



# Enter <sup>the</sup> MegaDungeon

a Selection of MegaDungeon Entrances  
from the FY DIY RPG community



# Enter the Mega Dungeon

Being a collection of entrances into dungeons deep and dangerous imagined, written, and compiled by the FY DIY RPG Community.



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## CONCEPT

Shane Ward

## LAYOUT & ERRORS

Dyson Logos

- 1 A weird gnarled tree's roots have grown over a stone trapdoor; sawing away at the wood for several hours is necessary to gain access.
- 2 You know that dark corner table in the tavern that you can see all the entrances from but where it's hard to see you from said entrances? Conveniently, it's under the table.
- 3 A bat chimney, used by thousands of bats to fly out into the world at dusk; slippery with guano, but with many handholds allowing access to a larger space below.
- 4 A large ceramic jar with an octopus painted on it. The eyes seem to follow you wherever you go. Fill the vase with sea water, and the vase will expand wide enough for you to climb through the mouth of the vase into a dungeon that's entirely underwater.
- 5 A great iron statue of a rhino-horned toad, a good 18' feet high at the shoulder and of impossible weight. Upon a command in elvish ("Speak"), the toad opens its jaws revealing a narrow and dark portal.
- 6 A tower made of a rare, black granite. Nearby is a corpse, holding a flute and a book w a song on it. Playing the song correctly will cause the tower to rise and reveal the entrance, but the flute will drain the strength of anyone who plays it.
- 7 An overturned krater vase in a verdant garden. Climbing into the large vessel reveals a root filled hole going down.

- 8 Out in the wilderness is a 40 foot tall wall, built by a forgotten kingdom and fallen into disrepair that extends for several miles. Occasionally, hunters will follow the Stag of Longing through one of the old, looming gates that allow passage through the wall. They are never seen again..
- 9 The plaza at the center of an abandoned district or town. Depressing the right combination of blocks opens a stairwell down.
- 10 In a forgotten library, in the basement, behind a locked door, is sagging bookshelf with 20 volumes of "The Dusk Embassy Atlas" The maps are astoundingly detailed and painstakingly crafted, but appear to be of a world of pure fantasy. In the middle of the last book is a page that shows all 20 books arranged, cover facing outward, in the sagging cabinet. Placing the books in the order described will form a door that opens with a visible ripple of magic.
- 11 A ring of carved standing stones that carries anyone inside on a full moon straight upward to a flying island.
- 12 A large, metal bound tome with silver inlays and three locking hasps. The tome is filled with interesting histories and engravings of strange places. When the proper sequence of pages is turned the engraving last in the sequence seems to expand and take on color and reality... as the current surroundings fade...to become a new engraving in the book. Reversing the page sequence reverses the process.
- 13 A magnificent Emperor conch at the center of a pool in a campsite (or inside a manor). It transports anyone sleeping around it to a dream lich's demesne.
- 14 In the garden of the house you acquired from the dead stranger's will sits a sundial with runes that defy all attempts at deciphering. During a full moon, a long shadow extends from the gnomon, and inside of the shadow a stairway, covered in the same runes, leads down into the earth.
- 15 A gargantuan worm swallows the party whole; an entire realm of creatures and treasures lay inside.
- 16 A polished dark temple floor sinks trespassers and infidels to the mirrored mega-dungeon to see if they are worthy.
- 17 Vigil is an old city that serves as a waystation between civilization and everything that's "out beyond". It used to be the center of an old empire, until they offended a Fey envoy and received their ire. For several hundred years the old royal palace has been completely overgrown with plant life, and locals avoid the area, for fear of attracting the curse. Adventurers can charter a ferry to cross the old moat and enter through the barbican. Some explorers return with treasure and tales of ghosts, and others never return at all.
- 18 A stick of chalk, wrapped in a silk covering. The chalk can be used to draw a crude door with a handle.
- 19 A crevasse leading to a water-filled cave and a river into the underground. One must sail from here.
- 20 Up on the top of White Peak, among the Yak herds, strides a creature not quite yak, and not quite anything else. The local herders can teach you a tune to keep the creature calm, and if you give it a sweet, you can reach through it's shaggy mane and open a door made of old bone and sinew.
- 21 A perfectly ordinary statue leans forward, almost to the point of falling forward; rainwater has slowly undermined the statue's base, revealing a cavity below it that can be accessed with a little sledgehammer work.
- 22 A reflecting pool surrounded by stone wall with statues mounted on it. In the middle of the pool just below the surface is a staircase leading down. The flooded staircase goes down to a passageway which is flooded as well. Following the passage takes you to another stairwell leading upwards until you are about the water level and now in the entrance chamber of the dungeon
- 23 A dumbwaiter in an ancient manse has a problem: food placed within at the kitchen level often arrives upstairs gnawed by rats. A small explorer can find a narrow interstitial level, populated by rats and worse, and a secret stair leading down to a hidden basement.
- 24 A filthy toilet in vicious gang tavern, to get gang to tolerate you you need to pass their tests
- 25 The great glacier calves off an enormous iceberg, which is found to be riddled with ice-tunnels - a floating dungeon.

