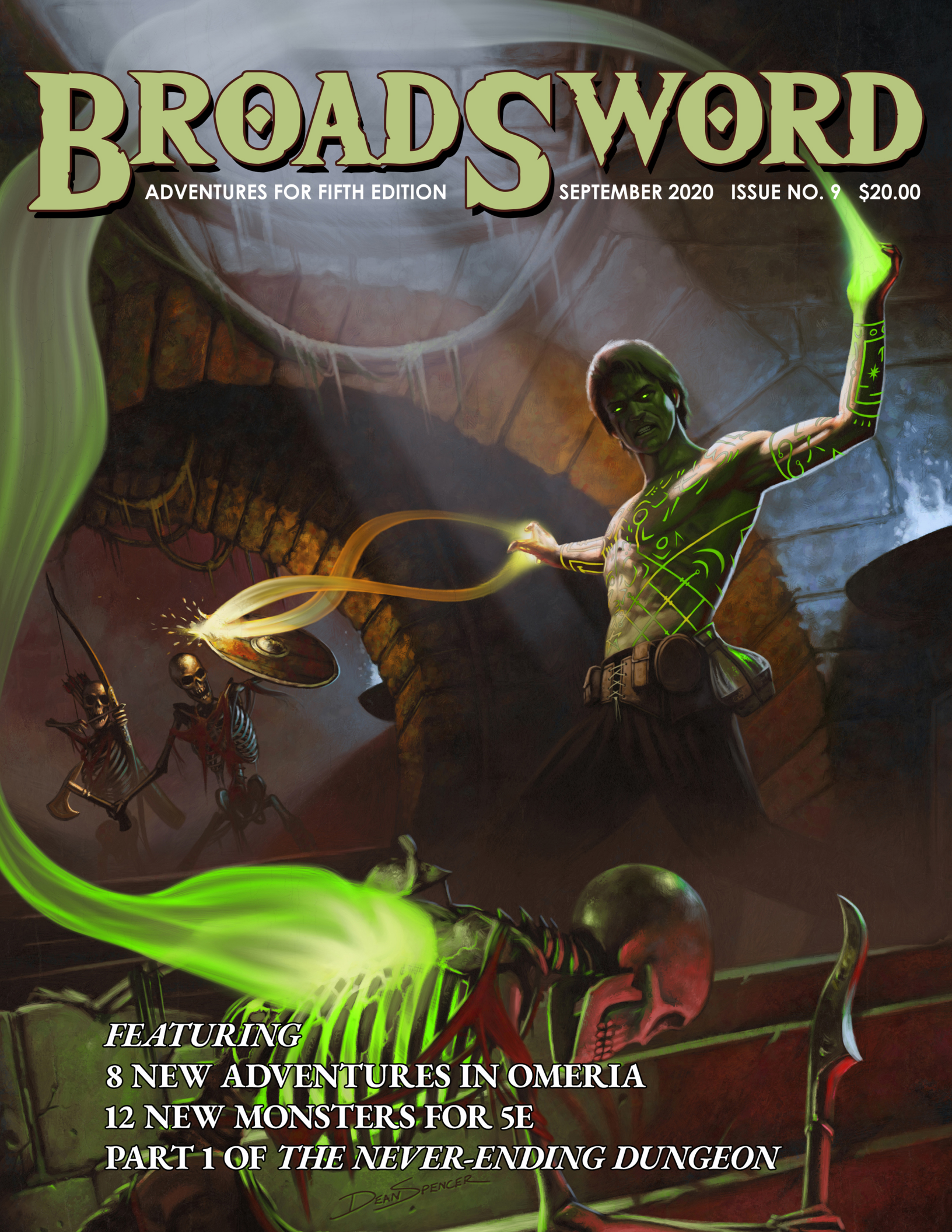


# BROADSWORD

ADVENTURES FOR FIFTH EDITION

SEPTEMBER 2020 ISSUE NO. 9 \$20.00



**FEATURING**  
**8 NEW ADVENTURES IN OMERIA**  
**12 NEW MONSTERS FOR 5E**  
**PART 1 OF *THE NEVER-ENDING DUNGEON***

DEAN SPENCER



**Version 1.0 PDF September 2020**  
**Version 1.0 Print September 2020**

**SAMPLE**

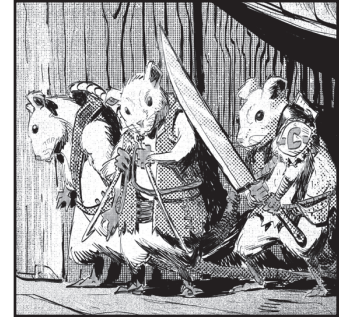
# BROADSWORD

ADVENTURES FOR FIFTH EDITION

SEPTEMBER '20 ISSUE 9 Monthly



**COVER: Giokhar The Reanimator, rumored to be the long lost son of Loikiel, puts his necromantic talents to use. Art by Dean Spencer.**



## Happy Birthday, BroadSword!

Hard to imagine that just 12 months ago—all right, yes, I realize that this is issue #9, but hey pal, creating a monthly book of adventures is hard work—this book you're holding hit the United States. There's been some ups some downs and some sidewayses since that first issue, but here we are at the ninth issue. Next month, we'll be kicking over into double digits, which is just insane.

Recently, I did the math and figured out that BroadSword Monthly now has more content than Leo Tolstoy's War and Peace (600,000 words!) And now, with a new cadre of authors entering the fray, we'll be sure to double that before BroadSword's second birthday.

Here's to actually getting the Monthly part right!

Anyways, thanks for taking this wild ride with us. It's been a lot of fun and we hope to continue putting out the best new content in a vintage format that we can.

-Dave Hamrick

## VOL. I, NO. 9

**EXEC EDITOR** Scott Craig      **CARTOGRAPHY** Cze&Peku, Tim Hartin, Maps by Owen, Dyson  
**EDITOR** Benjamin Gilyot  
**HEAD WRITER** Dave Hamrick      Logos, Darryl T. Jones, Tom Cartos,  
**PROOFREADING** Benjamin Gilyot & select DMDave patrons      Benjamin Cowan, Watabou.itch.io  
**TYPESETTING** Scott Craig      **ART** Matias Lazaro, Rick Hershey, Miguel Santos, Griffons Saddlebag, Jason Glover, David Johnson,  
**LAYOUT** Scott Craig      William McAusland, Luigi Castellani, Joyce Maureira, Paper Forge,  
**ART DIRECTOR** Scott Craig      Maciej Zigorski, Titan Forge, Dean  
**MARKETING** Wayfinder  
**LOGISTICS** Jennifer Craig      Spencer, Vagelio Kaliva.  
**DMDAVE OPS** Theresa Malan

BroadSword Monthly is Copyright 2019 Hamrick Brands, LLC  
 BroadSword Template Design by Scott Craig www.vaultofwonders.games

Dave Hamrick	<b>BEHIND THE SCREEN</b>	4
Dave Hamrick	<b>USING THIS BOOK</b>	5
Ben Gilyot	<b>SARGE REPORTS</b>	6
Melissa Presti	<b>OMERIA ONLINE</b>	9
Scott Craig	<b>ARTISTS SPOTLIGHT</b>	10

### THE NEVER-ENDING DUNGEON

Dave Hamrick	<b>PART 1 OF ∞</b>	12
--------------	--------------------	----

### ADVENTURES IN OMERIA

Dave Hamrick	<b>VINES</b>	28
Dave Hamrick	<b>SHRINE OF THE EMPEROR OF BONES</b>	32
Dave Hamrick	<b>CREED OF IRON</b>	36
Dave Hamrick	<b>ASYLUM OF KORINNOS</b>	44
Dave Hamrick	<b>ASSAULT ON QUABUS</b>	46
Alexander LeFort	<b>THE SINS OF WHULMTHAR</b>	58
Dave Hamrick	<b>ASSAULT ON THE HAUNTED FORTRESS</b>	68
John K. Webb	<b>MICE IN THE PUMPKIN PATCH</b>	74

### APPENDICES

APPENDIX A	<b>CYCLOPÆDIA OMERIA</b>	86
APPENDIX B	<b>NEW PLAYER OPTIONS</b>	88
APPENDIX C	<b>OMERIAN GRIMOIRE</b>	90
APPENDIX D	<b>THE BESTIARY</b>	94
APPENDIX E	<b>PLAYER HANDOUTS</b>	100

<b>OPEN GAMING LICENSE</b>	<b>102</b>
----------------------------	------------

*What can be added to the happiness of a man who is in health, out of debt, and has a clear conscience?*  
 - Adam Smith

SAMPLE

## HOW TO WRITE 5E ADVENTURES PART 5 - CREATING INTERESTING VILLAINS

BY DAVE HAMRICK

ART BY WILLIAM MCAUSLAND

This is the fifth part of my “how to Write 5e Adventures” series which starts in *BroadSword Monthly #5*. Previously, we discussed story objectives, and how to implement them in your adventures. If you’ll remember from that article, villains played a huge role in creating story objectives for the characters. This time I want to dive deeper into creating memorable villains for your stories.

One could argue that the antagonists drive stories, more so than even the protagonist. And as good villains like to often point out, a hero isn’t much without a villain. Batman needs the Joker. Frodo needs Sauron. DnD characters need dragons (and the dungeons in which they dwell). Therefore, it’s important that you put just as much thought into your villains as your players do into their characters.

### Identify Your Villain

The first thing you want to do when crafting your villain is to understand who they are. In many ways, this can be done the same way as a player creates their character. Consider their race, class, and attributes. What do they look like? What are they good at? What is their occupation? Do they have any special talents? How about mannerisms? Good villains always have some sort of odd quirk about them. Also, when interacting with characters, how do they act? Are they argumentative? Or are they friendly? Maybe they are curious about the characters. Or perhaps they’re just quiet in their actions as they quietly observe the characters. When building a character in 5e, players pick ideals, bonds, and flaws for their



characters. Villains should have these features, too.

The more you understand the villain, the better you can write adventures around them and roleplay them.

### Plan Your Villain’s Plans

Once you have the core concept of your villain, you need to know how they operate. Using what you know about their personality, come up with their scheme. What does your villain hope to accomplish? Are they interested in becoming immortal? Or do they simply want to cause mayhem?

Next, decide how they hope to carry out this mission. Are they robbing rich nobles in search of a priceless artifact? Or do they need to start a whole war with the largest nation in

the world to get what they want?

If you need help coming up with ideas for your villain’s schemes and methods, check out Chapter 4 of the *DMG*.

### Invent a Weakness

Finally, round out your villain by giving them a secret weakness. This weakness can be something supernatural, such as a lich’s phylactery or the keywords of an ancient philosophy. Or it can be something simple—perhaps if they see their dead father again, they will recognize that they have been on the wrong path and change their ways? Or maybe all they needed was someone to listen to them?

*Next: Picking a Good Location* Ω



# USING THIS BOOK

## GETTING THE MOST FROM BROADSWORD MONTHLY

BY DAVE HAMRICK  
ART BY TIM HARTIN

### Must-have Tomes

To run these adventures, you will need access to the Fifth Edition rules and associated core rulebooks, abbreviated as *PHB*, *DMG*, and *MM*.

