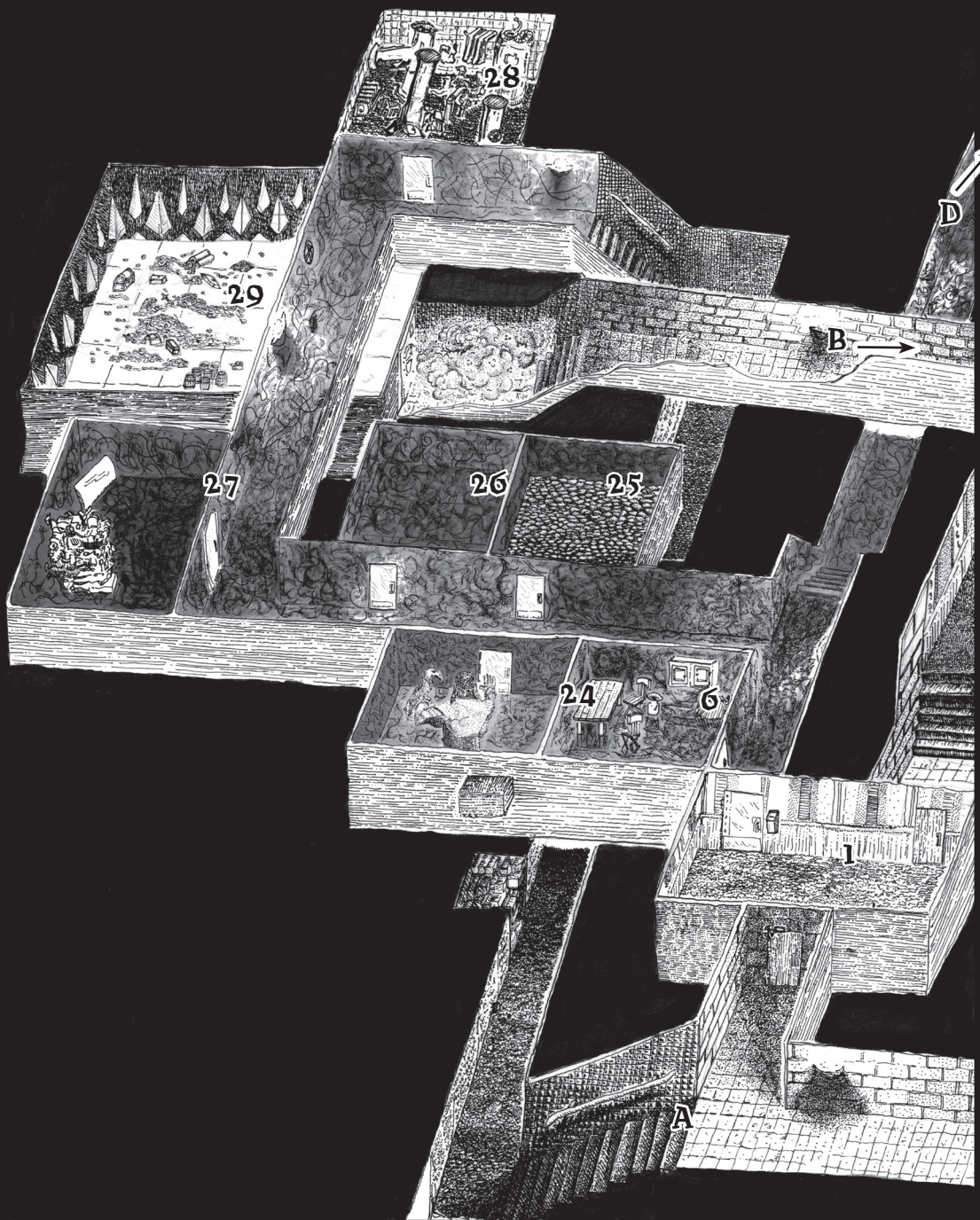
Southeast door: sturdy, wooden, open

Naked Corpses loom in macabre piles reaching high up the walls

10' × 30' ceiling 15', North door: sturdy, wooden, open

See Glutton ⚔

20' × 20' ceiling 18', North door: sturdy, wooden, open



6. Recreational Room

A small table, covered in cards and parlor games, along with some chairs.

24. Heimdall statue

A grand chamber covered in mosaics with a marble statue, hidden in the wall is a give to man

25. Void Room

This dark chamber shows you the lights in the space among the lumen.

26. Bare Room

An empty room.

27. Altar to Heimdall

The Idol to the god.

28. Machine Room

Ancient pipes and ducts fill this room.

29. Treasure Room

This room is visible from the hall above. It is well protected by poison gas.

Spittoon, brass dark stain in corner, **Table** folding, **Chair** fragile, wooden, **Cabinet** simple trap, cards and chips
2 in 6 chance of 2D4 Tuth playing cards

20' × 20' Ceiling 12', East door (to hall): fragile, wooden, locked
(DC 10, DC 10)

Heimdall Statue marble, **Bas Relief** Rainbow bridge leading to Muspel Secret: pushing on Muspell opens door into treasure chamber See Heimdall

30' × 20' Ceiling 30', North door: sturdy, wooden, open
Secret panel (DC 10 DC 28)

Dark ceiling of sparkling lights of the great desert
Cobbled floor

20' × 30' Ceiling Unreachable, South door: sturdy, wooden, open

Heimdall Altar (DC 10) access logos

20' × 30' Ceiling 15', East door: sturdy, wooden, open

Rusted Pipes on wall, **Wheel**, **Rusted Station**, **Pillar**

30' × 20' Ceiling 14, South door: sturdy, wooden, open

Protected

40' × 30' Ceiling 20'–40', East door: reinforced, steel, locked,
Trapped: poison gas lingers in the low hall outside
(Acid gas, deals 2d6 damage per round of exposure)

23) Gluttony **Barrel** mixed coins (8204 sp, 93 gp), and a wool cushion adorned with iris agates, 4 barrels of pumpkin juice, barrel mixed coins (403 gp, 4879 cp), barrel 15 ferret pelts and 70 platinum, **ceramic urn** containing a large pile of copper (16,899 cp) a gold ring set with boar tusks (275 gp), a fearsome electrum nose (120 gp), 10 white garnets (20 gp each, 200 total). Loose around the room is a steel **halberd** with a cracked pine haft, a rust flecked **dire flail** with a brass ram's head as the ball, a rusted steel **hand axe** capped with a steel spike, an oak **club**, a flat black steel **short sword** +1, with a hilt wrapped in shiny brown leather—the quillons are brass serpents that writhe when the sword is used and the hilt is set with a large well cut emerald; it has a bronze **scabbard** set with jade. Ivory **brocade** coat (15 gp), a pebbled orange **leather armor** set with steel spikes, steel **banded mail**, steel **chain mail**, a pebbled brown **crocodile skin armor**, an ornate steel **Pembridge helmet**, steel **splint mail**, a golden **open helm**, an archaic steel **visored helm**, a beech **wood shield**, painted with diagonal stripes, a pine **shield** covered in seal leather with the emblem of a coin, a pine **shield** painted with a purple chalice. 14 **leather backpacks**, 6 **sacks**, 2 **crowbars**, 3 **wooden poles**, 15 **torches**, 4 **bedrolls**, **shovel**, **block and tackle**.

24) Heimdall  : **Steel chest** with padlocks (★DC 28, DC 15) contains 7 muskrat pelts (4 gp each, 28 gp total), 3 led ingots, a pile of silver (3,279 gp) and a porcelain doll (877 gp). A **marble chest** sealed with a latch containing a pile of mixed coins (102 pp, 8,730 sp). 4 **hogshead barrels** (50 gallon) contain peach juice. Scattered loose there are 3 tweed **bolts of cloth** (80 gp each), 3 shiny black snakeskin **bolts of leather** (120 gp each). A spruce **spear** with a steel head, a steel *Flametounge* **sword** with a flame motif engraved on the blade.

LOOTING THE VAULT

The protected  cannot be looted at whim. Any living creature that enters the room triggers a loud ringing sound. Every round there is a 3 in 6 chance of an automatically hostile encounter of a group also coming to loot the vault. Once this alarm begins, steel plates begin to slide down to cover the door, giving the players 2 minutes to collect treasure.

Characters may randomly grab 2 parcels from random categories a minute, OR they may select a category (gold, gems, armor, et. al.) and receive a random parcel from that category. Parcels have normal encumbrance, overloaded characters can manage 60' a minute, making them easy prey for treasure seekers. Hirelings and other non leveled characters selfishly grab 1d100 gp in treasure and ignore directions.

Characters who insist on identifying items instead of getting on with the looting find it difficult to do in the dim light and confounding mess. They can select one category and select one item from that list in the time they have.