- 26 An ancient tapestry, when hung on a wall and exposed to the light at precisely sunset, turns solid revealing a wooden door set within the boundaries of the fabric.
- 27 Consuming a potion of Diminution allows one to enter the oldest of the King's beehives, and while much of it is occupied by bees, now relatively giant in size, a series of small stone compartments give access through the hive's base to a complex of buried treasure-tunnels.
- 28 The cathedral's spire, long inaccessible owing to crumbling stairs, is finally reached by tall ladder. There are more levels ascending the tower than can be explained from the outside.
- 29 The Snoot of Destination is a small can of magical snuff that transports the user depending on the blend. This can is simply labeled "Satan's Taint."
- 30 When the apple tree is kicked in a certain spot an enchanted fake apple drops to the ground and into a hidden depression. A secret door then slides open revealing an applewood ladder that leads down into Applejack's secret Zapapple tree seed storage room. This room connects to the megadungeon via a locked door hidden behind the shelf containing Granny Smith's special hooch.
- 31 The key in the secret lock, if turned left, opens the left-hand secret compartment; if turned right, it opens the right-hand compartment. But if pressed inward without turning, the key's user shrinks and finds themselves within the labyrinth of the lock's tumblers.
- 32 A jeweled gold puzzle box that opens a portal if solved
- 33 The Necro-horn is an enormous multi-story euphonium, and playing various chords can play tunes with a variety of mystical and horrifying effects; it is also possible to enter the maze of brass tubes through the spit-valve and access various chambers, one of which is alleged to be a direct adit to the Underworld.
- 34 A deserted forest island at the center of ley lines. A gate to a fey labyrinth opens if the proper ritual is performed.
- 35 While traveling across grassy plains, a shadow falls over the party. A massive cloud looms above, and a rope ladder drifts beneath it. Up above, a floating island is shrouded in mist.
- 36 The Bed of Zostros is a great four-poster, and many who have slept within its curtains have been found the following morning drained entirely of blood. Others, however, have been found in the Great Wastes hundreds of miles away, wandering and confused, and clutching handfuls of ancient coins.
- 37 Janitor's closet, behind the mops.
- 38 A distant knock comes from the interior of a cliffside (or wall) covered in vines, asking for help and saying there's treasure inside. Clearing the vines shows a double bricked up archway, and the words, "In the name of the Gods, never open this".
- 39 You crawl through the navel of Brother Erso-phus, high Chancellor priest of the cult of Proctor Delifus the demon of discrete inquiries.
- 40 A set of gallant horse statues carved to honor an ancient treaty between men and a distant dwarven stronghold. Mounting the statues while the lead rider says a magic Dwarvish phrase animates the beasts and takes their riders faster than any natural mounts to meet their creators.
- 41 At the bottom of the cake that the dancer jumped out of / inside the pie that the 4 & 20 blackbirds just flew out of.
- 42 A set of descending steps that gets impossibly smaller, ending in a wall. This leads to the Hidden Vault of the Micromancer as the party shrinks, the entry being the old mouse hole at the base of the wall.
- 43 On that part of the school campus that really wigs you out, you know, where the acoustics are all out of whack? But only on Wotan's Day, when it's cloudy enough to hide the moon, so that you can step through the shadows at the right angle.
- 44 In the heart of the tallest mountain, the sheer mass of rock squeezes the very essence from the stone. The puissant fluid forms a small dark magical lake at the base of a deep red cavern. Those who dare dive into that pool find themselves ... elsewhere.
- 45 I'm not sure, but I left it here a minute ago. Hang on. I'm sure I still have it. Forget my own head next.