### Understanding the Format

In addition to the monsters included in the *MM* core rulebook, you will also need to use the content found in the Appendices of this book.

When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block in the *MM*. If a stat block appears as part of this book, the adventure's text tells you where to find it.

*Spells* and equipment mentioned in the adventure are described in the core rulebooks. *Magic items* are also described in the core rulebooks unless the adventure's text directs you to an exclusive item that is described in this book.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under a specific circumstance, as described in the text.

### Abbreviations

The following abbreviations are used throughout these adventures:




















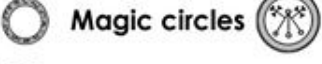






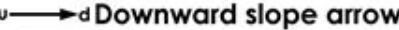









- hp = hit points
- AC = Armor Class
- DC = Difficulty Class
- XP = experience points
- pp = platinum piece(s)
- gp = gold piece(s)
- ep = electrum piece(s)
- sp = silver piece(s)
- cp = copper piece(s)
- NPC = nonplayer character
- PC = player character

- APL = Average Party Level
- LG = Lawful Good
- NG = Neutral Good
- CG = Chaotic Good
- LN = Lawful Neutral

- N = Neutral
- CN = Chaotic Neutral
- LE = Lawful Neutral
- NE = Neutral evil
- CE = Chaotic evil

## Dungeon Key

1 square = 10 ft.

 Door	 Trap
 Double door	 Stairs
 Secret door	 Bars/gate
 Secret trap door in floor	 Wooden planks
 Concealed door	 Dais/raised platform
 False doors	 Fountain
 Pillar	 Pool
 Statue	 Chute Trap
 Altar	 Throne
 Covered pit trap	 Magic circles
 Open pits	 Thaumaturgic circle
 Wells	 Pentagram
 Tapestry/curtain	 Elevation lines
 Downward slope arrow	 Brazier
 Turn-around trap	 Teleporter
 Illusionary wall	 Teleporting pillars
 Rubble	
 Sarcophagus	
 Falling block trap	
 Mirror	

© Tim Hartin 2020

# SARGE REPORTS

## DUNGEON OF THE MAD MAGE CAMPAIGN SUMMARY

BY BENJAMIN "SARGE" GILYOT

ART BY MATIAS LAZARO

With the current health requirements, many of us have not been able to play in-person in over half a year. However, D&D continues to live online. To cope with quarantine, Dave has opened up a *Dungeon of the Mad Mage* game on Roll20 for our Platinum-level Patrons as a West Marches style game. The game has included over 30 unique players, and has become one of my most memorable gaming experiences in the last decade. In many ways, the Mad Mage game became the archetypical D&D experience.

The game began spontaneously. Dave was feeling antsy, and called up some of his regular players, me, and another Patron to join the game. We slapped characters together in under a half hour and jumped into the game that night. We rolled out the original level 5 party of a grumpy Halfling Vengeance Paladin riding a mastiff; a friendly Loxodon Moon Druid, a tense Keen Mind Human Transmuter Wizard, and an easygoing Half-Orc Berserker Barbarian. After stumbling around the dungeon for a few hours of play, we all agreed we had a good time and wanted to keep going.

Dave decided he wanted to open the game up as a pickup experience and invite more players to join. However, he thought 5th-level players would be too strong and wouldn't be challenged by the dungeon and applied restrictions to new players. New players would start at level 3 with an extra 100 gp, with race and class options open to any published Wizards of the Coast content or any DMDave content made within the last year. Thus began Neverending Mad Mage.

Like many new D&D parties, our game was rather chaotic. We had new people joining in every day. It was hard to remember anyone's name. To keep things manageable, Dave ran



*The brave Dwarven Cleric, Hansel Greltoe, stands before the mutated drow. "Go!" he shouts, buying time for the others to escape.*



*Hallister sries upon Dr. Bert, the Loxodon Moon Druid leader of the Goodberries.*



our game in an episodic format where the party always managed to teleport in and out of the dungeon through use of a special stone my wizard carried. We battled through goblins, made an enemy of one crime guild, fought lots of undead, and eventually made a business deal with the other crime guild. Eventually, we named ourselves The Goodberries. Though we lost two characters early, we had our first campaign-defining moment on our way down to the dungeon's third level.

We accidentally invoked the ire of a powerful drow family active within this level of dungeon. After retreating from the level after our first skirmish, we learned that our recent business partners were in league with the drow. They cornered us, and forced us to surrender our teleportation stone. Trapped in the level, we absolutely failed to avoid the drow and battled our way into a major village of theirs. We eventually ran all the way back through the dungeon and made our way through a portal to a deeper level, making our way to a forested level.

In the following weeks, our game transformed from an episodic dungeon crawl into a survival horror game. We found ourselves spending a great deal of time gathering resources and scrounging supplies even as we continued to face mounting losses.

Every time we thought we'd found a  
*continued next page...*

*Pictured right: Aaron Fernsky, the wizard leader of the Goodberries, leads the party away from the Drow village and past an army of wererats. Rex, a powerful human fighter the Goodberries despised, is captured by the wererats. (From left to right: Kilus, a tiefling Open Hand Monk; Jock, a Vanliorn Gloom Stalker Ranger; Aaron Fernsky, a human Transmuter Wizard; Agog, a satyr Drunken Master Monk; and Dazen Sunstrong, a tiefling Sun Soul Monk).*

Character Name	PC Level	Specialization	Class
Aaron Fernsky	11	Transmuter	Wizard
Dr. Philbert	9	Moon	Druid
Sylvalor	9	Fiend	Warlock
Four	8	Forge	Cleric
Knose Picker	8	Battlemaster	Fighter
Reverencito	8	Oath of Vengeance	Paladin
Osstaer Traenas	8	Arcane Trickster	Rogue
Granny	8	Illusionist	Wizard
Jacobb Wilhelmm	7	Life	Cleric
Kilus	7	Way of the Open Hand	Monk
Samlas	7	Oath of Devotion	Paladin
D.D. Stumbleduck	6	Artillerist	Artificer
Balance	6	Diviner	Wizard
Led	5	Berserker	Barbarian
Agog	5	Drunken Master	Monk
Ug	4	Storm Herald	Barbarian
Virkus	4	Lore	Bard
Sock McQuacken	4	Gloom Stalker	Ranger
Wilford "Softy"	4	Wild Magic	Sorcerer
Cedric Kaften	3	Lore	Bard
Carmaer Rothenel	3	Champion	Fighter
Hagar	3	Hunter	Ranger
Martinaus, son of Timeo	3		Warlock





source of stability, a new crisis rose to disrupt us. Eventually, after the game stabilized around a core cast of about ten players, we evacuated the forest level and ended up in the Dweomercore, the school of Halaster (the current owner of the dungeon). From there, our game took a wild turn that eventually involved the core party jumping into the Astral Sea, getting rescued by Dave's level 20 party, and setting off to fix time itself. However, that is where we've left the game for now.

The Mad Mage game replicated the experience we roleplay so often at our tables. We gathered a group of strangers together in common cause for glory, loot, and adventure. We suffered losses and triumphs together, and grew new friendships out of them. However, like a real group, we had genuine conflicts and disagreements that we had to work through. Some of us formed strong bonds, and others less so. We walked away after four months of play with a strong sense of group identity.

As for Dave, he is like any other GM. He has his quirks that we love. He has some rules that we begrudgingly accept. We also found Dave to be surprisingly funny, and it became an ongoing goal of sessions to create interactions so amusing that we forced Dave to break character. More than anything, Dave is a storyteller rooting for the players the entire time. He likes to throw wild ideas at us because he firmly believes we can make it through, knowing that the most memorable moments in a story come when the characters are teetering on the edge of a line.

Thank you for joining us with this anniversary issue of BroadSword, and I hope you enjoy some of the highlights we commissioned from Matias Lazaro of some of our favorite early moments in the Mad Mage game. Don't let your groups die during this pandemic. Get them online and roll some dice! Ω



*Tiny Reverence, the halfling Vengeance Paladin leader of the Goodberries, pulls a sentient sword from the skull of a young green dragon to save the Goodberries from the ire of an enraged druid and her forest companions.*



*The Goodberries enjoy an evening around the fire after finally securing something resembling a home for themselves.*



# OMERIA ONLINE

---

## YOUR GUIDE TO THE DMDAVE COMMUNITY

BY MELISSA PRESTI  
ART BY WILLIAM MCAUSLAND

### DMDave Discord Server

Discord is a gaming communication app for your phone and/or computer where you can connect with fellow 5e enthusiasts. There are thousands of DMDave patrons online - gaming, discussing all things 5e, and sharing memes. Join the community and stay for the banter! To access the server, you must be a DMDave Patreon member at any level.



### DMDave Patreon

Patreon is a membership platform that allows creators and artists like DMDave to release brand new content through a subscription service. DMDave offers exclusive 5e adventures & content, plus additional perks, to subscribers (or "patrons") at various monthly membership costs starting at \$3 USD.



### BroadSword Monthly Online Store

You can purchase BroadSword Monthly issues in the DMDave.com Shop! Digital downloads or printed books are offered for single issues, bundles, and even 3, 6, or 12 issue subscriptions.



### Roll20 Adventures

DMDave adventures are constantly added to the Roll20 library where you can purchase the complete VTT setup. The adventures include all original artwork, professional maps, dynamic lighting, and endless customization options. Save time and enhance your favorite parts of RPG tabletop play!



---

# ARTISTS SPOTLIGHT

---

## SELECT ILLUSTRATORS OF BROADSWORD MONTHLY

BY SCOTT CRAIG  
ART BY WILLIAM MCAUSLAND

*BroadSword Monthly* has been fortunate to have at its disposal some very talented illustrators and artists. Some pieces were specially commissioned, some purchased in collections for commercial use, while other works are readily available for free use thanks to generous patrons and artists.

In no particular order:

### Sine Nomine Publishing

Kevin Crawford has released into the public domain select works from the following artists:

- David L. Johnson  
[dlj.carbonmade.com](http://dlj.carbonmade.com)
- Earl Geier  
[www.freelanced.com/earlgeier](http://www.freelanced.com/earlgeier)
- Ian MacLean  
[www.artstation.com/nvision](http://www.artstation.com/nvision)
- Joyce Maureira  
[www.joycemaureira.com](http://www.joycemaureira.com)
- Luigi Castellani  
[www.patreon.com/artikid](http://www.patreon.com/artikid)
- Miguel Santos
- Nate Furman  
[www.deviantart.com/natefurman](http://www.deviantart.com/natefurman)

### Fat Goblin Games

“Publisher’s Choice Quality Stock Art is copyright Rick Hershey / Fat Goblin Games.”

[www.fatgoblingames.com](http://www.fatgoblingames.com)

### Outland Arts

“Some artwork copyright William McAusland, used with permission.”

[www.outlandarts.com](http://www.outlandarts.com)

### Indie Conquest

Art released into the public domain by illustrator and game designer Jason Glover.

[indieconquest.com](http://indieconquest.com)

### Bodie Hartley

Responsible for those cute monster illustration spreads and suchlike.