CATEGORIES

Coins

1. A coin parcel is 1d6 x 100 copper pieces, 1d4 x 100 silver pieces, 1d6 x 10 gold pieces, and 1d10 platinum pieces.

Jewelry

2. A bronze cloak-pin set with three opals (1,300 gp)
3. Silver greaves set with ten small pearls (5,100 gp)
4. Adamantine skull inlaid with electrum (850 gp)
5. Platinum mask of unknown god set with jade (1,000 gp)
6. Gold bangle with bronze filigree (350 gp)
7. Silver crystal ball stand set with dozens of sapphires (1,500 gp)
8. Silver walking stick engraved with a curious pattern (600 gp)
9. Obsidian rod engraved with the word "Kismet" (1,500 gp)
10. Golden ring (215 gp)
11. Obsidian Broach (450 gp)
12. A platinum girdle with a diamond shape (2,000 gp)
13. A platinum stylus, set with rainbow moonstones (450 gp)

Gems

1. 19 black sapphires (50 gp each, 950 gp total)
2. 29 opaque white chalcedony (50 gp each, 1,450 gp total)
3. 20 shining black onyx (300 gp each, 6,000 gp total)
4. 35 diamond (1,000 gp each, 35,000 gp total)
5. 21 ruby (750 gp each, 15,750 gp total)
6. 31 pearl (150 gp each, 4,650 gp total)
7. 30 jade (300 gp each, 9,000 gp total)
8. 16 turquoise (50 gp each, 800 gp total)

Scrolls

1. Moldy vellum scroll around a single roller, smells of ozone (scroll of protection from traps)
2. Scroll of aged dragon hide wrapped around a single roller (2 2nd level ray spells)
3. Tattered and torn leather in a box (contains a treasure map)
4. Moldy parchment mounted on a rod with occluded patterns (3 abjuration spells)
5. A weathered dragonhide scroll mounted on twin spools (2 elemental spells)
6. Tattered lambskin wrapped around 2 bone rods (3 necromancy)

Armor

1. Steel chain mail
2. steel banded mail
3. shiny black clafskin hide armor
4. a suit of silver banded armor engraved with blades & plows. Once per day the armor will heal its wearer for 3d6+4 hit points of damage.
5. A suit of steel plate mail.
6. A banded armor suit plated with electrum
7. Knee high human leather boots. Saving throws you cause are at a -1 penalty for your opponents or the DC of your abilities is magically boosted by one. Requires atonement.
8. An electrum plated breastplate with a winter wolf pelt that grants cold resistance
9. Fine eleven chainmail +1, sheds light to a distance of 20' constantly, banishing both darkness and invisibility.
10. A cloak of grey tweed that provides +1 resistance
11. A midnight blue cloak,
12. a round shield made from mithral
13. A heater shield made from darksteel (lowers light by 1 level within 10')
14. An iron shield covered in black leather with a red mountain. Functions as a +1 shield. In the hands of a dwarf it acts as a +2 shield and provides the ability to turn single target spells back at their caster on a successful saving throw.
15. A steel round shield that sheds light from its surface
16. An archers wooden shield with a diagonal charcoal stripe

Weapons

1. A steel handaxe with a horse head cap at the end of its haft set with 2 small teardrop bloodstone.
2. A steel handaxe +1, the head decorated in knot-work.
3. Whip made from wyvernhide
4. Yew shortbow wrapped in pebbled apricot-colored leather
5. Steel warmace with a spherical head
6. A mithril longsword of fine make
7. A steel dagger +1 with a dragonhide wrapped hilt. Grows warm to the touch if a dragon is within 200 feet.
8. A maple log with steel spikes driven through the head. Requires a Strength of 18+ to wield, and deals +4 damage.
9. An ash spear
10. A vicious axe, painted black and etched with silver skulls (+7 damage on a critical attack)

Curios

1. A wind-chime that whispers secrets of nearby people
2. A bag of 3d12 dragon teeth that when thrown to the ground grow into skeletal servants.
3. A cape mantle that allows the wearer to produce any scent they wish.
4. A silver comb that conditions your hair
5. A comfortable black brassier that always fits the wearer perfectly. It can be sold for an exorbitant price in town.
6. A silk napkin that always remains clean.



KEYS

Parts of a Key

Bitting: The part of the key that actually touches the lock, it's covered in cuts of a variety of heights.

Blade: The shaft of the key, on which the bitting, wards, and cuts rest.

Bow: The handle of the key, the part that is grasped and turned when it is inserted into the lock.

Cuts: The notches made on the blade of the key. They raise and lower and turn the internal parts of the lock, allowing the key to unlock the lock.

Keyway: The silhouette or profile of a key created by the shaft of the key including the presence of any wards. This is the exact opposite of the keyway of the lock (obviously).

Shoulder: The connection between the bow and the blade of the key - usually serving the purpose of stopping the key from going too far into the lock.

Tip: The other side of the key, opposite the bow.

Warding: These are protrusions or distortions to the blade that prevent it from being used with other locks, besides the intended lock.

Pick up your whole set, a d4, d6, d8, d100, d12 and d20, and roll all the dice. Default keys have plain solid round bows,

UNLOCK STRENGTH (1d100)

This is how you determine which keys open which doors. Generate an unlock strength for the key using a 1d100. When the players try a key, randomly generate a number. If the key value is higher, the door opens. You can pregenerate the key and door numbers. Once a key is used, it breaks and is no longer usable. The door remains forever unlocked. An even value indicates that the key is gilded (d100>50) or painted(d100<50). If the value is a multiple of 11, then the key is attached to a ring, with 1d4+1 other keys.

SHAPE OF KEY (1d4)

1. Barrel
2. Flat
3. Corrugated
4. Reroll. If 4 again, result is skeleton key

KEY MATERIAL (1d6+1d12)

1. (No Entry)
2. Wood
3. Ivory
4. Glass
5. Marble
6. Steel
7. Silver
8. Copper

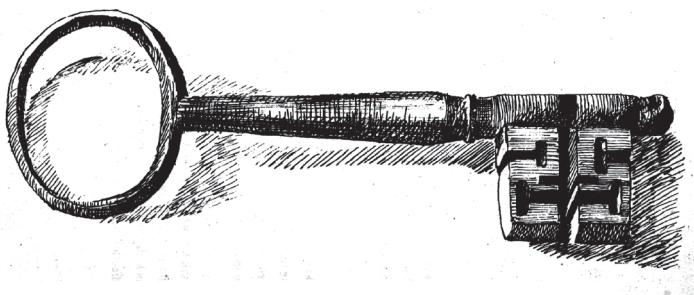
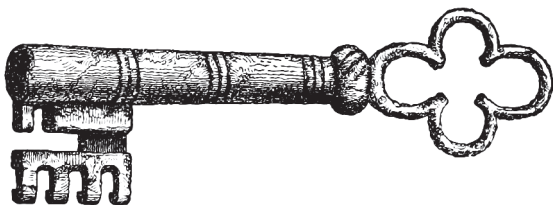
9. Iron
10. Bronze
11. Bronze
12. Brass
13. Nickel
14. Gold
15. Bone
16. Crystal
17. Gemstone
18. Mythic (Fire, Ice, Energy, etc.)

KEY DESCRIPTION (1d8+ 1d20)

1. (No entry)
2. Magic Key
3. Studded with Gemstones
4. Votive key (non-functional)
5. Warded ring key, labyrinth pattern
6. Warded ring key, cross pattern
7. Padlock slide key
8. Rotary ring key
9. Ring Tumbler key
10. Plain post bow
11. Hollow Knot pattern on bow
12. Plain, anchor-shaped bow
13. Plain, club-shaped hollow bow
14. Plain, round solid bow
15. Plain, round hollow bow
16. Plain, round grated bow
17. Plain, club-shaped solid bow
18. Plain, L-shaped solid bow
19. Solid base knot pattern on bow
20. Heart shaped bow
21. Fan shaped (mouse ear) bow (Clockwork)
22. Key is warded with a notch pattern
23. Key is warded with a labyrinth pattern
24. Key is warded with a fork pattern
25. Cross shaped hole in flat bow
26. Horse or Man head shaped bow
27. Dog/Jackal head shaped bow
28. Dragon or Lion head shaped bow

LENGTH OF KEY (1d6)

The result is the length of key in inches, 1"-6"



CHAMBERS OF IMMOKET

Long ago these chambers were devoted to Tyr, now they are corrupted by the Ogdoad, the shadow lord Immoket, their foul ranadin, and his hidden bowl of shadows. This is one of the four great corruptions and blights of the Numenhalls.

The entrance chamber features a destroyed statue of Tyr, now only rubble. In it's place sits a statue of a gross black toad, who's eyes gleam nefariously. This chamber is watched by a pack of vicious Anthropophagi. They will not hesitate to attack the party, for they hunger.

A room of filth to the east, hides small stones in the floor that open the secret doors—all of them— in the room to the east. The north stone opens the north door, the east stone opens the east door, etc. There is only one secret door adjacent to this room, so the players may hear grinding or mechanical noises to the east if they are listening when they push the stones.

A brutal beast of Mogyosth lairs here, and will brutally attack all intruders. He possesses a doll he stole from a small girl who lives in Arclight.