- 46 Gwarguin the Impatient, an irascible mercenary-wizard, has found all the pieces of the Jigsaw Riddle, a 100-piece puzzle. Gwarguin has placed the riddle on a table in his tower, but the puzzle is unsolvable as the pieces are constantly morphing in shape and size. Gwarguin has not yet divined that the Jigsaw Riddle can be pacified by playing certain ancient melodies on a harpsichord; this causes the puzzle pieces to cease their shape-shifting so long as the music plays. When the final piece is placed, the puzzle's picture is revealed to be yawning cave mouth, which reaches out to swallow all in the room. The puzzle then disassembles itself into a pile of pieces once more.
- 47 Good news: it's not a Bag of Devouring, e.g., not an extraplanar monster that's been eating your stuff. Bad news: you still have no idea where all your stuff is. Down this ladder that's too long to pull out of the bag, you hope?
- 48 The damming of the subterranean River Hrith for a grand construction causes a pooling reservoir that erodes the rock above as water rises. The resultant sinkhole replaces a sinking church with a twisting downward tunnel.
- 49 At 3:00 AM when you can't sleep, you can sometimes find it in your underwear drawer.
- 50 The rectangular hole of an ancient gold coin from the fabled city of Pelis must be passed through by enlarging the currency with magic (or superscience)
- 51 Entry is through the closest body that died today. By tearing into the stomach of the deceased a portal will teleport anyone that places their hand inside of it to the megadungeon.
- 52 Carve a figurehead of Zmaj, draconic god of sorcery and sail on the outbound tide to a grand sea labyrinth guarding a mighty sand castle.
- 53 Shatter a mirror, cut yourself, and draw a doorway on the floor with it. You will be able to open the blood-outlined door and drop in through the ceiling of the first room of the megadungeon.
- 54 Don the ethereal cloak and walk into the Obelisk of Cairn. There you will be teleported to the planet of Aelous
- 55 Ride through the western city gate while grasping thirteen peacock eyes.
- 56 Swallow 100 silver pieces worth of specific magical components, then, and only then will you see the hidden moving arches that meander around the base of a nearby hill.
- 57 Those who would enter the megadungeon need to sacrifice the life/lives of at least 25 pounds of animal or humanoid. After the sacrifice an ethereal hand will drag you through an invisible gate.
- 58 Wait until 3 AM to meet the ghouls on Shrike Hill, and pay them in ancient silver. They'll take you safely through their lord's enchanted cairn, but be sure not to insult them, or you'll never return.
- 59 By carving your true name into the bark of one of the trees in the ancient grove above the megadungeon you will be teleported through the roots of the tree down into the depths below.
- 60 Load yourself into the catapult at the edge of the Branfort ruins, and pull the trigger mechanism to be launched back in time, before the battle of Arkland. In this time period, the onyx tower still stands, waiting to test seasoned adventurers.
- 61 Burn the branches of the \_\_\_\_\_ tree, and say the name of the god of secrets. A voice on the wind will tell you how to find the entrance.
- 62 Brandish the staff of Ahl and raise it at the cliffs of Drakenmount. A chariot drawn by a large Pegasus will fly your party to the castle in the heavens
- 63 Inside an ancient tower that has been slowly sinking into the swamp for many years you will find an iron bound chest. When you get the chest out of the tower and open it, you will see that instead of a bottom there is a long ladder leading down to the first level of the dungeon.
- 64 Access the dread lich's vault in the dark lands and take the chalk his bride holds in her casket. Draw a door on his tomb to enter the catacombs that lead to the ancient necromancer's lair.
- 65 A pull down ladder to an attic, in a quaint room for let, is actually the ground floor to the megadungeon (is actually on a parallel plane).