[www.artstation.com/bodieh](http://www.artstation.com/bodieh)

### Matias Lazaro

Entrusted with creating custom black and white scenes for DMDave’s myriad adventures.

[matiaslazaro.tumblr.com](http://matiaslazaro.tumblr.com)

### The Griffon’s Saddlebag

Member of Team Superhydra; item-crafter extraordinaire!

[www.thegriffonssaddlebag.com](http://www.thegriffonssaddlebag.com)

### Paper Forge

Part of Team Superhydra; provides characterful PC & NPC illustrations.

[www.patreon.com/paperforge](http://www.patreon.com/paperforge)

### Cze and Peku

Members of Team Superhydra; provide highly detailed adventure locale combat maps.

[www.patreon.com/czepeku](http://www.patreon.com/czepeku)

### Dyson Logos

You know him, you love him, he’s the master of daily dungeon mapping.

[dysonlogos.blog](http://dysonlogos.blog)

### Watabou.itch.u

Creator of many interesting games and procedural generators!

[www.patreon.com/watawatabou](http://www.patreon.com/watawatabou)

### Maps by Owen

Hand-drawn (with pen and ink!) fantasy maps.

[www.mapsbyowen.com](http://www.mapsbyowen.com)

### Shutterstock

Home of random useful images.

[www.shutterstock.com](http://www.shutterstock.com)

### Tim Hartin

Old-school RPG maps.

[www.paratime.ca](http://www.paratime.ca)

### Dean Spencer

“Some artwork © 2015 Dean Spencer, used with permission. All rights reserved.”

### Miska Fredman

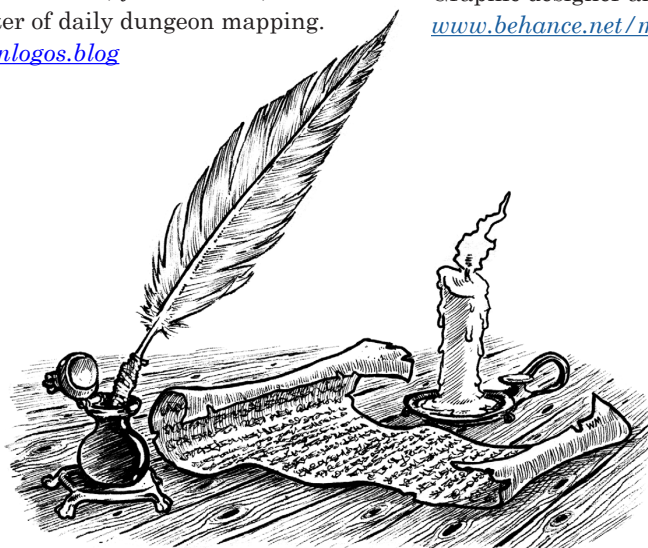
Game designer and cartographer.

[www.miskafredman.com](http://www.miskafredman.com)

### Maciej Zagorski

Graphic designer and illustrator.

[www.behance.net/maciejzagorski](http://www.behance.net/maciejzagorski)





---

# THE NEVER - ENDING DUNGEON



# NEVERENDING DUNGEON: PART 1

BY DAVE HAMRICK

## Variable-level Adventure for Fifth Edition

Cartography by Tim Hartin

Art by Matias Lazaro, Rick Hershey, Jason Glover, Fat Goblin Games, Earl Geier, and William McAusland

---

---

*The Neverending Dungeon is a Fifth Edition adventure series built for parties of any size and any level. Each edition of this series adds a modular dungeon tile to what came before. These tiles fit together any way you like and are VTT-compatible. Because of the “endless” nature of the series, you can run games that start at 1st-level that complete at 20th and beyond, or even start a campaign with higher level players.*

### Adventure Background

The nefarious Uncle Skeleton is at it again! This time, he’s created one of his dangerous dungeons in a demi-plane of dreams. Fed by the stray anxieties of tormented children—whom Skeleton has dubbed his Nightmare Kinder—creatures who enter the dungeon find themselves trapped for all eternity (or so he would have them believe).

Most who enter the Neverending Dungeon have little recollection of how they arrived. Typically, a person enters the dungeon through one of the infinite staircases. These staircases allow access into the dungeon but deny escape. No matter how far someone climbs the staircase, they never arrive at another destination. The moment they turn around and walk back, they almost immediately find themselves back where they started.

### The Neverending Dungeon Campaign

You are free to incorporate the various sections of the Neverending Dungeon into your campaigns and sessions anyway you like. If you prefer to run the Neverending Dungeon as a full campaign setting, it’s suggested that you use the rules detailed below.

### Entering the Dungeon

At the start of your Neverending Dungeon campaign, the characters find themselves descending one of the infinite staircases. Where they arrive



depends on the tile you choose to start with. All Neverending Dungeon tiles place characters in rooms suited for 1st-level characters. At your discretion, characters who start at higher levels might find themselves in possession of one or more of the Dungeon's color-coded keys (see Dungeon Features below).

### Amnesia

The characters have no recollection of how they arrived in the Neverending Dungeon. Every event that brought them to the dungeon is erased from their memory. They still have memory of their past lives prior to entering the dungeon and all of their features, but that's it.

### Use What You Got!

All characters who enter the Neverending Dungeon start with a pair of simple trousers, a shirt, and simple, canvas shoes. Otherwise, they lack all supplies and gear. This includes, but is not limited to, weapons, armor, adventuring equipment, food and water, arcane foci, and spellbooks. At your discretion, you may allow a few of these items to be found in the first area of the tile through which the characters enter the dungeon as some classes may find themselves hamstrung without access to some of these materials. However, the fun of the Neverending Dungeon is starting with nothing, working with those you find yourself with, and building from there.

### Experience

Many of the encounters in the Neverending Dungeon may be too dangerous for the characters to face, especially early on in the adventure when they lack proper supplies and gear. Therefore, you may want to award experience based on milestones versus encounters. First, calculate the party's average party level (APL). Do so by adding together all of their levels and dividing by 4 (even if there

are more or less than 4 characters in the party). Based on that number, reward the following experience for a single 2-4-hour-long session:

#### Experience Per Session.

APL	XP Reward
1st	300
2nd	600
3rd	600
4th	850
5th	1,750
6th	2,000
7th	2,500
8th	3,000
9th	3,750
10th	4,500

APL	XP Reward
11th	5,250
12th	5,750
13th	6,750
14th	7,500
15th	9,000
16th	10,000
17th	12,500
18th	13,500
19th	15,000
20th	20,000

### Unravel the Mystery and Escape

Overall, the characters' goals should be to learn as much as they can about the Neverending Dungeon and its creator and how to escape. Doing so requires patience and discipline. When and how their escape happens is ultimately up to you. However, each tile offers a solution the characters may use to leave the dungeon. Whether or not you use these solutions is ultimately your choice.

### Dungeon Features

For the sake of avoiding repetitive descriptions, common features of the Neverending Dungeon are summarized below.

### Magical Protections

There are only two ways to enter or exit the Neverending Dungeon: through one of Uncle Skeleton's infinite staircases or via a *wish* spell. *Astral projection*, *teleport*, *plane shift*, *word of recall*, and similar spells cast for the purpose of entering or leaving the dungeon simply fail, as do effects that banish a creature to another plane of existence. These restrictions apply to magic items and artifacts that have properties that transport or banish creatures to other planes as well. Magic that allows transit to the Border Ethereal, such as the *ethereality* spell, is the exception to this rule. However, a creature that enters the Ethereal Plane from the Neverending Dungeon is pulled back into the dungeon upon leaving that plane.

Magic that summons creatures or objects from other planes functions normally in the Neverending Dungeon, as does magic that involves an extradimensional space. Any spells cast within such an extradimensional space are subject to the same restriction as magic cast in the Neverending Dungeon.

Spells can't destroy or alter the shape of the Neverending Dungeon's magically protected ceilings, pillars, columns, walls, or floors. Doors and furnishings however, are not protected in this way.

While they are in the Neverending Dungeon, characters who receive spells from deities or otherworldly patrons continue to do so. However, spells that allow contact with beings from other planes, such as the *sending* spell, do not function within the dungeon.

### Architecture

The majority of the Neverending Dungeon's architecture consists of simple, undecorated worked stone with a few areas of rough-hewn stone, sometimes duplicating the effects of a natural cavern. A few of its sections



## NEVERENDING DUNGEON

have exceptional architectural features which are described in the tile's accompanying text.

**Ceilings.** Unless stated otherwise, a room's ceiling is as high as the room is wide and sometimes higher. If a room's ceiling height isn't specified in the text, assume it's the minimum height. The same goes for tunnels, unless otherwise noted. The majority of the tunnels in the Neverending Dungeon are arched and have no visible structural support.

**Doors and Secret Doors.** Normal doors (which includes double doors) are made of thick, sturdy wood fitted with iron hinges and handles. Magic protects them from moisture and other environmental hazards (for example, doors on levels prone to extreme heat are protected against the heat and fire). Secret doors are created from the same material as the surface in which they are set (usually worked stone) and require successful DC 20 Wisdom (Perception) checks to locate, unless noted otherwise. When they are closed, most doors and secret doors create airtight seals, keeping gases and gaseous creatures from passing through them; exceptions are noted in the text.

**Locked Doors.** Some of the doors in the Neverending Dungeon are magically locked. On the map of each tile, there are color-coded padlocks on each of these locked doors: blue, green, or red. The characters must have a key of the appropriate matching color to access the color-coded locked door. The *blue key* opens all doors with blue padlocks, green opens green, and red opens red.

A magically locked door can be opened through unconventional means, but it's difficult. A character with proficiency in thieves' tools can open a locked door with a successful DC 25 Dexterity check, and a magically locked door can be broken open with a successful DC 30 Strength (Athletics) check. Magically locked doors are immune to all damage as



well as the *knock* spell. Only a *wish* spell can open a magically locked door, but only for 1 minute.

Various creatures throughout the dungeon own keys to the magically locked doors. Furthermore, some creatures have the ability to pass

through magically locked doors without using a key. Such creatures are noted in the text.

**Illumination.** Overall, most of the Neverending Dungeon lacks light except where the text states the presence of light. Many of the creatures



who live in the Neverending Dungeon have darkvision, blindsight, or other means of seeing in the dark.

**Infinite Staircase.** Infinite staircases are magical apparati that transport creatures into the Neverending Dungeon but do not allow creatures to return from whence they came. If a creature attempts to climb an infinite staircase—even if it is the one through which they originally entered the dungeon—they may continue to climb for as long as they like. However, they soon find that they never reach another destination. Upon turning around, the creature finds itself only a few feet from where it started.

**Egresses.** Thanks to the dungeon's modular nature, each section of the Neverending Dungeon comes with eight total egresses offering access to new areas of the dungeon. If the characters travel past one of these egresses, you have two choices for the egress's destination.

First, the egress can lead to another section of the Neverending Dungeon. Each Neverending Dungeon map lines up perfectly with each other. How you place the maps is up to you—there is no official pattern for how they are laid out. In fact, you can even change them from adventure to adventure to throw off the characters—Uncle Skeleton is tricky like that!