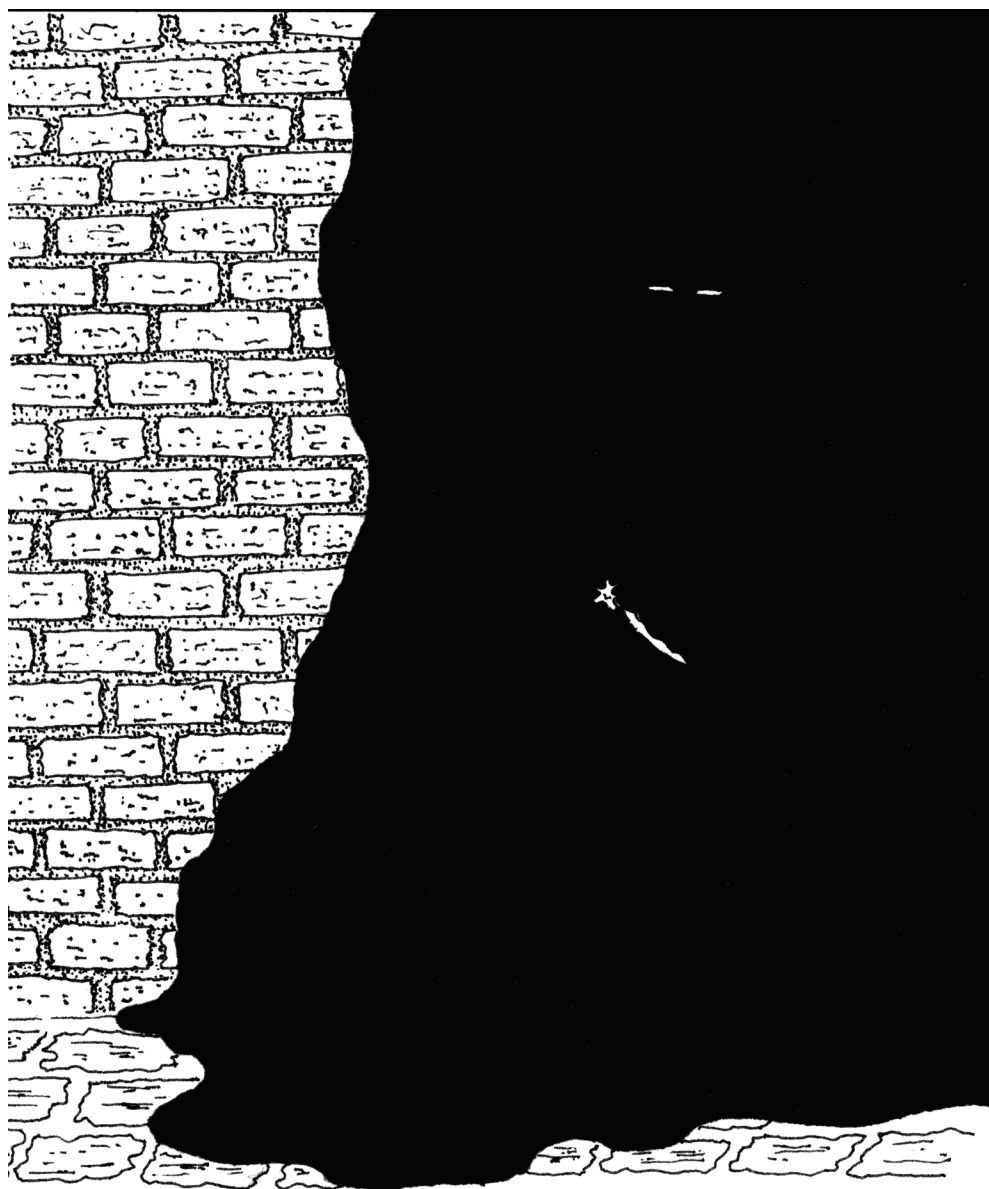
In the Anthropophagi's lair, a window looks down over a treasure-filled room that is only accessible via the Halls of Heimdall. The glass here is just like the glass in the other room, several feet thick and as hard as steel. Any sort of noise will certainly draw many people to investigate.

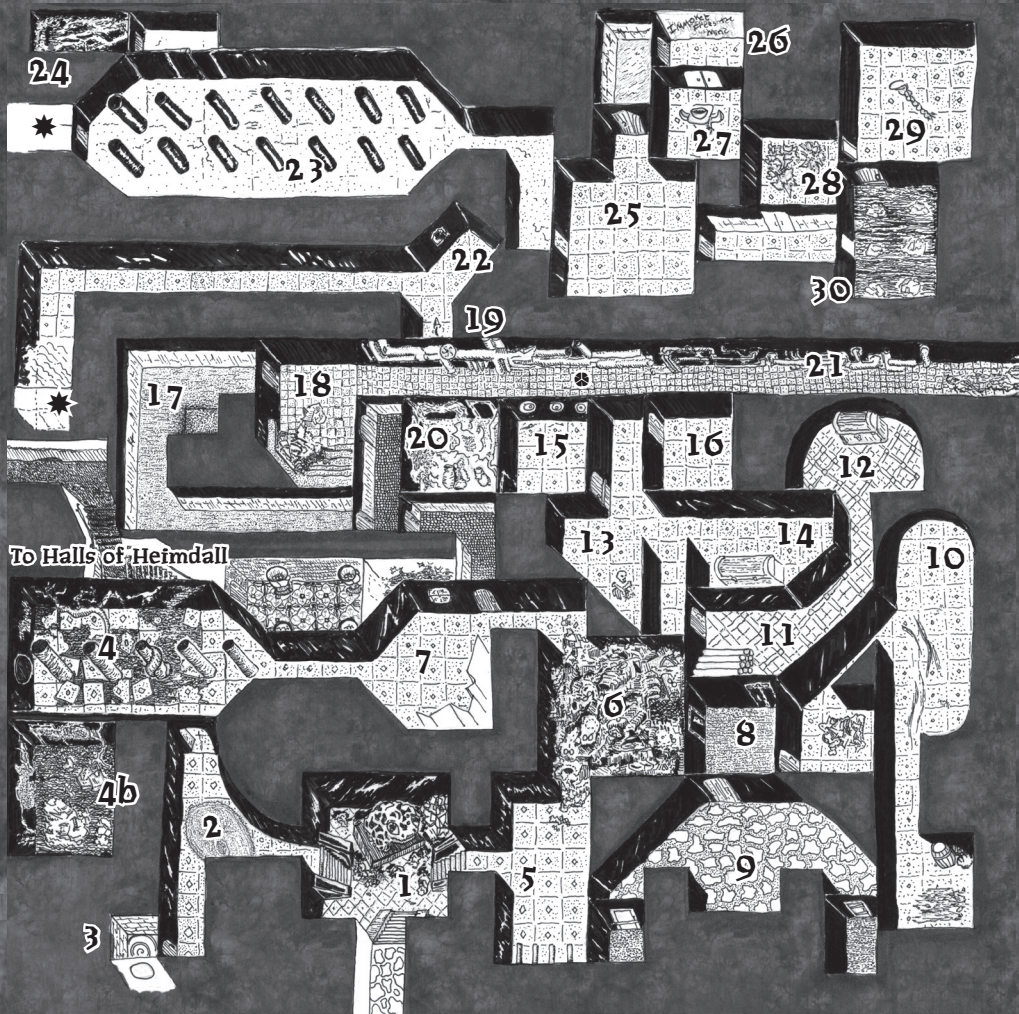
The secret door in the north hall is opened by reconnecting a broken copper pipe. That same hall is a deadly trap. Once more weight is on the east side of the * than is on the west, the entire hallway tips and dumps everyone into spikes. The hall is very long, so be aware of how far the players can see, usually by the time the lead character can make out the bodies and spikes, the hallway is already tilting.

There is a spacial instability that links the passage beyond 22 with the chamber of pillars. It simply appears that those walking through it are just continuing south. The rift in space however has left them pointing east, in a different passage. This should cause some confusion with the mapping, so wizards, or those proficient in arcana or spellcraft, can easily discover the rift if they choose to look. If not actively looking, a DC 25 perception, spell craft, or arcana check might allow them notice it. The star indicates the spacial overlap.

The olive slime is a malign intelligence. Its closeness to the dark power of the Ogdoad is not making it less malign. It has severants that patrol these halls.

The Bowl of Shadows is hidden, far in the back passages, beyond the spacial rift. And within lie the Hu-thi, shadows of what once might have been men. They attack from the inky darkness, indistinguishable from the black.





Random Encounters (2d4)

- 2. Dragon
- 3. Grey Ranidin (See Megadungeon #2)
- 4. Cannities (See Megadungeon #3)
- 5. Anthropophages (See Megadungeon #1)
- 6. Cionid
- 7. Hu-thi, shadows of death
- 8. NPC

Dungeon Effects

No resting is possible due to nightmares. On a environmental event on the hazard die, players become fatigued. Any shadow spell is cast with targets getting a -2 or disadvantage on their save.