- 66 Defeat the Dwarven monk, Hedgebric Hellbeard, and take the skeleton key braided into his beard. It is said to unlock the adamantine door to his ancestral home, where ancient fire and air elementals have been bound to fire and stoke massive forges.
- 67 In the basement of the Gargoyle Arms on Centaur Street, the warped remains of casks as large as a wagon tell the tale of two generations ago when alcohol was banned, and the now respectable Arms once fronted as a saddle-making shop but made illicit hooch on the side. One of the casks has a secret catch on the front that opens into the old cage elevator leading down to the tunnels once used to distribute alcohol around the city. Other seedier forces have found these passages, including followers of a death cult who have tunneled into an ancient and sinister shrine.
- 68 Drink the mad alchemist's last formula and you will shrink to 1/16th your size. Enter the mouse hole in his lab to find a winding tunnel that leads to a metropolis built by shrunken adventurers.
- 69 Deep in the shade of Bonewood grows pale green mushrooms. Picking them at night and making them into tea one drinks is the only way to see the great Moon Door standing in the fields beyond.
- 70 In the center of a busy street in a large city rests a forgotten entrance to the megadungeon. It was sealed up 500 years ago, but today due to a wagon accident, fumes started pouring out from beneath some loose cobblestones revealing it.
- 71 Under the ruler's throne.
- 72 In Old Man Hardgrove's potato cellar on the back wall is a doorway he has never opened. He has piled up roughly 200 pounds of potato sacks to prevent anything from coming out of it. Last night he heard pounding, and this morning all of his potatoes were gone.
- 73 In a harem, nunnery or Vestal Virgin temple where it is death for men to enter unbidden.
- 74 Climb under the sacred kirtle of the Ravenous Matron idol in the Temple of the Gynarchs.
- 75 Councilman Mills' pond has been bumbling for the last week and now all of his fish are floating on the surface. The adventurers were called in to investigate to find the pond completely drained. At the lowest point of the pond they find a large vertical and spherical tunnel that leads straight down for more than 200 feet.
- 76 The Clockwork Geyser erupts every eight hours, showering a large hollow with boiling water for several minutes. It is then safe to enter the hole of the geyser, and many passages can be accessed below, but one had better be out of the place before the next eruption occurs.
- 77 City corpse pit where plague corpses are piled daily, honest its at the bottom..
- 78 Invoke a sea god and jump into the riptide to enter the realm of his hoarding wives.
- 79 A wizard pays you to climb inside his enchanted sack to find and retrieve his socks.
- 80 Use the shadow from the eyehole of Griselda's Adamantium Needle to enter the fey caverns beyond.
- 81 After drinking a shrinking potion you climb inside the left nostril of old drunk Bert in the pub. Inside a near solid boggy you can see part of a door.
- 82 Spread wine onto the floor of Bugbear Cave and use the daylight reflection from outside as a doorway
- 83 Steal mushrooms from the sacred grove in the kings garden. Mush them with honey and smear on the back of an albino rabbit. At full moon rub the rabbit on the back of a feeding bear to open the portal.
- 84 Climb inside the gigantic shark's mouth in Giallo's tavern
- 85 First steal the invisibility potion from mad vi-run the mage. Use the potion to sneak past his attack pants (5 week old pants enchanted to attack anything they are using specially sewn on buttons for eyes). Once past the pants you sit in the mages bath, run a full tub then pull the plug. You are washed down into the dungeon.
- 86 You smoke a big bowl of Naster's weed and then you walk thru his full length mirror... and there you are, 1st level!

- 87 At the edge of the woods is the Joneses farm. Go to the most Eastern field. Here you will find 1 scarecrow for each character. Take them down, dress in their clothes and climb on their posts. As the sun sets you are teleported to the dungeon.
- 88 A group of brigands have uncovered an ancient rune carved door during the construction of their hide out in the deep woods. Those who go through are never seen again.
- 89 Feed honey to the dire bear rug in Baron Iryx's keep...and look under it!
- 90 A Blackened tree where a Warlock Tyrant from years gone by was hanged. Legend says he Enchanted the tree at the last moment, and those who join him in death will find their way into unknown depths where he gained his forbidden power. Any PC who hangs themselves from the tree with the ancient noose hanging from it will be teleported deep into the dungeon. When the PC's encounter this tree there is a 10% chance they witness a cultist take the plunge with the noose and vanish in a puff of black smoke at the bottom of their fall.
- 91 Place a dram of fresh human blood through the hole in the basement of the Snake and Arrows taverna. The vampire sealed in the wall will open the secret passage down.
- 92 A Fey creature has enchanted a glen hidden in the forested hills. Those who trespass are teleported to one of 1d6 locations in the dungeon. Many hunters have gone missing hunting the woods around this glen.
- 93 Ride a magic roc feather to Angel's Aerie.
- 94 Whilst in the local tavern you are watching some dwarf throwing. As one wild throw goes towards the tavern wall instead of the thud you all expect the dwarf passes through. The wall rippling like water. Investigating it turns out to be a portal to a dungeon.
- 95 Look in the Chateau Otranto and find the great diving bell in the sea cave below.
- 96 Investigating the haunted mansion the adventurers find the library. If they sit in the old armchair the ghost of a butler comes in and pulls a secret book on the shelf. With this the adventurer is teleported to the dungeon. (Repeat for each party member)
- 97 Climb down the well in Fairport to reach an aquifer below. It's said you can traverse the aquifer's water tunnels to the vaults of the dark lands
- 98 Enter the tornado at Zaus rock and be whisked away to the demiplane known as Haven.
- 99 Sitting in an old barbers chair, you lean back to get comfortable, all of a sudden you fall backwards down a shoot. Down a dark tunnel you travel until it ends in a glimmering pool. You cough up some water and adjust your eyes.
- 100 A rundown old tower, long since fallen into ruin, has long been known for its sightings of a ghostly boy. The appearance of the ghost causes the temperature to drop significantly and frighten animals and the weak of heart. Legend has it that if followed, the ghost will lead you to a long forgotten well, where it is said his corpse lays broken at the bottom. Climbing down to recover the body will open a portal to an ancient underground burial place and beyond.