The other option is to have the egresses loop back to the same map through another of the map's egresses. For example, if the characters walk along the southernmost egress at the western edge of the map, they might reappear at the southernmost egress on the eastern side of the map. Or they could even appear at a totally random egress. It's totally up to you!

### Dungeon Key

The dungeon key on page 17 applies not only to the map contained in this adventure, but to all sections of the Neverending Dungeon. Some of the

features detailed in the key may not appear in this adventure.

### Tile 001 - Frozen

*Frozen* is a section of The Neverending Dungeon ruled by an aloof ancient white dragon named Kammurth. Uncle Skeleton met Kammurth at a convention for lair dwellers and immediately took to the dragon. Skeleton offered Kammurth a portion of the Neverending Dungeon and a tribe of kobolds to help manage it. Thrilled, Kammurth now spends his days in his throne room at the bottom of an icy well. Kammurth's kobolds then toss in hapless adventurers to keep the ancient white dragon fat and happy.

### The Lair of Kammurth the White Dragon

This entire section of The Neverending Dungeon and all of its areas is under the effects of Kammurth the Ancient White Dragon's regional effects. If Kammurth dies, the chilly fog and freezing precipitation vanishes after 1 day. The ice walls melt over the course of 1d10 days.

### Chilly Fog

Chill fog lightly obscures this entire section of the dungeon, particularly in

the areas closest to Kammurth's lair (**area 30**).

As long as the fog remains, all Wisdom (Perception) checks that rely on sight are made with disadvantage.

### Freezing Precipitation

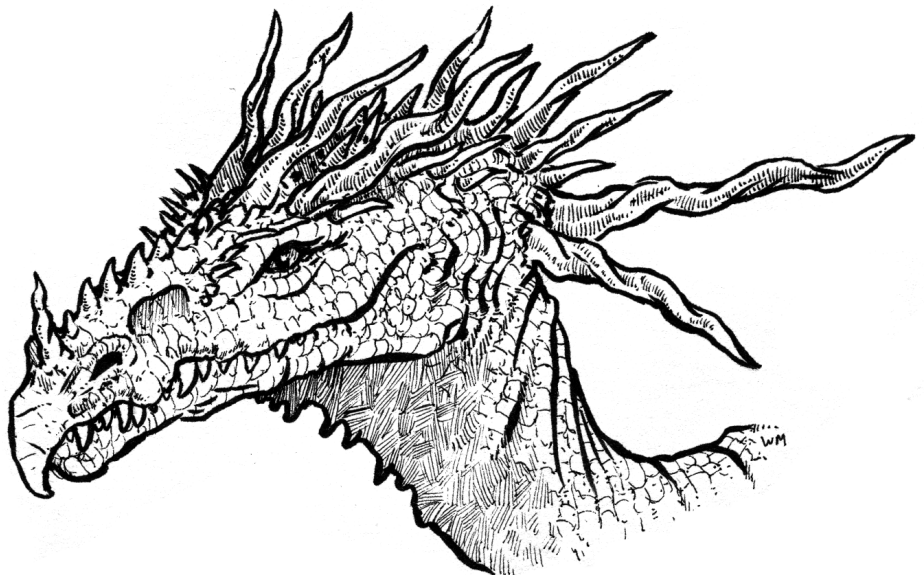
Unusually, freezing precipitation falls within certain parts of this section of the Neverending Dungeon. The conditions worsen while Kammurth is at rest. All of these areas are subjected to conditions of extreme cold, heavy precipitation, and slippery ice as detailed in Chapter 5 of the DMG.

### Icy Walls

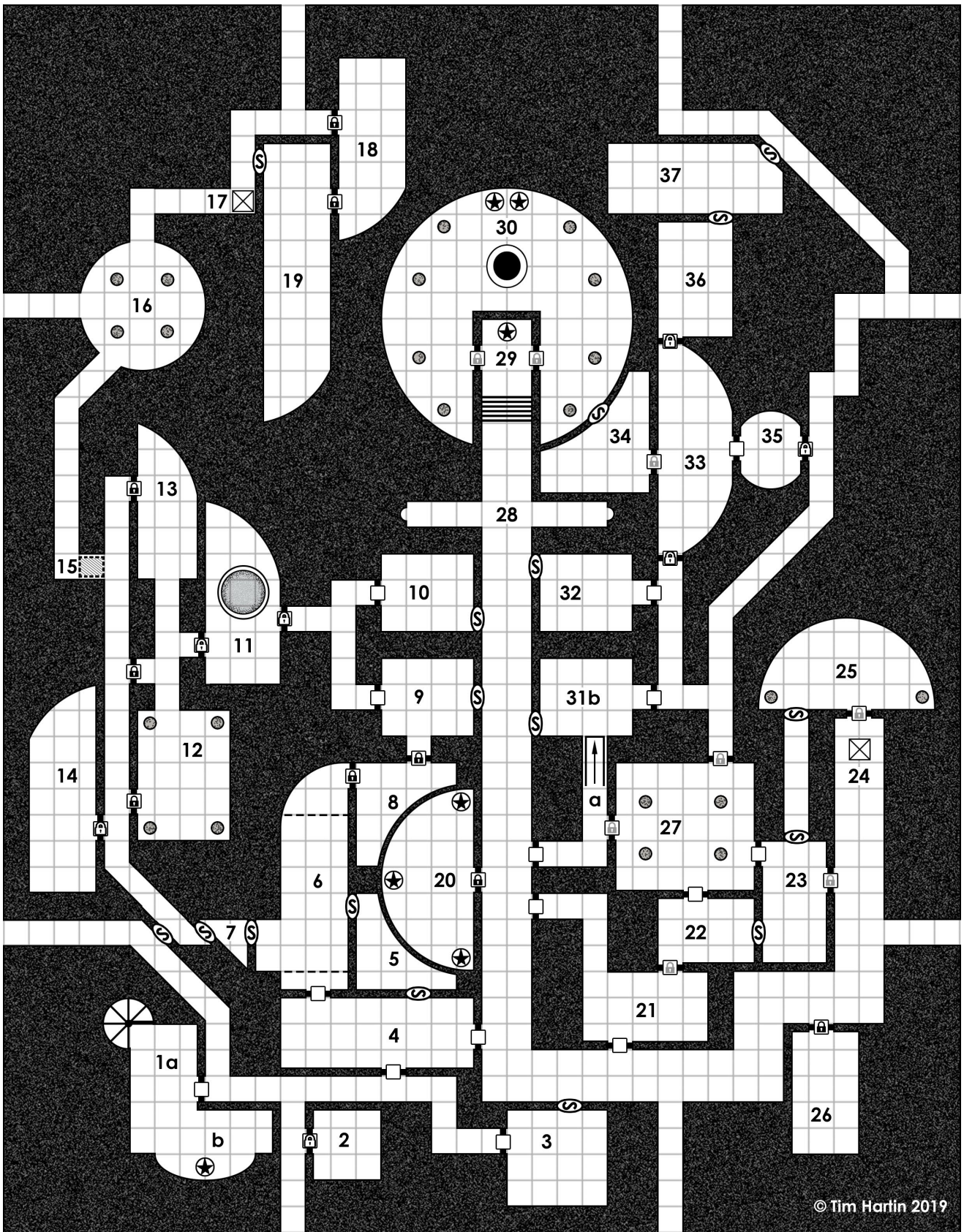
Certain areas have icy walls that block off areas Kammurth does not wish travelers to easily access. All of these walls are 6 inches thick. A 10-foot section has AC 5, 15 hit points, vulnerability to fire damage, and immunity to acid, cold, necrotic, poison, and psychic damage.

### Random Encounters

Every 20 minutes the characters travel through this section, roll a d20. On a result of 20, a random encounter occurs. The encounter involves a patrol of 1d4 + 1 **kobolds**. Depending on the level of the party and how well equipped it is, the kobolds might engage or flee, your choice.









## Keyed Locations

The following locations are keyed to the map of this section of the Neverending Dungeon on page 16.

### 1 - Entrance

Characters who enter The Neverending Dungeon via this section arrive in this area.

**1a - Precarious.** The northwestern corner of this area hosts one of the infinite staircases that leads into the dungeon.

**Encounter: Kobolds.** A pair of **kobolds** wearing warm clothing stand guard at the center of the room. The kobolds are instructed to attack any creatures who enter this area, whether it's by the lone door or the infinite staircase.

**Treasure: Daggers and Slings.** Although they don't have traditional treasure, characters hard-up for weapons will be able to use the kobold's weapons. Each kobold has a dagger, sling, and 2d6 sling stones. Although the furs they wear are fitted for Small creatures, a character can use a dagger to cut the furs to fit a Medium-sized creature.

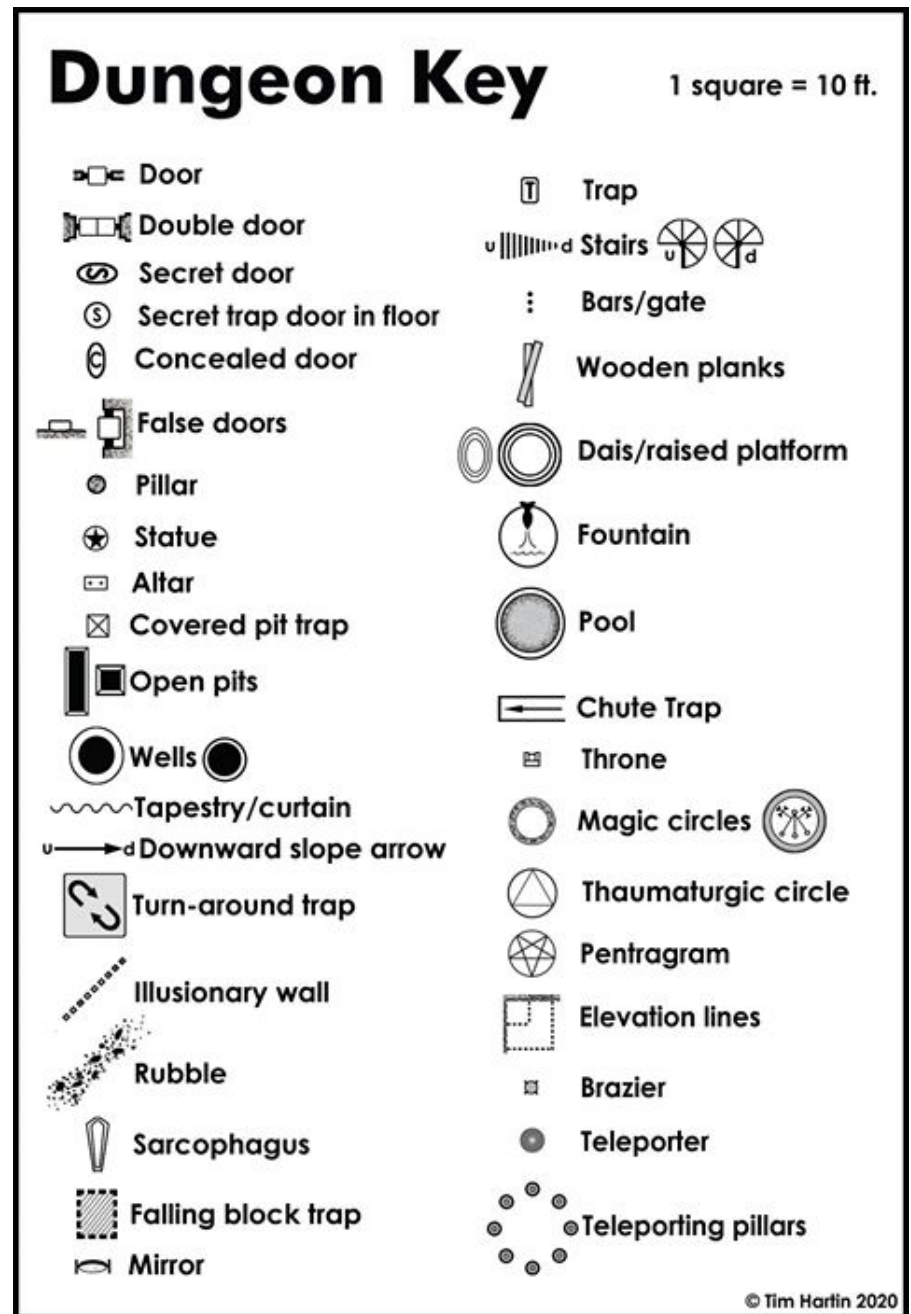
**1b - Fungi.** At the south end of this chamber, an 8-foot tall statue depicting a smiling skeleton wearing a top hat stands. The pedestal upon which the skeleton stands is engraved with the name: "Uncle Skeleton." Curious patches of red fungus grow on the statue. There are three charred bodies of kobolds surrounding the statue.