1) Entrance

The statue of Tyr, crumbled, a black ranadin statue put in its place

2) Anthropophage lair

Beasts who feed on men, hide here in ambush

3) Window

This window overlooks the central stair in the central stair chamber

4) Chamber of Pillars

The earth has begun to reclaim this chamber from man, a hidden evil lurks behind a secret door

4b) Secret Chamber

A hidden horror

5) Stinky room

The odor of the nearby trash heap washes into this room

6) Trash room

The filth and waste in this room cover triggers to open the secret doors in the nearby room to the east

7) Anthropophagous lair

Horrible man-eating monsters greedily anticipate the success of their ambush

8) Intersection

Each secret door, can be opened here, from the inside. Otherwise they must be opened in room 6 using the blue stones

9) Empty

This room is suspiciously empty

10) Lair of the Beast

This is the lair of a brutal beast of Mogyosht (see Megadungeon #2)

Rubble ➤ destroyed statue ➤ Tyr, **Statue** ➤ black toad, **Marks on Walls** ➤ defaced carving of Tyr

30'×30' Ceiling 22', South stairs to central stair chamber (Megadungeon #1), East and West stairs to int.

Rug ➤ fancy (450 gp), **Anthropophagi** watch entrance

20'×50' Ceiling 14', arch north, Southwest door, sturdy, reinforced, locked
●DC 12, ★DC 25

Window ➤ overlooks central stair

10'×10' Ceiling 18', East door, sturdy, reinforced, locked (●DC 12, ★DC 25)

Refuse on floor, Black Disk ➤ Obsidian, **Secret door** trigger, **Pillars** ➤ smooth black marble, **Uneven ceiling** ➤ dislodged blocks, roots

40'×30' Ceiling 35',

Southern secret door (opened by pulling black disk out from wall)

Sturdy, stone, mechanical (¶ 15 ●DC 26, ★DC 25)

Rocks and dirt ➤ stone from ceiling, **Mold and Vegetation** lining the walls, **Dirt Ceiling, Damp, Slime, Mold**

20'×30' Ceiling 22'

Empty, Rotting Stench. 4 iron rods on south wall

20'×30' Ceiling 18', open passages north and west

Refuse on floor 1-3' deep ➤ In center under refuse are 4 blue stones in diamond pattern, pushing in on each stone will open the relevant secret door in #8, north stone for north door, et. al.

30'×30' Ceiling 33' passage north and south on west side

Secret door to east, opened by gems under refuse.

Window ➤ look in on treasure room, **9 anthropophagi, Screen in corner** ➤ silk depicts Tyr (600 gp), **Anthropophagi** wear obsidian necklaces

30'×30' Ceiling 14' passage east and west

Secret door to east, opened by gems under refuse. (¶ 18 ●DC 25, ★DC 25)

Empty ➤ handles near each door, **east door has skull nailed, "Looted"** written in chalk

20'×20' Ceiling 18', Secret doors, N/S/E/W opened from the inside.

Empty, Let the players waste time or place an encounter here of your own design.

Pile of bones ➤ humanoid, **Bloodstains, Thick coarse hair** ➤ **Brutal Beast of Mogyosht**. See Brutal Beast

20'×20'/30'×60'/20'×20' Ceiling 15',

Stone Chest ➤ Huge pile of **silver coins** (22,841 sp), *Manual of the Dead* (5 gp), *Complete Tales of the Builders* by Carmenny Odinoch, edited by Tiana Divna (10 gp) 9 **bronze ingots** (9 sp)

Huge wooden chest ➤ Quick release **Steel Breastplate**, Pile of **silver coins** (2,548 gp), four ferret **pelts** (5gp), A **trumpet** made from cold iron (1,371 gp), short history of Arcadian military tactics (7 gp) Carsway Wyrela's selected *Wisdom about the Scriptures of Tyr* (8 gp) *Artifacts and Relics* (5 gp) four oiled calfskin **bolts of leather** (7 gp, 28 gp total)

Body Hallway ♂ ➤ Body 1, male: Steel **mace** with redwood haft decorated with 7 feathers, with a head in the shape of a brutal beast head, worn steel plate armor with a rhino emblazoned on the breast plate. A cherry wooden **round shield** +1 with 3 diagonal blue-grey stripes, when worn it becomes translucent. A pyramid shaped **bottle** of lime-green frosted glass with a fizzing green olive liquid that tastes like salt water (*Elixir of Extra Healing*, 3d8+3), **Backpack** ➤ lantern, hammer, 50' hemp rope, iron spikes, rations (rotted)

Body 2, male: Steel **mace** with walnut shaft, the ball is shaped like a clenched fist. **Scale mail** made from crimson stained steel and shiny brown sharkskin, a **sack** ➤ waterskin, wineskin, flask, bedroll, rations (rotted), holy water, wooden holy symbol.

Body 3 female: Iron **mace**, A **chain outfit** made from torn steel, with a steel **Norman helmet** with elephant ivory horns, A heavy leather **shield** made of dull leather stretched on a cedar wood with a simple quartered grey pattern. Iron spikes, wine flask

Body 4 male: A rust-flecked steel **long sword** with a hilt wrapped in blue suade. A small round pommel provides balance, and the crossbar is shaped like a seashell. The sword has a silver inlay, and nearby there is a golden **scabbard** set with ten large well-cut pearls, Heavy linen **padded armor**, a **knight's shield** made from faintly glowing steel and fir, with a faded blue emblem on a white field. An ornate perfume **bottle** with a bulb atomizer containing a cream-colored liquid that tastes like dark bitter chocolate and cinnamon. (*Potion of Invisibility*), **large sack** ➤ 10' chain, bedroll, torches, backpack, rations (rotted)

Body 5 female: a finely crafted steel war **mace** +1 a head filled with wavy flanges, when swung the weapon leaves purple traces. A **scale mail** suit of tarnished steel and horse leather, a **Pine shield** wrapped in ebony fiendish snakeskin, painted with 7 diagonal grey stripes, 10' **chain**, wine, **Holy Water**, **Wooden Holy symbol**.

Brutal Beast ♂ ➤ **Barrel** ➤ wooden, covered ➤ one lead ingot (2 cp) two sheep pelts (4 gp), The Secrets of Kings (2 gp), The Arcadian-Gretidoten Wars (6 gp) two badger pelts (2 gp), Ottoman **sack**, sealed with rope ties ➤ two bronze ingots (6 cp) a large pile of copper (6,997 cp), Brass Scabbard inlaid with adamantine of elven manufacture (10,954 gp), a stuffed teddy bear, a heavy plate mail breastplate made of burnt iron +1, comfortable, weightless, and non-encumbering, An open **Ceramic Jar** ➤ a pile of silver (8,972 gp) a coyote pelt (7 gp) a glass chamberpot, set with Iris Agate only mildly stained (629 gp) An ancient dwarven three-part melody titled "What makes us worthy of following the law" (7,960 gp), A barrel contains mead (30 gp)

11) Silk Storage

Forgotten treasure lies covered in dust

12) Stone chest

A treasure lies in a chest, protected by living darkness.

13) Art Installation

Some of the labor and work of the Brutal Beast stands here in morbid defiance

14) Storage

A large chest sits here, holding wealth and treasure

15) Target practice

A few broken arrows lie in this room, a secret door connecting it to the rest of the dungeon

16) Empty room

This empty room taunts the players.

17) Copper laundry

A stone clothes hamper sits in the southeast corner of this room, filled with copper and a cloth devoted to Tyr

18) Amphitheater

Remnants of ruined seating line the walls here

19) Secret door trigger

The disconnected pipes in this section can be reattached in order to open the secret passage north

20) Olive trap

Olive slime infects and controls any subjects that become exposed to its awful slime

21) Swinging hallway trap

Once enough weight crosses the threshold, the entire hallway swings down, dumping the party onto deadly spikes

22) Empty Frame

A stone frame here lies empty

Cloth in corner  silk bolts (250 gp) **Bag tied with rope**  silver (2,517 sp), 10 rubies (30 gp, 300 total), secret door swivels

20' × 20' Ceiling 9', West door (to nearby area) study, wooden, stuck

Stone chest  ,  Hu-thi

20' × 20' Ceiling 9', Southern passage

Dust, pile of bones with skull on top humanoid bones

20' × 20' Ceiling 9', open chamber

Huge wooden chest  ( DC 15,  DC 22)

20' × 20' Ceiling 11', eastern arch, to hall

Broken arrows against wall, targets painted on wall

20' × 20' Ceiling 9',

East door (to hall) : study, wooden, locked ( DC 15,  DC 15)

Secret door (to Olive Slime): Sturdy, stone, normal ( DC 12  DC 15)

Empty

20' × 20' Ceiling 9',

West door (to hall) study, wooden, locked ( DC 20  DC 15)

Stone Hamper  Decorated gold inlay (600 gp) blanket with Tyr images (80 gp) huge pile of copper (24, 641 cp)

20' × 20' ceiling 14', Passageway south (to pit trap)

East door, study, wooden, stuck, ( DC 12)

Broken Stone  juts from wall in stair shape, **Discolored Floor**  **Blood stains**

20' × 30' East passage (to trap hallway @21)

East and west door, study, wooden, stuck, ( DC 12)

Pipes Run Along Wall  2 disconnected, reconnecting opens secret door

Ceiling 7' Secret door north (to 22) stone, sturdy, slides ( 22  DC 27,  DC 18)

Secret door (to Olive Slime): Sturdy, stone, normal ( DC 12  DC 15)

Olive Slime  covers room, **5 Olive zombies**

20' × 20' Ceiling 15' Secret door north: Sturdy, stone, normal ( DC 12  DC 15)

Secret door (to 15): Sturdy, stone, normal ( DC 12  DC 15)

Hallway trap,  bodies lie at the at end among spikes (see body )

Once more weight is beyond the mark on the map then on the other side, the entire hallway tips and drops people to the spiky bottom 80'-100' below.

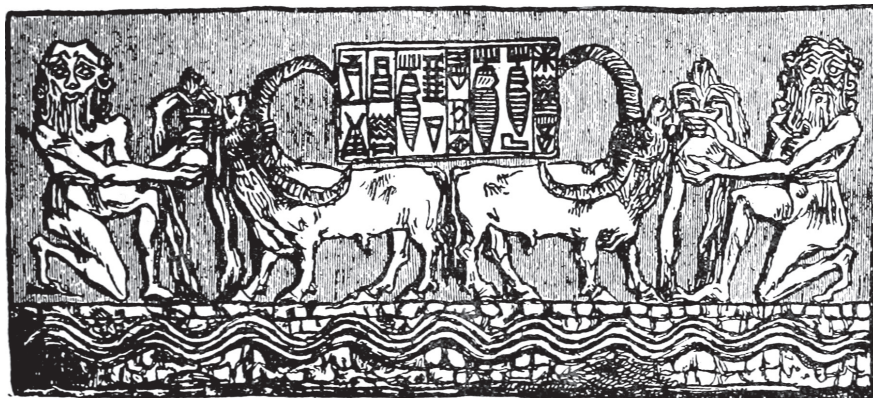
 DC 18,  DC 26, Bodies in plain sight, but in the dark.

Difficult to make the spikes on the wall out. Players who investigate the hall will always see the hairline cracks. A successful investigation check will reveal a mechanical effect involving the hall, and a perception check will note the area where the tunnel separates to drop.

Bare stone frame on wall  ripped canvas

10' × 10' Ceiling 18'

Treasure Room 6 : **Iron kist, sealed with rope ties** ~ Pile of gold coins (842 gp) and a *steel scythe +1* with a haft of mahogany that glows a pale rose, **Iron kist, sealed with rope ties**, Pile of gold coins (492 gp), Breastplate of high carbon steel, epaulets are the coat of arms for arclight. **Iron kist, sealed with rope**, ~ pile of gold coins (952 gp) and an unadorned suit of electrum *plate +1* that when struck releases a loud clear tone, 3 bolts of fine wool (81 gp each), 10 skunk pelts (3 gp each), a darkwood music box set with lumchella (332 gp), **Ceramic Urn**, guarded by poison spring darts (+6 to hit, poison does 4d10 damage, save for half), contains a huge mound of silver (12,428 sp), 17 Jargoons (50 gp each), a *light hammer* with steel heads with a maple haft, inlaid with gold. The base has in Westrador or Dwarven runes "The weight of the Westrador" and shows the weapon in flight. It always appears polished and when thrown by a Westrador or dwarf grants a +2 to hit. **A huge gold chest** (worth 750 gp) **sealed with rope ties**, ~ containing a large pile of silver (6,754 sp), a *cloak* of cotton with a circular red and white pattern emblazoned on the back (+2 on saves versus fear), a small silver signet ring with the inscription, protect ye well this silver redemption (739 gp). 40 *Iron spikes of locking*, spikes engraved with mirthil runes, when stuck in a door acts as if the door is held, as *Hold Portal*.



23) Pillars, empty

This ancient and arcane room lies bare. Scattered dust and debris collected around the opaque dark fingers thrust into the chamber, a dozen black pillars.

24) Refuse Room

This room no longer processess waste. Opening it will flood the hall with infectious waste

25) Locked passage

Locked and stuck doors surround this bare room

26) Graffiti

A message on this wall with a payer to Tyr has been scratched out, and covered in graffiti

27) Room of Shadows

The dark power of Immoket is stored here

28) Bat Guano

This room is filed with bat residue, though no sign of the beasts is near

29) Ceiling rope

A solitary rope hangs from this ceiling for some purpose, possibly nefarious.

30) Bare

This bare dirt room has several stones standing around.

Bare room with pillars black marble, smooth

80'×30' Ceiling 23' Secret door (to 24): Sturdy, stone, normal (¶ DC 6  DC 15)

Filled with excrement, floods out on person opening door clogged vents

20'×10' Ceiling 20' Door (to 23): Sturdy, stone, normal

Empty

30'×30' Ceiling 35' East Door (to hall) study, wooden, stuck (★DC 15)

West door (to 23) study, wooden, locked ( DC 12 ★DC 15)

North door (to hall) study, wooden, locked (★DC 15)

Graffiti "Tyr grant me justice" etched "Immoket frees the mind"

20'×30' Ceiling 35' West door (to hall) study, wooden, stuck (★DC 15)

South door (to 27) study, wooden, stuck (★DC 15)

Black Plinth Marble Bowl filled with Liquid Shadow Shadows and Hui-thi lair in this room

20'×20' Ceiling 35', North door (to 26) study, wooden, stuck (★DC 15)

Fresh guano on floor

30'×30' Ceiling 35'

East door (to 29) sturdy, wooden, locked ( DC 11 ★DC 15)

South door (to hall) sturdy, wooden, locked, slides left ( DC 22 ★DC 20)

Thick Rope hangs from the ceiling, encased in stone

30'×30' Ceiling 35'

West door (to 28) sturdy, wooden, locked ( DC 11 ★DC 15)

South door (to 30) sturdy, wooden, locked ( DC 13 ★DC 20)

Bare floor, Several large stones on floor

30'×30' Ceiling 35'

North door (to 29) sturdy, wooden, locked ( DC 13 ★DC 20)

West door (to hall) sturdy, wooden, stuck (★DC 15)

RUMORS AND QUESTS

Rumors for the Halls of Heimdall

1. Various peoples frequent the suites in the halls
2. The magistrate of the halls is a god in human form
3. A vicious demon made of teeth and hunger prowls the halls
4. A group of stones argues in the halls
5. Many races meet in the halls of Heimdall
6. There is a bindi workshop in the halls, but it is said to be cursed
7. There is a great treasure that is protected by the waters of the logos!

Quests for the Halls of Heimdall

- Sleep in one of the suites overnight in the halls
- Find the magistrate and ask him a question
- Water the tree in the arboretum
- Slay the evil demon that wanders in the halls
- Free a prisoner in the cells of the halls of Heimdall
- Stock the kitchen in the halls of Heimdall
- Recover the horde from the gas vault
- Speak with the standing stones
- Expose an item to the light of the moon room for 12 hours
- Map a path from the entrance halls to the Alchemical Lab entrance

Rumors for the Chambers of Immoket

1. Darkness has overcome the face of Tyr
2. Man eaters lair in the chambers of immoket
3. It is said mans wastefulness obscures the path forward
4. The treasure you can see from the chambers of Immoket can't be reached from the chambers
5. There is a room where the essence of Immoket can be found
6. The chambers of Immoket are much larger than they seem

Quests for the chambers of Immoket

- Retrieve liquid from Immokets bowl of shadows
- A hidden slime mold lairs in the halls, and the town alchemist needs a sample
- There are four secret doors in the chambers, open all four in the same room
- A brutal beast wanders the halls, his lair is there and he must be slain
- Slay at least 10 man-eaters and return with their scalps
- Deep in the chambers there is a magical shimmer, map the halls beyond



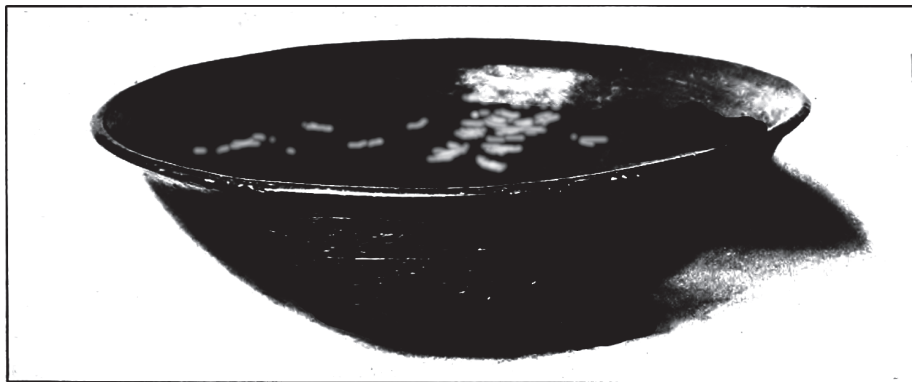
The Bowl of Immoket

The bowl contains liquid shadow, which provides a link to the dark evil lord of the Ogdoad, Immoket. Drinking from the bowl carries the following effects.