**Statue of Uncle Skeleton.** A single patch of **blood lichen** (see Appendix D) grows on the statue of Uncle Skeleton. The charred kobold bodies were victims of the blood lichen's Fire Belch attack.

### 2 - Clockwork

The door leading into this area is protected by a green lock. Inside, the room is subjected to freezing precipitation and the conditions therein.

Three ice mephits flutter around a 12-foot-tall suit of black iron armor



covered in ice.

**Encounter: Ice Mephits and Iron Golem.** The suit of armor is actually an **iron golem**. The ice covering its form reduces its speed by 10 feet. If the iron golem is subjected to 10 points of fire damage in a single turn, it frees itself of the ice and moves normally. It is joined by five **ice mephits**. The mephits and iron golem

attack any creatures who enter this area.

### 3 - Goblins

Two frozen corpses of goblins lie at the center of this chilly room (the pair died after entering the Neverending Dungeon in area 1a).

**Secret Door.** There is a secret door in the north wall.

#### 4 - Siren

Eleven rough-textured white and blue mushrooms as tall as a human cling to the walls of this chilly chamber. A leatherbound book covered in ice lies on the floor at the center of the room.

**Encounter: Shriekers.** The eleven mushrooms are **shriekers**. They immediately start shrieking once any creature other than this section's kobolds enters this area, alerting all creatures in this entire section of the dungeon. Six patrolling **kobolds** arrive 1d4 rounds after the shriekers shriek.

**Treasure: Spellbook.** The book is a spellbook. It contains the following spells: *burning hands*, *charm person*, and *identify*. At your discretion, the spellbook can contain the spells that a wizard character in the party knows (it was their spellbook).

**Secret Door.** There is a secret door in the north wall that connects this area to **area 5**.

#### 5 - Giant

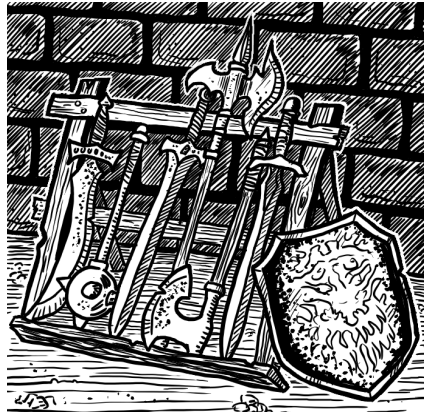
A friendly **ogre** named Trozug hides in this chamber, which the kobolds have yet to find. Trozug only fights the characters if threatened. Otherwise, he will help where he can, even offering food—bits of raw kobold flanks. Trozug knows that the entire lair is controlled by a white dragon, but hasn't seen it. He suspects it's through one of the locked doors.

Trozug does not wield javelins or a great club. Instead, he swings a heavy chain, which is manacled to his neck. The chain deals the same damage as a greatclub would in his hands.

**Secret Doors.** The only ways into this chamber are through a pair of secret doors, one in the western wall and one in the southern wall.

#### 6 - Fire

Huge walls of ice block passage to the center of this large chamber. The walls reach to the top of the chamber's 30-foot-high ceiling, preventing passage, and are opaque.



#### **Hazard: Ice Walls and Exploding**

**Barrels.** Two strategically placed walls of ice block passage to the southern and northernmost doors in this area, denying access and visibility to anyone who enters through one of those two doors. Frozen into each ice wall are three barrels filled with explosive smoke powder. The barrels are visible through the ice. If the section of wall in which a barrel is attacked is subjected to 10 or more fire damage in a single round, the barrel in that section of a wall explodes. Each creature within 10 feet of an exploding barrel must make a DC 10 Dexterity saving throw, taking 10 (3d6) fire damage on a failed saving throw or half as much damage on a successful one. The resulting explosion might trigger the other barrels to explode.

**Treasure: Weapons.** At the center of this room stands a weapon rack. The rack only holds three weapons: a spear, a longsword, and a longbow without any arrows.

**Secret Doors.** The room hides two secret doors: one in the western wall that leads to **area 7**, and one in the eastern wall that leads to **area 5**.

#### 7 - Illusions

This hidden, triangular shaped chamber is accessible only through two secret doors.

**Hazard: Confusion.** There is a strange magical effect in the room that confuses any who enter it. When a creature enters the area, they must

make a DC 15 Wisdom saving throw. On a failed saving throw, they gain a curse which lasts until they finish a short or long rest or remove it with a *remove curse* spell. While cursed, the creature has disadvantage on all Wisdom ability checks and saving throws.

#### 8 - NO!

Both doors that lead into this unusually shaped chamber have blue locks in place. Additionally, arcane markings cover the doors. A character who succeeds on a DC 16 Intelligence (Arcana) check recognizes that the doors are warded to prevent fiends from leaving the area beyond.

The inside of the chamber is subject to the lair's freezing precipitation. The fog here is thicker, too, heavily obscuring the entire chamber.

**Encounter: Oz'gal the Marilith.** Tucked into the southernmost alcove of this cold chamber is a trapped **marilith** named Oz'gal. Uncle Skeleton commanded Oz'gal to destroy all creatures who enter this chamber. As such, she cannot be bargained with.

**Treasure: Green Key.** If destroyed, the marilith melts away revealing that she had one of the dungeon's *green keys* inside her.

#### 9 - Kobolds

The floors of this chamber are completely frozen over and are subjected to the slippery ice condition.

**Encounter: Kobolds.** Three bored **kobolds** stand guard in this chamber eagerly awaiting something to do. The kobolds all wear warm clothing and ice skates. The ice skates allow them to move without difficulty throughout the chamber. Additionally, they wield long, curved sticks which they use as weapons (+0 to hit, reach 10ft, 1 bludgeoning damage). However, they prefer to use the sticks to lob small, black discs made of stone (+4 to hit, range 10/30, 1d4+2 bludgeoning damage).

**Secret Door.** A secret door in the eastern wall of this chamber leads to **area 28**.



## 10 - Ritual

This cold room smells of sulfur and rot.

### **Encounter: Fiendish Winter Wolf.**

A **winter wolf** stands at the center of the room hovering over the body of a dead kobold cultist. The wolf's eyes glow red and it reeks of sulfur. The kobold had the misfortune of summoning the creature from the abyss. It uses the typical winter wolf stat block except with the following changes:

- Its type is fiend (demon) and its alignment is chaotic evil.
- The wolf is resistant to fire and lightning damage as well as damage from bludgeoning, piercing, and slashing from nonmagical attacks.
- In addition to its immunity to cold damage, the wolf is also immune to poison and the poisoned condition.
- Along with Common, Giant, and Winter Wolf, the creature speaks Abyssal and has telepathy out to 120 ft.
- **New Trait: Magic Resistance.** The winter wolf has advantage on saving throws against spells and other magical effects.

If the characters appear to be dangerous, the winter wolf stands away and observes them before it decides whether or not it wants to attack. Recognizing that it can't easily escape this dungeon, it would prefer to bully the characters into helping it find a way out than killing them.

**Treasure.** The kobold carries a holy symbol dedicated to its demonic god of ice and snow. A *detect magic* spell cast on the symbol reveals an aura of abjuration. The holy symbol is actually a rare magic item that grants its wearer resistance to cold damage. However, the amulet is cursed. While wearing the amulet, a creature has disadvantage on Wisdom and Charisma ability checks made while interacting with fiends.

**Secret Door.** A secret door in the eastern wall leads to **area 28**.

## 11 - Fissures

Both the doors that lead into this chamber require a *green key* to open.

The walls and floors of this unusually shaped chamber are cracked, broken, and littered with fissures. At the north end of the chamber, a large 20-foot diameter, 2-foot-deep pool of frozen water stands. A silver sword trapped below the ice emits dull blue light from within.

**Hazard: Pool of Frost.** The pool traps *Icebreaker*, a sentient longsword. Unfortunately, it isn't easy to reach the sword. The magical ice trapping Icebreaker has AC 5, 100 hp, and immunity to cold, fire, poison, and psychic damage, as well as bludgeoning, piercing, and slashing damage from nonmagical attacks. A creature that touches the ice or hits it with a melee attack while within 5 feet of it takes 3d10 cold damage and must make a DC 15 Constitution sav-

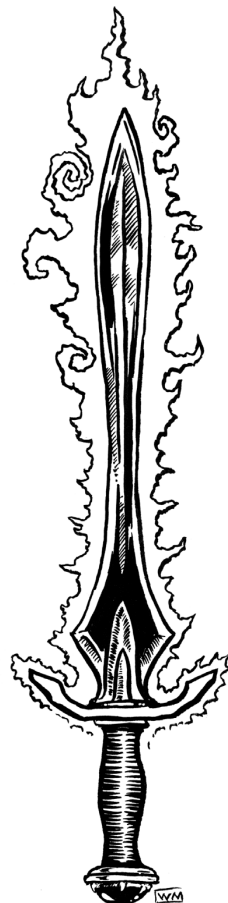
ing throw. On a failed saving throw, the creature starts to magically freeze and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or similar magic. While petrified, the creature has vulnerability to fire damage and immunity to cold damage (in addition to the other resistances and immunities offered by the petrified status). If the creature is destroyed while petrified, it erupts into shards of ice.

Once the ice's hit points are reduced to 0, the characters can claim the sword within without triggering this effect.

**Icebreaker.** The longsword, *Icebreaker*, is a sentient lawful good *frost brand* made from a silver dragon's scales. Evil or chaotic creatures can't attune to Icebreaker. An evil or chaotic creature who tries takes 10 cold damage. The sword can't be damaged and it can't be teleported anywhere without its wielder while the two are attuned to one another.