- Any shadow spells cast have a +2 to hit, and a +2 to the spell DC or a -2 penalty to the saving throw.
- All stealth checks gain +1
- Alignment moves one step towards chaotic, if the character is already chaotic, they become insane, and experience extreme paranoia and confusion. They will mix people up, assume the worst, and hear things that are not said.
- In addition, roll for a random additional side effect
 1. Animals dislike you.
 2. You begin to grow short dark fur and a fleshy tail.
 3. You become albino.
 4. You grow 1d4 horns and ridges.
 5. All your hair falls off.
 6. Black scales replace your skin, and you gain a forked tongue.

If the bowl is taken from its chamber, it instantly empties and one of the following curses affects the person who removed the bowl, and all of their blood relatives. These curses can only be removed once the bowl is returned.

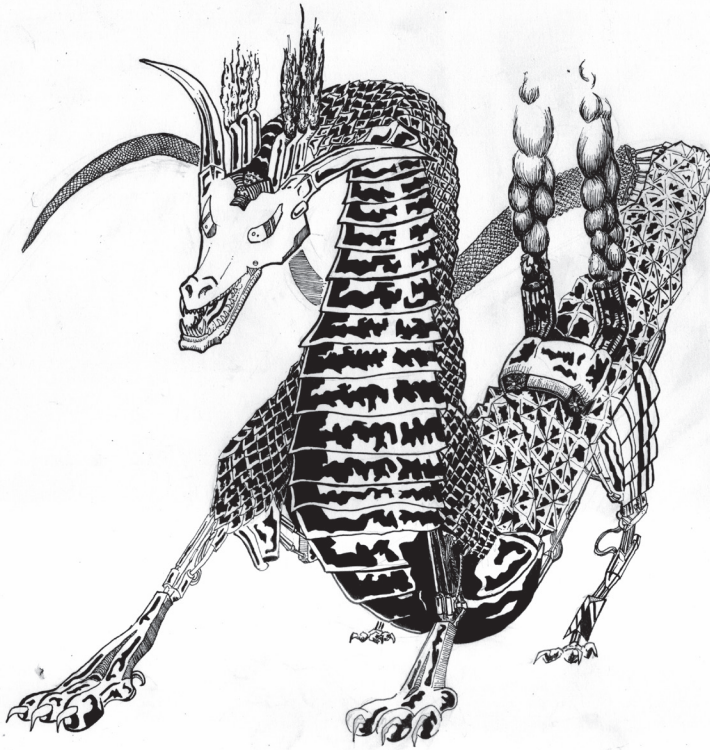
1. Permanent Blindness
2. Gains Nightmares & Drunkenness
3. Aphasia
4. Florid Hallucinations.





DRAGONS





Basic

Tabcururamite the Indestructable (AC -1, HD 12, HP 84, Mv 60', Att 2, Claw 1d10x2, SA Breaths Web, as the spell) This is a mechanical dragon with 4 legs.

5th Edition

Tabcururamite the Indestructable ; Large Dragon, Evil

Armor Class 22 (natural armor)

Hit Points, 168 (12d12+48) **Speed** 45 ft, fly 180 ft.

STR 22 (+6), **DEX** 10 (+0), **CON** 18 (+4), **INT** 12 (+1), **WIS** 12 (+1), **CHA** 18 (+4)

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified

Senses darkvision, blindsight 20 ft. passive perception 11

Legendary Resistance (3/day);

Multiattack. The Dragon makes 2 attacks with its claws

Web Breath (Recharge 3-6). 60 ft. range 20' cube, DC 20 Strength save to break free

Claw. Melee Weapon Attacks, +17/+17 to hit, reach 10 ft., one target. Hit: (1d10+6) damage.

Legendary Actions (2)

Overheat. All opponents within 10' take 4d8 fire damage, DC 21 Constitution save for half

Vent. The dragon is surrounded by an obscuring cloud of mist for 1 round



Basic

Wormalakron (AC -2, HD 6, HP 36, Mv 120', Att 2, Claw 1d12x2, SA Breaths *cone of cold*, as the spell) Black serpentine dragon with forelimbs, It is a lindworm of animal intelligence.

5th Edition

Wormalakron; Large Dragon, Evil

Armor Class 22 (natural armor)

Hit Points, 48 (6d12) **Speed** 60 ft,

STR 16 (+3), **DEX** 10 (+0), **CON** 11 (+0), **INT** 4 (-3), **WIS** 12 (+1), **CHA** 10 (+0)

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified

Senses darkvision, blindsight 20 ft. passive perception 16

Legendary Resistance (3/day);

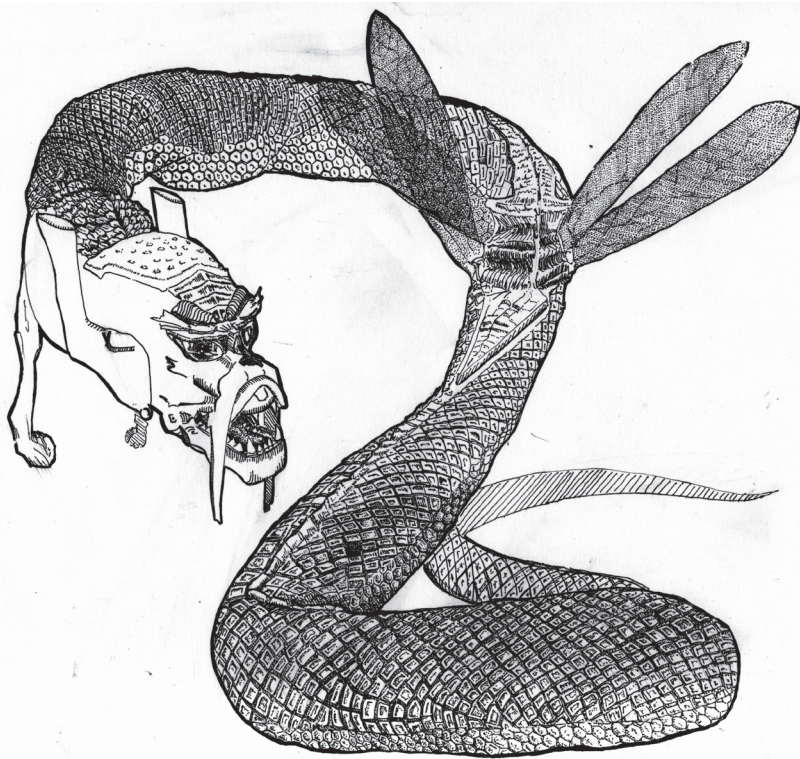
Constrict. Make a grapple attack and if successful squeeze a target for 6d12 damage.

Cold Breath (Recharge 5-6). 40 ft. cone, targets take 8d6 cold damage, terrain becomes difficult, DC 15 Constitution saving throw for half damage

Legendary Actions (3)

Slither (2 actions). move 60' and make a claw attack

Claw. Melee Weapon Attack, +5 to hit, reach 5 ft., one target. Hit: (1d12+3) damage.



Basic

Salmalidur (AC 2, HD 9, HP 56, Mv 90'/240', Att 1, Bite 1d10+10, SA Breaths *gust of wind*, as the spell) Yellow insectile winged serpentine dragon with forelimbs. It has a genius intelligence.

5th Edition

Salmalidur; Large Dragon, Evil

Armor Class 16 (natural armor)

Hit Points, 63 (9d12) **Speed** 45 ft, fly 90'

STR 10 (+1), **DEX** 20 (+6), **CON** 11 (+0), **INT** 18 (+4), **WIS** 12 (+1), **CHA** 16 (+2)

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified

Senses darkvision, blindsight 20 ft. passive perception 12

Legendary Resistance (3/day);

Bite. Make a bite attack Melee Weapon Attack, +9 to hit, reach 15 ft., one target. Hit: (2d10+12) damage.

Hurricane Winds (Recharge 5-6). 120 ft. cone, targets fall prone and are pushed back 10'-40', DC 19 Strength saving throw to resist.

Legendary Actions (1)

Spit poison. 90' line. Target takes 4d8 poison damage, DC 19 Constitution save for half

Nezumi

"Some may say they are rats that turn into men, others say that they are men that turn into rats. Neither is true. The truth is much worse, below in the endless tunnels, the rats grow and thrive, they grow larger than any space can contain. The rats fold in upon each other and become something else. . . something greater. Men heed the call of this song—wisdom from some ancient cacogen horror."

"They say that the gods put all the wealth of mankind in the Numenhalls for us to use once we crossed the great desert. Are the Nezumi emerging from that same wealth a sign of fortune. . . or famine."

"They say if the rats eat your hose or garters, it means your death has been prognosticated. I think that's how the Nezumi can kill you."

Nezumi are not a race, but instead a group of cultists that are variably influenced by alien cacogenic powers.

ENCOUNTERED

1. **Cultists, 1d8 Cultists:** 1.) Travelling to a location; 2.) Lost; 3.) Stripping a corpse in the dungeon; 4.) Paranoid; 5.) Sick; 6.) Lying in wait
2. **Broodmother, Solitary Broodmother + 5d10 Rats:** 1.) Found Key; 2.) Cooking; 3.) Drinking; 4.) Sick; 5.) Humming and Talking to Self; 6.) Smoking a pipe
3. **Congregation, 1 Acolyte + 1d8 Cultists:** 1.) Travelling to a location; 2.) Lost; 3.) Praying; 4.) Lying in Wait; 5.) Bullying/Shaking Down, 6.) Drinking/Laughing
4. **Raiding Party, 1-6 Ratmen:** 1.) Paranoid; 2.) Taking a Rest; 3.) Wounded, Returning to Lair; 4.) Setting a Snare; 5.) Laying in Wait; 6.) Ransacking/Searching

Typical Names	Personality Traits	Quests offered
1. Anepada	1. Obsequious	1. Retrieve (steal) an item
2. Amar-sin	2. Trecherous	2. Need a rumor confirmed
3. Ekur	3. Snobbish	3. Recover a slime or ooze sample
4. Ishme	4. Comforting	4. Unlock or open a passage or door
5. Dagan	5. Prying	5. Find the route to a specific zone
6. Shulgi	6. Secretive	6. Plant an item in a rivals lair
7. Nanna		
8. Utu		
9. Gula		
10. Enki		



**5. Religious Procession, Broodmother + 1d8 Cultists
+ 1d8 Acolytes :**

- 1.) Travelling to a location; 2.) Lost; 3.) Praying;
- 4.) Lying in Wait; 5.) Bullying/Shaking Down;
- 6.) Drinking/Laughing

**6. Elite Raiding Party, 1d8 Acolytes, 1d6
Ratmen, & Ratman Assassins:**

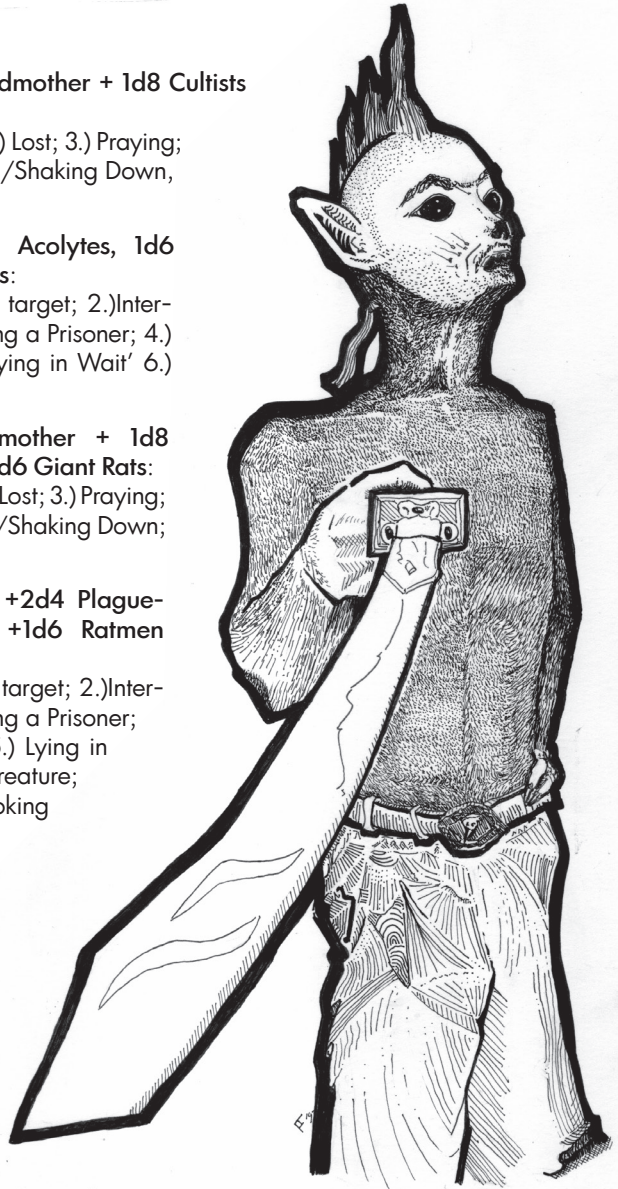
- 1.) Bullying/Shaking down a target; 2.) Inter-
- rogating a target; 3.) Escorting a Prisoner; 4.)
- Arguing over Treasure; 5.) Lying in Wait' 6.)
- Tracking another creature

**7. Holy Procession, Broodmother + 1d8
Acolytes, + 1d6 Ratmen, +3d6 Giant Rats:**

- 1.) Travelling to a location; 2.) Lost; 3.) Praying;
- 4.) Lying in Wait; 5.) Bullying/Shaking Down;
- 6.) Drinking/Laughing

**8. War Party, Broodmother +2d4 Plague-
bearers, +1d4 Assassins, +1d6 Ratmen
+1d7 Cultists :**

- 1.) Bullying/Shaking down a target; 2.) Inter-
- rogating a target; 3.) Escorting a Prisoner;
- 4.) Arguing over Treasure; 5.) Lying in
- Wait; 6.) Tracking another creature;
- 7-8.) Defending territory/looking
- for a fight.



NEZUMI CULTISTS

A rat-shaped man or perhaps a man-shaped rat, what strange cult does this wretched creature serve?

Basic

Nezumi Cultists (AC 6, HD 1, HP 6, Mv 120', Att 1, weapon 1d6, SA: N/A SD N/A, Save: T1, Morale: 5, No. appearing 1-6 Treasure: R, Alignment Chaotic).

5th Edition

Nezumi Cultists; Small humanoid, Neutral Evil **Armor Class** 12 (dexterity)
Hit Points, 6 (2d8-2) **Speed** 30 ft,
STR 12 (+1), **DEX** 14 (+2), **CON** 8 (-1), **INT** 14 (+2), **WIS** 6 (-2), **CHA** 16 (+3)

Senses darkvision 120 ft., passive perception 10

Languages Nezumi, Common

Challenge 1/2 (100 XP)

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

NEZUMI ACOLYTE

What benefits does rank grant? These Ratmen are the hand of the cult.

Basic

Nezumi Acolyte (AC 2, HD 1, HP 4, Mv 60', Att 1, weapon 1d6, SA none, SD none, Save: C1, Morale 7, No. appearing 1-8 Treasure: S, Alignment Chaotic).

5th Edition

Nezumi Acolyte; Small humanoid, Neutral Evil **Armor Class** 16 (Leather+Dex)
Hit Points, 9 (2d8) **Speed** 20 ft,
STR 12 (+1), **DEX** 20 (+5), **CON** 11 (-0), **INT** 16(+3), **WIS** 8 (-1), **CHA** 10 (+0)

Senses darkvision 120 ft., passive perception 11

Languages Nezumi, Common

Challenge 1 (250 XP)

Stab. Melee Weapon Attack, +7 to hit, reach 5 ft., one target. Hit: 8 (1d6+5) damage

RATMAN

No longer cultists, these ratmen have been completely deformed via their worship into half-man, half-rat form. Whether the deep Chicago accent is part of the mutation or just an affectation is unknown.

Basic

Ratman (AC 2, HD 1+3, HP 7, Mv 120', Att 3 Claw/Claw/Bite D/1d3/1d3/1d4, SA Disease; SD Infravision 120'; Save: F4, Morale: 8, No. Appearing: 1-6, Treasure: V, Alignment: Chaotic.

5th Edition

Ratman; Small humanoid, Chaotic **Armor Class 16** (natural armor)

Hit Points, (4d8) **Speed** 30 ft.

STR 16 (+3), **DEX** 22 (+6), **CON** 16 (+3), **INT** 10 (+0), **WIS** 12 (+1), **CHA** 4 (-3)

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

Senses darkvision 120 ft., passive perception 14

Languages Common, Nezumi

Challenge 2 (450 XP)

Multiattack. The ratman can make two attacks with its claws, and one with its mouth.

Claw. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 9 (1d6+6) piercing damage.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 10 (1d8+6) piercing damage.

RATKIN ASSASSIN

Trained in dark arts, they slay their targets with shocking precision.

Basic

Ratkin Assassin (AC 5, HD 2+1, HP 9, Mv 160', Att 1 poison sword, D 1d6+Poison, SA Poison, save or die; SD Stealth, Infravision 120'; Save: T5, Morale: 6, No. Appearing: 1-4, Treasure: Nil, Alignment: Chaotic.

5th Edition

Ratkin Assassin; Small humanoid, Chaotic **Armor Class 12** (natural armor)

Hit Points, 26 (4d8+8) **Speed** 60 ft..

STR 10 (+0), **DEX** 22 (+6), **CON** 16 (+3), **INT** 16 (+3), **WIS** 14 (+2), **CHA** 4 (-3)

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

Senses darkvision 120 ft., passive perception 16

Languages Common, Nezumi

Challenge 3 (450 XP)

Poison Stab. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 9 (1d6+3d6 sneak attack + 8d6 poison damage.

BROODMOTHER

The rats come from somewhere, right? It's from these filthy old women. If you're nice, they won't sick their rat swarms on you.