**Sentience.** Icebreaker is imbued with the soul of an ancient silver dragon for whom it was named. The sword has an Intelligence of 18, Wisdom of 15, and Charisma of 23. It has hearing and blindsight out to a range of 60 feet. The sword can speak, read, and understand Common and Draconic. In addition, Icebreaker can communicate telepathically with any character that carries or wields it.

**Personality.** Icebreaker respects humanity and loves small creatures. Small creatures who attempt to attune to Icebreaker do so in half the normal time required. He loves to talk on end about history and memories from his long, storied past—both as a dragon and a sword. Icebreaker is a bitter enemy of the white dragon Kammurth who controls this section of the Neverending Dungeon and hopes to destroy the dragon.



## 12 - Genuflect

The three easternmost doors that lead to this chamber and **area 13** require *blue keys* to open, and the western door that leads to **area 14** requires a *green key*.

This large chamber is connected by a hallway that runs north to **area 13**. Four columns support the chamber's 30-foot high ceilings. A 1-foot-tall section of each column glows with light as bright as a torch. The worms from **area 13** fear the light and won't travel into this area.

**Trick: Bend the Knee!** The first time the characters enter this chamber, Uncle Skeleton's disembodied voice yells "DUCK!". If the characters acquiesce, and duck or kneel, nothing happens. Otherwise, a snowball materializes from one of the four columns and targets the closest character who failed to comply. The snowball makes a ranged attack roll with a +6 to hit. On a hit, the snowball deals 1 cold damage. Uncle Skeleton then tsks, "Should have ducked!"

## 13 - Worms

Characters who succeed on a DC 15 Wisdom (Perception) check made to listen in this chamber can hear what sounds like writhing and crunching.

**Hazard: Worms.** A character who steps onto any of the tiles of the room discovers that the tiles are thin layers of ice masked with illusions to appear as the floor. In reality, the entire floor of the largest part of this chamber is covered in worms. A creature who ends their turn standing in the worms' area must make a DC 10 Constitution saving throw, taking 10 (4d4) piercing damage from the worms' bites on a failed saving throw, or half as much damage on a success. A 10-foot-square section of worms has an AC of 5, 10 hp, vulnerability to fire and bludgeoning damage and resistance to cold, piercing and slashing damage.

## 14 - Carnage

The characters need a *green key* to enter this area.

This room reeks of decaying flesh and filth. It is subjected to the dungeon's freezing precipitation regional effects.

**Encounter: Trolls.** Three gruesome trolls mill about in this chamber, snacking on the remains of kobolds. Desiring something with a little more flavor and meat on their bones, they attack the characters on sight.

## 15 - Snails

There is a block trap hidden here in the ceiling, with the added hazard of snails in its recess.

**Trap: Falling Block.** This trap is triggered by placing 50 pounds or more on the 10-foot-square section of floor at the T-intersection (marked on the map). Noticing the trigger requires a DC 15 Wisdom (Perception) check. Once the trap is triggered, any creature standing in the space must make a DC 10 Dexterity saving throw. A creature that succeeds on their saving throw is pushed 5 feet out of the area to an unoccupied space. A creature that can't or won't move suffers the consequences of a failed saving throw. On a failed saving throw, a creature takes 44 (8d10) bludgeoning damage, falls prone, and is restrained by the block.



Two or more creatures with combined Strength scores of 40 or more can lift the block long enough for a pinned creature to escape.

**Hazard: Snails.** When the trap is triggered, snails rain from the ceiling where the block was located. Treat the snails as a **swarm of insects**. The swarm attacks whatever creature is closest.

## 16 - Drown

This rotunda is even colder than the rest of the dungeon and is subjected to the effects of extreme cold.

Four rotating columns hold up the chamber's 20-foot high ceiling. Water, pumped in from... somewhere..., flows through each column and each column has a spray nozzle set into its center. The reverse side of the column has a small control console set into it. The control console has a seat and buttons that allow a Small creature to use its bonus action to rotate the column up to 90 degrees. The creature can then use its action to hit a button that ejects cold water in a 30-foot line that's 5-feet wide from its nozzle. Each creature in the water's area must succeed on a DC 13 Strength saving throw or be pushed 10-feet away from the column and knocked prone. A wet creature has disadvantage on Constitution saving throws made to avoid extreme cold.

**Encounter: Kobolds.** Four kobolds operate the water-nozzle columns. They attack any intruders that try to enter the rotunda, regardless of the direction from which they come.

## 17 - Sphinx

Conjured snow drifts gently to the floor of this corridor. A sphinx formed from snow sits where the hall buckles north.

**Trap: Concealed Pit.** The snow sphinx is harmless, but covers a 10-foot wide square pit that's 20 feet deep. If a creature touches the snow sphinx or hits it with a melee weapon while within 5 feet of it, the sphinx buckles and tumbles into the pit and



the creature must make a DC 10 Dexterity saving throw or fall in with it. A creature who falls into the pit lands in the pile of snow created by the sphinx and takes 3 (1d6) bludgeoning damage from the fall. The pit's walls are coated in slippery ice. Without a rope to climb out a creature must succeed on a DC 20 Dexterity (Athletics) check or remain trapped. The bottom of the pit is subjected to extreme cold conditions.

### 18 - **Clandestine**

The characters will need a *blue key* to access this area. Stilleyes (see below) can move through the doors without a key.

This is one of the few areas in this section of the Neverending Dungeon that isn't subjected to Kammurth's regional effects. The large room looks like it's someone's living quarters. At the south end of the room, there is a small, four-post bed, desk, and four-foot tall armoire filled with clothing that would fit a small creature. The north side of the room boasts a small dining table with four chairs, hearth for cooking, and wooden chests to store supplies.

#### **Treasure: Stilleyes' Weapons.**

Stilleyes lives a simple existence. The money he earns from his assassination gigs he stores elsewhere. However, he does keep some of his weapons here. Hidden below his bed, the characters can find a katana (longsword), wakizashi (scimitar), and 3 throwing stars (darts). These weapons are important to Stilleyes, as they once belonged to a gnomish ninja with whom he had a love affair. Stealing any of the weapons invokes the assassin's wrath.

**Plot Hook: Stilleyes.** The **assassin** Stilleyes lives in this chamber although he isn't present when the characters arrive. As a kobold, Stilleyes is a neutral evil Small humanoid (kobold) with a Strength score of 7 (-2), and Dexterity score of 18 (+4). The kobold has darkvision out to 60



ft. and the Pack Tactics and Sunlight Sensitivity traits. He speaks Common and Draconic.

If the characters steal anything from this chamber, eventually Stilleyes finds out and pledges revenge on those who stole from him. Use Stilleyes as a regular thorn in the characters' side as they travel through the dungeon, appearing every few days or so or until the characters manage to defeat him or convince him to stop his pursuit.

### 19 - **Spears**

The floor of this room is littered with broken spears.

Stilleyes (see **area 18**) uses this area to hone his ninja skills.

**Encounter: Air Elemental.** Stilleyes keeps an **air elemental** here that helps him train. It attacks any creature who enters the room and only follows Stilleyes' commands. When the air elemental's whirlwind attack is available, it can choose to use its winds to launch broken bits of spears instead. When it does so, each creature within 30 feet of the air elemental must make a DC 13 Dexterity saving throw. A creature takes 15 (3d8 + 2) piercing damage from the spears on a failed saving throw, or half as much damage on a successful one.

### 20 - **Asphyxiation**

The characters need the *blue key* to enter this room.

This large room is laid out in a half-circle shape. Three statues depicting skeletons stand at the western, northern, and southern ends of this room. The statue at the north wears a pointed witch's hat and not much else. The statue against the western wall wears a long, leathery coat. And the statue at the south wears an executioner's hood.

**Encounter: Cloaker and Darkmantles.** The pointed hat and executioner's hood are both disguised **darkmantles**, and the cloak is a **cloaker**. When a creature comes within range of any of the statues, the trio attack as a cohesive unit.

### 21 - **Pagoda**

The floors of this area are covered in miniature buildings, each tiered with multiple eaves covered in snow and ice. The buildings are at 1/60th their normal size and appear to be part of a diminutive village. Miniature humanoids work and operate in the buildings. They farm the "fields" surrounding their homes, chop wood in the tiny trees to the north, and even fish in a river no more than an inch wide that flows through the center of the chamber. The minuscule villagers ignore the characters' presence.

**Hazard: Illusory Village.** The entire scene is an elaborate illusion to mask shards of jagged ice that cover the floors. When a creature moves into or within the area, it takes 5 (2d4) piercing damage for every 5 feet it travels. A creature that takes damage from the ice spikes immediately sees through the illusion. A character can also succeed on a DC 20 Intelligence (Investigation) check to detect the illusion. The spikes can be avoided by walking along the walls (and not through the illusory village) of this chamber.

### 22 - **Vacuum**

The southern door that leads into this area requires a *red key* to open. All of the doors that lead into this

area—with the exception of the secret door that leads to **area 23**—have the words “This Room Sucks” scrawled onto the doors in Common.

A 10-foot wide hole—not unlike an upside down well—is at the center of this room’s 20-foot high ceiling. The well appears to go nowhere. There is only darkness within.

A long spear, held in place between the well’s lips by the suction effect of the well, is the only thing of interest in this otherwise empty chamber.

**Hazard: Vacuum Well.** Any creature that enters this room or starts its turn here must make a DC 15 Strength saving throw to grab onto a stable object, such as a door frame or section of the wall, or be pulled up toward the upside down well. A creature with a Dexterity score of 12 or higher can make a second Strength saving throw to catch itself on the lip of the well or the magic spear (see below) before it is sucked inside. Creatures who fail their saving throws fall into the well, which is similar to a sphere of annihilation, except it is 10-feet in diameter.

Creatures moving through the room do so at half speed and must continue to cling to stable objects as they go. This extends to creatures clinging to the ceiling.

**Treasure: +3 Spear.** A +3 *spear* bridges the two ends of the upside down well. The well’s suction holds it in place. Thanks to its magical nature, the vacuum’s suction won’t break it, but if it is shifted, it might fall into the well and become annihilated.

**Secret Door.** A secret door in the eastern wall leads to **area 23**.

## 23 - Maddening

A *red key* is needed to pass through the door in the eastern wall.

This room is subjected to the effects of Kammurth’s freezing precipitation.

At the center of the room, a human man with long hair kneels on the ground. Judging by his blue color-



ation, he’s dead, frozen solid. He is holding a handaxe. The man was a **commoner** named Jack who went mad traveling through this section of dungeon.

There is nothing else of value here.

## 24 - Ooze

A 10-foot-square section of the floor in this hallway looks like it has been eaten away by caustic acid, revealing a 10-foot deep pit below it.

There is nothing of interest in the pit.

## 25 - Chickens

The characters must possess a *red key* to enter this chamber from its southern door.

Two columns at the eastern and westernmost points of this room emit light created by *continual flame* spells.