Basic

Broodmother (AC 2, HD 3+3, HP 15, Mv 60', Att 1 Claw (1d6) or by Weapon, SA Spells: Bless, Scare, Tormenting Pain; SD Infravision 120'; Save: C5, Morale: 9, No. Appearing: 1, Treasure: L, N, O, Alignment: Chaotic.

5th Edition

Broodmother; Small humanoid, Chaotic **Armor Class** 16 (natural armor)

Hit Points, (8d8+2) **Speed** 30 ft., Fly 60 ft.

STR 10 (+0), **DEX** 12 (+1), **CON** 14 (+2), **INT** 18 (+4), **WIS** 16 (+3), **CHA** 14 (+2)

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

Senses darkvision 120 ft., passive perception 16

Languages Common, Nezumi

Challenge 4 (1,100 XP)

Summon Swarm (Recharge 6). The Broodmother chooses space within 10' and a rat swarm appears in that space under the broodmothers control. It may act immediately.

Hex. As an action, the Broodmother chooses a target, and they get disadvantage on all checks until the Broodmothers next turn.

Terrify. Magic ray Attack: +5 to hit, reach 30 ft., one target. Target gains the **Frightened** condition.

Ray of Pain. Magic Ray Attack: +5 to hit, reach 60 ft., one target. Hit: 22 (3d8+9) necrotic damage.

RATMAN PLAGUEBEARER

Obese disease ridden horrors vomit disease and toxic waste.

Basic

Nezumi Plaguebearer (AC 6, HD 5, HP 20, Mv 60', Att 1, weapon 1d6, SA: Vomits toxins in a cone or line out to 30', doing 5d4 damage, save for half and to avoid disease. SD Infravision, immune to disease, Save: C5, Morale: 7, No. appearing 1-6 Treasure: R, Alignment Chaotic).

5th Edition

Nezumi Plaguebearer; Medium humanoid, Evil **Armor Class** 13 (natural armor)

Hit Points, 44 (8d8+8) **Speed** 20 ft,

STR 12 (+1), **DEX** 14 (+2), **CON** 12 (+1), **INT** 14 (+2), **WIS** 3 (-4), **CHA** 8 (-1)

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

Senses darkvision 120 ft., passive perception 6

Languages Nezumi, Common

Challenge 4 (1,100 XP)

Toxic Expulsion (Recharge 3-6), Choose one

Vomit. Spew bile in a line 30' long. All targets take 2d6 Poison damage and become poisoned, Constitution DC 14 for half damage and to avoid poison.

Puke. Spew bile in a cone 15' long. All targets take 2d6 Poison damage and become poisoned, Constitution DC 14 for half damage and to avoid poison.

Bite. Melee

Weapon Attack:

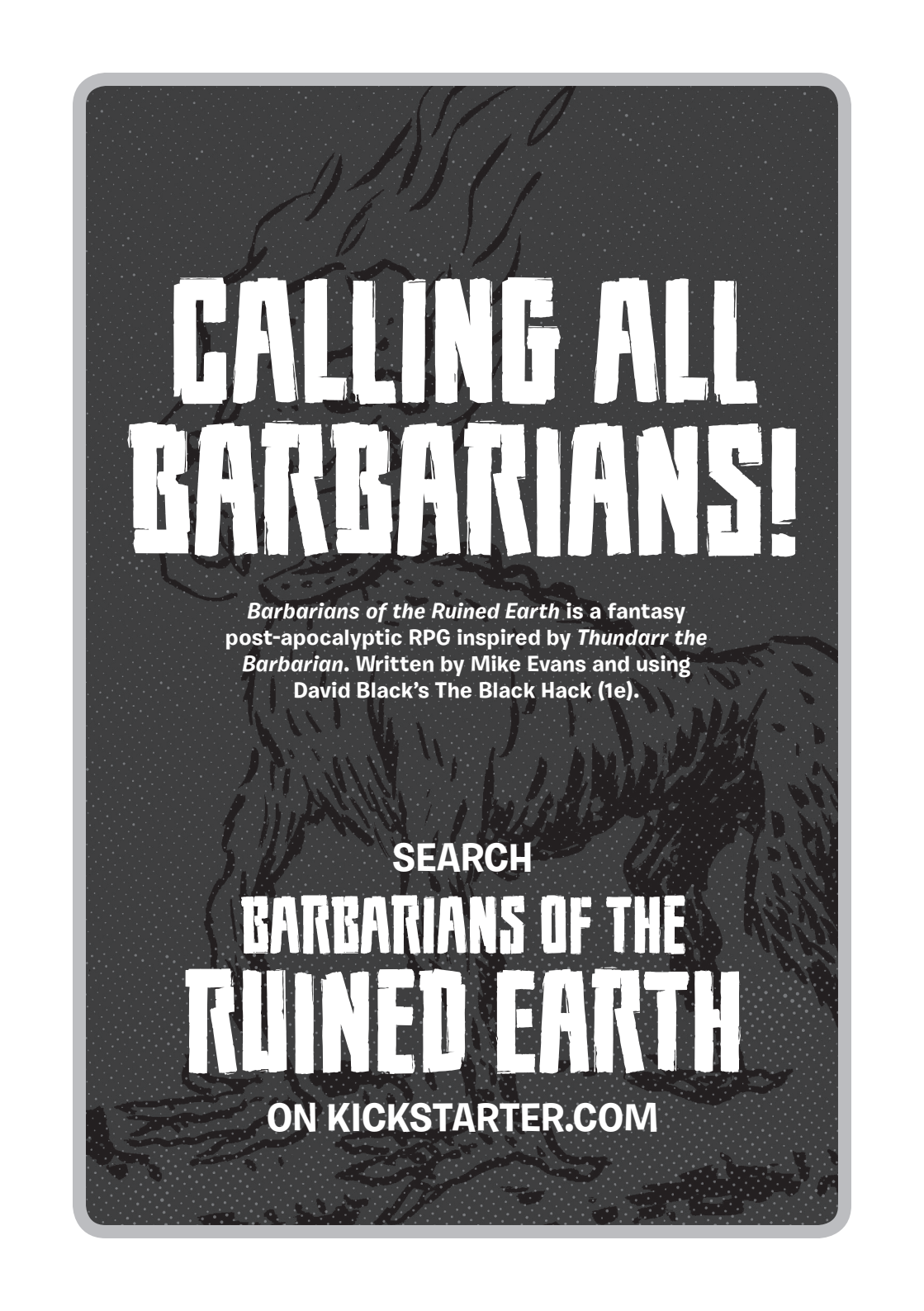
+3 to hit, reach

5 ft., one target.

Hit: 10

(1d6+2+4d8
poison damage)





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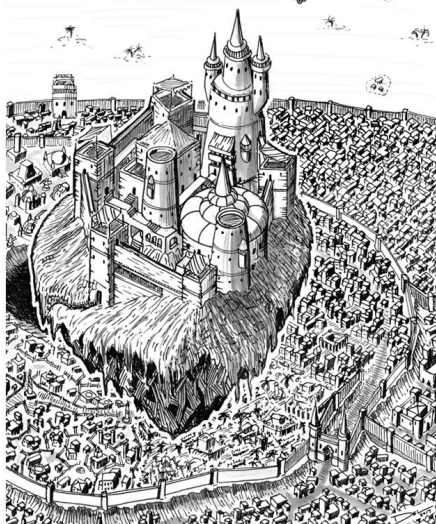
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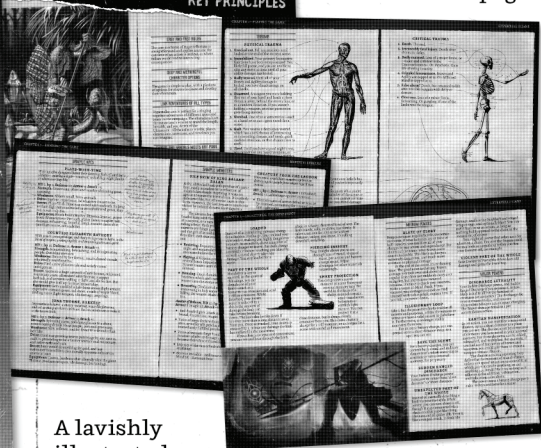
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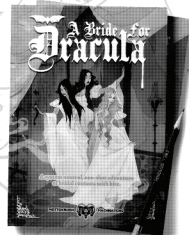
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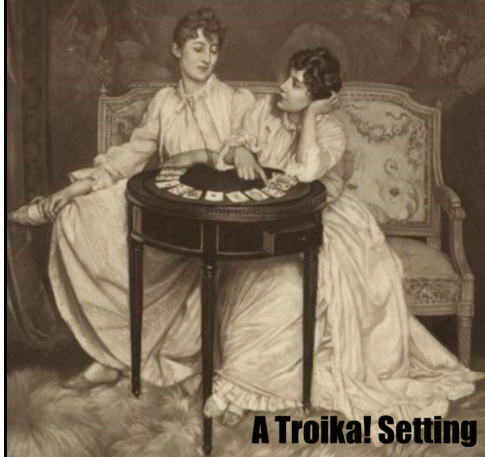
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