**Obstacle: Chickens.** When the characters enter this room, they discover a single chicken clucking at the center of the area. If a character casts *detect magic* on the chicken, they sense the presence of transmutation magic on the chicken. The chicken has AC 10, 1 hp, and no effective attacks. If the chicken takes damage from any source, it splits into two new chickens, each exactly the same as the first, and both chickens have the same trait where they split if damaged. There is no limit to the number of chickens that can be created by dealing damage to the chickens and

there is no way to kill any of the chickens created here (thus, they can’t be eaten). However, if a chicken is removed from this room, it instantly vanishes. If all the chickens are destroyed by removal, they do not return.

**Secret Door.** A secret door in the southern wall leads to a dusty hallway connecting this area to **area 23**.

## 26 - Gravity

A *blue key* is needed to enter this area.

Gold coins litter the floors of this cold room.

**Encounter: Spidery Kobolds.** Five **kobolds** enchanted with permanent *spider climb* spells traipse about the 30-foot high ceilings of this chamber. Each kobold wears a backpack that contains 30 pounds of rocks. When intruders enter this area to claim the coins (which are rocks painted to look like gold), the kobolds can use their action to pull a drawstring which dumps the contents of their backpacks onto the floor below. A creature standing directly below a rock drop must make a DC 12 Dexterity saving throw or take 10 (3d6) bludgeoning damage from the falling rocks. After the kobolds exhaust their supply of rocks, they switch to daggers and slings.

## 27 - Beholder

Four columns hold up this large room’s 40-foot-high ceilings. Each column has a *continual flame* spell cast on it, shedding bright light around the room.

A strange construct designed to look like an eyeball with steel tendrils sprouting from it floats at the center of the room. Four kobolds operating the device are visible through a glass window where the eyeball’s iris would be.

**Encounter: Kobold Eyeball Contraction.** The kobolds were tasked by Uncle Skeleton himself to guard this area—but he never said why. Turns



out he just wanted to see how well the machine he lent them works. See Appendix D for details on the **kobold's eyeball contraption** and how it functions. There are four **kobolds** inside.

### 28 - Restorative

Just a few feet before the doors to **area 30**, the hallway splits into a four-way-intersection. The eastern and western corridors that branch from this intersection are 60-foot-long, 10-foot wide and end in circular alcoves. Floating at the center of each alcove is a large, white crystal roughly the size of a watermelon. Bright light shines in a beam from each crystal, illuminating the intersection.

**Encounter: Kobold Guards.** Two **kobolds** guard access to the restorative path and the doors to Kammurth beyond.

**Restorative Path.** Any creature who steps into the light created by the crystals regains 20 hit points. Once a creature regains hit points from the light, they cannot use the light to regain hit points for 24 hours. If either crystal is removed from its respective alcove, both crystals stop shedding light and they cease to heal.

### 29 - Ravenous

At the end of the long, wide hallway that cuts through the center of this section of the Neverending Dungeon, a short flight of steps climbs up to a dais upon which a white marble statue of a dragon stands. Its toothy maw is wide open. The words "FEED KAMMURTH!" are written in Draconic at the base of the statue.

**Obstacle: Ravenous.** In addition to the *red keys* needed to access Kammurth's lair (**area 30**), a tribute of raw meat must be placed into the statue's mouth. Failing that, the doors won't open, no matter what keys the characters possess or how hard they try to pick/break the locks.

### 30 - Fangs

See **area 29** on details how to surpass the two doors that lead into this area.

This round room has 50-foot high ceilings held aloft by large columns. The entire area is subjected to Kammurth's freezing precipitation condition. A 10-foot wide well with a 5-foot high border wall around it dominates the center of the room.

The well is 50-feet deep and ends in a frosty cavern where the dragon, Kammurth sleeps.

**Encounter: Kammurth and his Minions.** Before Kammurth appears, ten **kobolds**, hidden among the room's columns, attack. Each kobold is armed with a crude device that launches snowballs in rapid succession.

Kammurth, an **ancient white dragon**, arrives 1 round later, emerging from his well. The dragon has learned how to breathe its icy blast without harming the kobolds—any kobolds caught by its breath weapon take no damage from the attack. Stubborn, Kammurth fights until he is destroyed.

**Treasure: Kammurth's Hoard.** Characters who descend Kammurth's well will find the dragon's hoard. Kammurth's hoard contains 50,000

gp, 25,000 pp, and 5,000 sp. Among the coins, the characters will find two fist-sized diamonds, each worth 5,000 gp, a golden crown studded with jewels worth 7,500 gp, and six ivory masks carved in Kammurth's likeness, each one worth 750 gp. Finally, Kammurth's hoard holds a +2 *wand of war mage*, a +2 *shield*, and a *mantle of spell resistance*.

**Optional: The White Pearl.** At your discretion, the white dragon, Kammurth might possess a large, white pearl in his treasure collection. If presented to the archway in **area 36**, the archway reveals an actual portal to a village/town familiar to the characters (your choice).

### 31 - Pesky Kobolds

Characters who enter this area from the southernmost door may find themselves caught in the trap of two clever kobolds.

**31a - Inquisitive.** Two kobolds crawl on their hands and knees in this hallway, as if they are searching for something.

**Trap: Fake Kobolds and Chute Trap.** The two kobolds aren't real, but simulacra created from spare clothing and snow. They were created by the kobolds in **area 31b**. Noticing the kobolds are fakes requires a successful DC 12 Wisdom (Perception) check.

The fake kobolds are positioned over a chute trap, marked on the map. Noticing the chute trap requires a successful DC 15 Wisdom (Perception) check. If 100 pounds of weight or more is placed on the chute trap (not counting the weight of the fake kobolds), the entire floor buckles at a 45 degree angle.

Anyone standing on the chute when this happens must make a DC 15 Dexterity saving throw or fall prone in its space. Then, the character slides 30 feet down and lands in a cage set just below the floor of **area 31b**. Once there is no more weight on the chute trap, the slide resets



and automatically locks all creatures inside the cage.

The cage is a cube that is 10-feet on all sides and completely dark within. Because of the airtight nature of the cage, all creatures inside of it can't breathe. The first time one or more characters enter the cage below **area 31b**, they discover a rotting corpse inside—the trap's last unfortunate victim.

If the chute is lowered again, a creature can carefully climb out of the chute trap by making a successful DC 15 Strength (Athletics) check to pull itself up without slipping. Otherwise, the creature is trapped until it is released by one of the kobolds in **area 31b**—that is, if they remember to let them out.

Creatures can carefully sidle alongside the chute trap to avoid triggering it.

**31b - Fetid.** The smell of the rotting corpse in the cage below this area (see **area 31a**) is overpowering.

**Encounter: Kobolds.** Two kobolds hide out of view of any creatures who enter **area 31a**. If the characters approach from a door other than the one one that leads to **area 31a**, they flee over the chute trap (they're too light to trigger it), in hopes that they can catch one or more of their pursuers in the trap.

**Secret Door.** There is a secret door hidden in the western wall.

### 32 - Puzzles

The floor of this chamber is littered with bits of armor.

**Puzzles.** A character who succeeds on a successful DC 10 Intelligence (Investigation) check recognizes that there are two full suits of armor spread throughout the area. Both suits of armor were once suits of animated armor that guarded this chamber but were destroyed.

A character who casts a *detect magic* spell on the suits of armor detects an aura of illusion magic. *Identify* reveals that the spell is a *magic mouth*

spell which only works when the suits are functioning.

If the suits of armor are reassembled, they both reanimate and take up their post at the center of the room. The suits look almost identical except one has a helmet with a single horn at its top while the other has two horns that sprout from its side.

If a character says "tell me something interesting" or something similar to one of the animated suits of armor, a magic mouth forms at the center of its chest and it reveals one or more of this section's secrets. But there's a catch: The suit with one horn always tells the truth and its facts can be believed. Meanwhile, the suit with two horns always lies.

**Treasure: Plate Mail.** If the characters aren't interested in reassembling the suits of armor to learn what they know, they can be reverted to normal plate mail armor. A character proficient in smith's tools with access to smith's tools and a forge can spend 8 hours working with the suit's steel. At the end of the 8 hours, the character must make a DC 10 Strength check and a DC 10 Intelligence check. If both checks succeed, the armor can once again be worn. If one check fails, the armor is usable, but it functions



as half-plate instead of full plate. And if both checks fail, the armor is ruined beyond repair.

### 33 - Evolution

The doors to the north and south of this room require *green keys*. The door to the west requires a *red key*.

A huge, pulsating purple worm dominates the majority of this crescent shaped room. Cables attached by sticky nodes stretch from its body to a small console set against the eastern wall. There, a pale-skinned human woman wearing thick furs and a purple hat adjust dials and knobs as she bites her lip.

**Encounter: Karlene Mallor and Her Worm.** The woman working the control console is Karlene Mallor, a neutral evil human **mage**. She is a member of a Cult of Loikiel that operates within the Neverending Dungeon. Through a combination of science and technology, she hopes to unlock the secrets of transmutation within all creatures. With the purple worm, she theorizes that by injecting it with regular doses of a thick red substance called liquid *ruby blutzveklznite* (see Appendix C) and subjecting it to the coldness that permeates this section of the Neverending Dungeon, it will spontaneously adapt itself to its surroundings. Currently, the worm is restrained with its jaw held closed and stinger tied in place.

Karlene won't attack unless she is interrupted. Instead, she is eager to share her findings and learn more from others who may have proficiency in Arcana, particularly wizards who specialize in transmutation magic.

If attacked, Karlene releases the bindings on the **purple worm**. The worm, freed, thrashes about blindly, eager to destroy any creature upon which it can put its maw or stinger. During the commotion, she escapes through the door to the south. Karlene can travel through any of the doors in the complex except for those that require *red keys*.



### 34 - Cacotopia

The eastern door requires a *red key* to open.

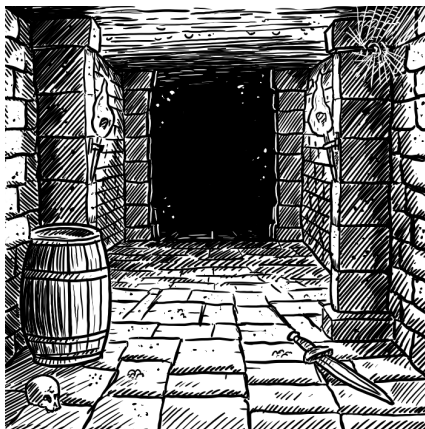
This room appears to be filled with all manner of rubbish including broken weapons and furniture, rotten food, decaying corpses, and other oddities. A light coating of snow covers it all.

#### **Hazard: Temporal Rubbish.**

The rubbish exudes a strong aura of transmutation. Any time a creature touches the rubbish, roll 3d6. The creature is shunted a number of hours equal to the result of the roll into the future. When this occurs to only one character in the party, do not reveal that they've been transported into the future. Instead, tell the party that the character simply vanished without a trace, almost as if he or she was wished out of existence. Only after the initial reaction should you reveal to that character's player (and that character's player alone) that they were transported into the future. The party may continue exploring the dungeon as normal. Only when the time has passed will the shunted character reappear. The character who moved through time has no memory of what happened. To them, it's as if everyone but them vanished into thin air and not the other way around.

Once a character is shunted into the future, they are immune to the effects of the temporal rubbish for 1 hour.

**Treasure: Ring of Time Stop.** A character who actually succeeds on a successful DC 20 Intelligence (Investigation) check while looking through the rubbish and suffers its temporal effects may find the cause of the problem—a cracked *ring of time stop*. The ring is a legendary item that requires attunement. A creature attuned to the item can use it to cast *time stop* on itself. After cast, the ring can't be used again for 24 hours. However, the ring is damaged. Each time its wearer uses it, roll a d20. On a result of 1,



the wearer becomes permanently frozen in time as if under the effects of a *sequester* spell except the creature is visible. The effect lasts for a number of years equal to 1d6 x 100. Otherwise, the effect can't be dispelled, not even by a *wish* spell.

**Secret Door.** A secret door hidden in the northwestern wall allows access to **area 30**.

### 35 - Axiomatic

The door in the eastern wall can only be opened with a *green key*.

Unless already encountered, the characters can hear the moans of the purple worm in **area 33** from within this chamber.

**Teleportation Circle.** The only feature worth noting in this room is a *teleportation circle* drawn into the center of the floor. On the wall just a few feet from the circle, the *teleportation circle's* sigil sequence has been carved into the wall. A character who writes down or studies the sequence for 1 minute can use other circles within the dungeon to return to this area. The circle cannot teleport creatures out of the dungeon.

### 36 - Portal

The southernmost door in this room requires a green key to open.

This room is subjected to the conditions of Kammurth's freezing precipitation.

A stone arch is set into the center of the northern wall. There seems to be

nothing in the center of the arch.

**Trick: Fake Archway.** If a *detect magic* spell is cast on the archway, it reveals a false aura of conjuration magic created via an *arcanist's magic aura* spell. When a creature walks within 10 feet of the archway, an illusion cast on the arch causes the arch to seemingly open into a village or town familiar to the characters (your choice). Then, Uncle Skeleton's disembodied voice congratulates them, "You did it! You found a way out of the dungeon! Congratulations!" If a character steps into the archway, they seem to enter the village for a brief moment until they are then forcefully ejected from the illusion, landing 10 feet away from the arch landing prone. Uncle Skeleton's voice laughs, "Got you, sucker!" The illusion ends.

**Optional: The White Pearl.** If the characters defeat the white dragon, Kammurth (**area 30**), at your discretion, the dragon may possess a fist-sized white pearl in its hoard. When presented to this arch, the arch reveals a real village/town through which the characters might escape the dungeon. If they do, Uncle Skeleton's disembodied voice grumbles, "Well, I guess I'll see you next time, eh?"

**Treasure: Stowed Goods.** Under the ice and snow created by the area's freezing precipitation, the characters will find a backpack containing the contents of an explorer's pack.

**Secret Door.** There is a secret door in the northern wall, roughly 10 feet east of the fake archway.

### 37 - Enterprise

The only way into this chamber is through one of the two secret doors that lead here.

There are three chests placed at the western end of the room. Each chest has been opened and converted to couches for the trio of ice mephits who reside here.

**Encounter: Ice Mephits.** The three ice mephits aren't interested in a

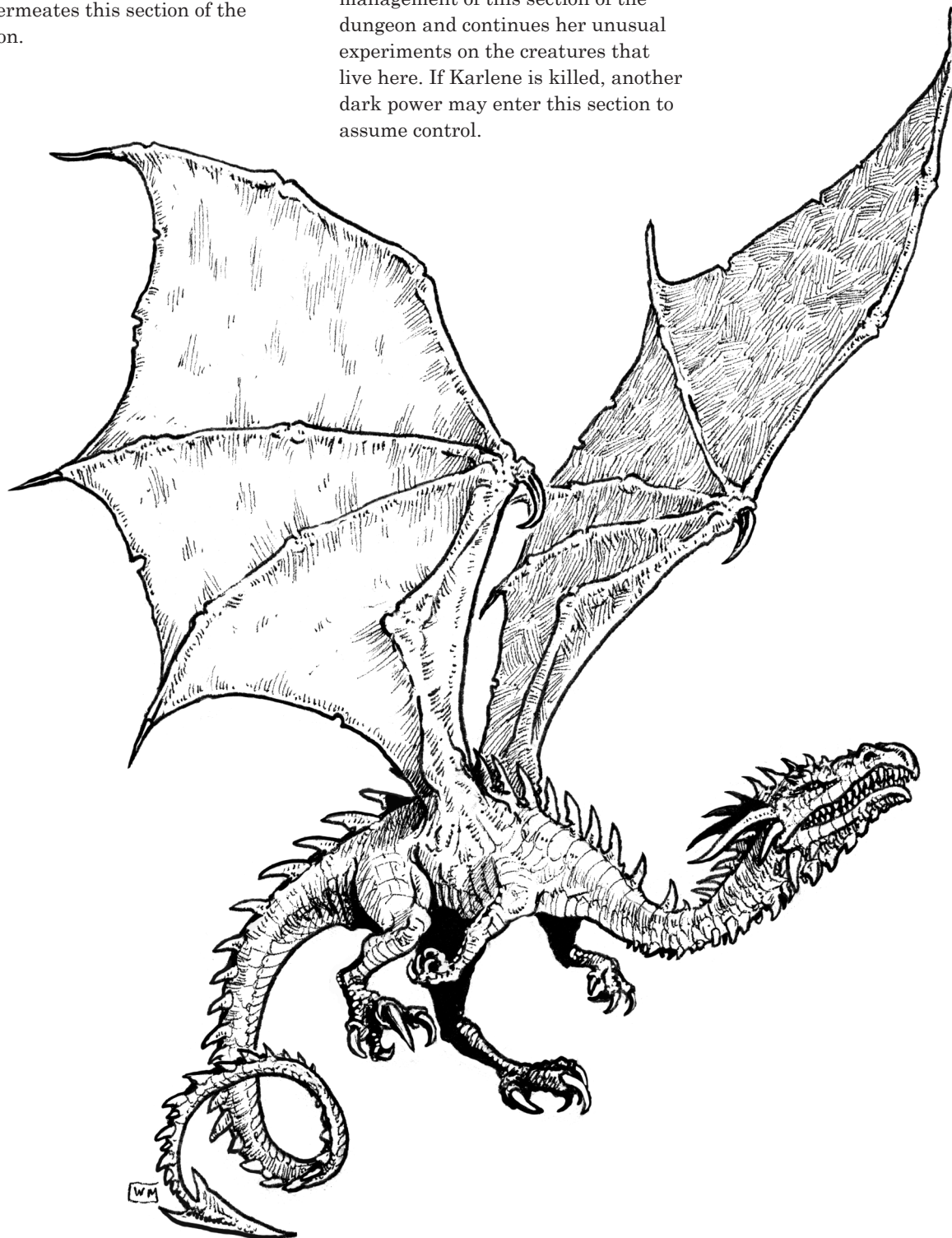
confrontation unless the characters challenge them for the contents of their treasure chests.

**Treasure: Food.** Each chest contains 30 days worth of food. The food is well preserved thanks to the cold that permeates this section of the dungeon.

### Concluding this Tile

If the characters manage to defeat the white dragon, Kammurth, the cold effects end after a few days. Eventually, Karlene Mallor takes over management of this section of the dungeon and continues her unusual experiments on the creatures that live here. If Karlene is killed, another dark power may enter this section to assume control.

The kobolds, without a dragon to boss them around, leave this section of the dungeon to join factions in other parts. Meanwhile, the assassin Stilleyes continues his stay here until given a reason to do otherwise. Ω





# OPEN GAMING LICENSE

Dungeons & Dragons 5E SRD v5.1

## Legal Information

Permission to copy, modify and distribute the files collectively known as the System Reference Document 5.1 ("SRD5") is granted solely through the use of the Open Gaming License, Version 1.0a.

This material is being released using the Open Gaming License Version 1.0a and you should read and understand the terms of that license before using this material.

The text of the Open Gaming License itself is not Open Game Content. Instructions on using the License are provided within the License itself.

The following items are designated Product Identity, as defined in Section 1(e) of the Open Game License Version 1.0a, and are subject to the conditions set forth in Section 7 of the OGL, and are not Open Content: Dungeons & Dragons, D&D, Player's Handbook, Dungeon Master, Monster Manual, d20 System, Wizards of the Coast, d20 (when used as a trademark), Forgotten Realms, Faerûn, proper names (including those used in the names of spells or items), places, Underdark, Red Wizard of Thay, the City of Union, Heroic Domains of Ysgard, Ever-Changing Chaos of Limbo, Windswept Depths of Pandemonium, Infinite Layers of the Abyss, Tarterian Depths of Carceri, Gray Waste of Hades, Bleak Eternity of Gehenna, Nine Hells of Baator, Infernal Battlefield of Acheron, Clockwork Nirvana of Mechanus, Peaceable Kingdoms of Arcadia, Seven Mounting Heavens of Celestia, Twin Paradises of Bytopia, Blessed Fields of Elysium, Wilderness of the Beastlands, Olympian Glades of Arborea, Concordant Domain of the Outlands, Sigil, Lady of Pain, Book of Exalted Deeds, Book of Vile Darkness, beholder, gauth, carrion crawler, tanar'ri, baatezu, displacer beast, githyanki, githzerai, mind flayer, illithid, umber hulk, yuan-ti.

All of the rest of the SRD5 is Open Game Content as described in Section 1(d) of the License.

The terms of the Open Gaming License Version 1.0a are as follows:

### OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language,

artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

### 15. COPYRIGHT NOTICE.

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document 5.0 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

BroadSword Monthly is Copyright 2020 Hamrick Brands, LLC. Authors: Dave Hamrick, John K. Webb, Scott Craig, Melissa Presti, Alexander LeFort, Ben Gilyot, Max Wartelle, and Matthew Short.

Publisher's Choice Quality Stock Art is copyright Rick Hershey / Fat Goblin Games.

Some artwork copyright William McAusland, used with permission.

Some artwork © 2015 Dean Spencer, used with permission. All rights reserved.

Assorted artwork is used with permission and is courtesy of the following copyright holders: Kevin Crawford, Jason Glover, Bodie Hartley, The Griffon's Saddlebag, Paper Forge, Cze and Peku, Dyson Logos, Watabou.itch.u, Shutterstock, and Maciej Zagorski.

"Omeria," "BroadSword Monthly," and "DMDave" are trademark Hamrick Brands, LLC.

"The Sins of Whulmthar" is copyright Alexander LeFort, used with permission.

"Mice in the Pumpkin Patch" is copyright John K. Webb, used with permission.

"Fey-Touched Wanderer" is copyright Matthew Short, used with permission.

"Net Master" is copyright Max Wartelle, used with permission.

END OF LICENSE

Send all submissions with a signed and filled-out Standard Disclosure Form to:  
[submissions@broadwordmagazine.com](mailto:submissions@broadwordmagazine.com)

*BroadSword Monthly*  
Submission Guidelines:  
<https://bit.ly/2kIv9wn>



SAMPLE