

THE NEVERENDING DUNGEON

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

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

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

Last Updated: October 27, 2019

GENERAL FEATURES

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

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

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

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

Doors. The doors (visible ones, at least) are made of solid wood banded with iron and hung on iron hinges. To break a standard door open, a character must make a successful DC 15 Strength check. The doors have an AC of 17, 25 hp, and immunity to poison and psychic damage. If a door is locked with a standard lock, the lock requires a DC 15 Dexterity check with thieves' tools to pick.

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

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

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

ROOM 1 - GOOD MORNING

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

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

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

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

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

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

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

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

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

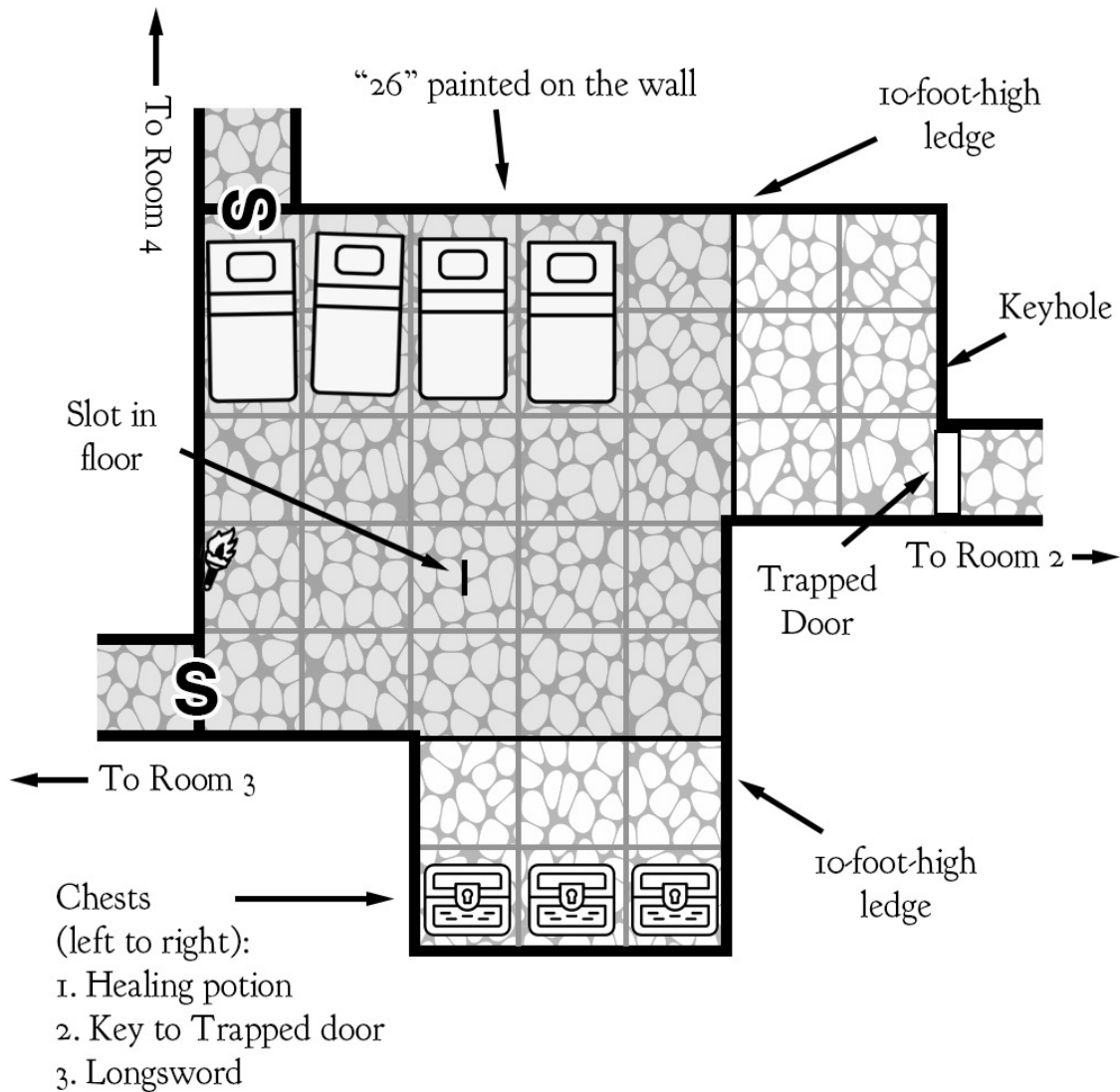
The chest that reads potion contains a potion of healing, the one that reads key contains the key that turns off the trap on the trapped door (see below), and the one that reads longsword contains a regular longsword. A character that examines the longsword might notice that its cross-section perfectly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

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

Keyhole. On a round rock jutting two-inches from the wall next to the trapped door is a small keyhole. If the key from the chests in this room is placed into the keyhole and turned, the trap on the trapped door next to it is disabled. The key can be removed and kept without turning the alarm back on.

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

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



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

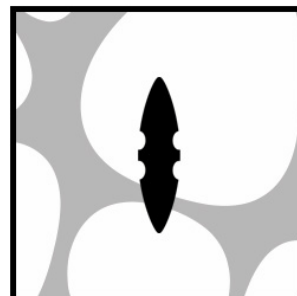
Slot on the Floor. Near the center of the room is a curious slot in the stone floor. The slot is lined with iron and looks to be 40 inches deep and roughly 2 inches wide. The slot has an unusual shape (see Diagram 1). If a character places the longsword found in the chest into the slot, it acts as a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

Trapped door. Similar to the secret doors, the trapped door must be held open (even after its trap is disabled).

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

Unless the key from the chest is placed into the keyhole and turned, or the button in room 2 is pressed and held, the

Diagram 1: Slot in Floor



door on the ledge is trapped. The first time a character touches the door, and if they are still touching the door at the end of their turn, they take 1d4 lightning damage.

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

ROOM 2 - BONE NAP

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

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

These are the important features of the room.

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

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

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

Locked Door. The easternmost door is difficult to open. It lacks any sort of handle. Steel rods from within bind it to the wall. A creature can make a DC 25 Strength check to pull it away from the wall.

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

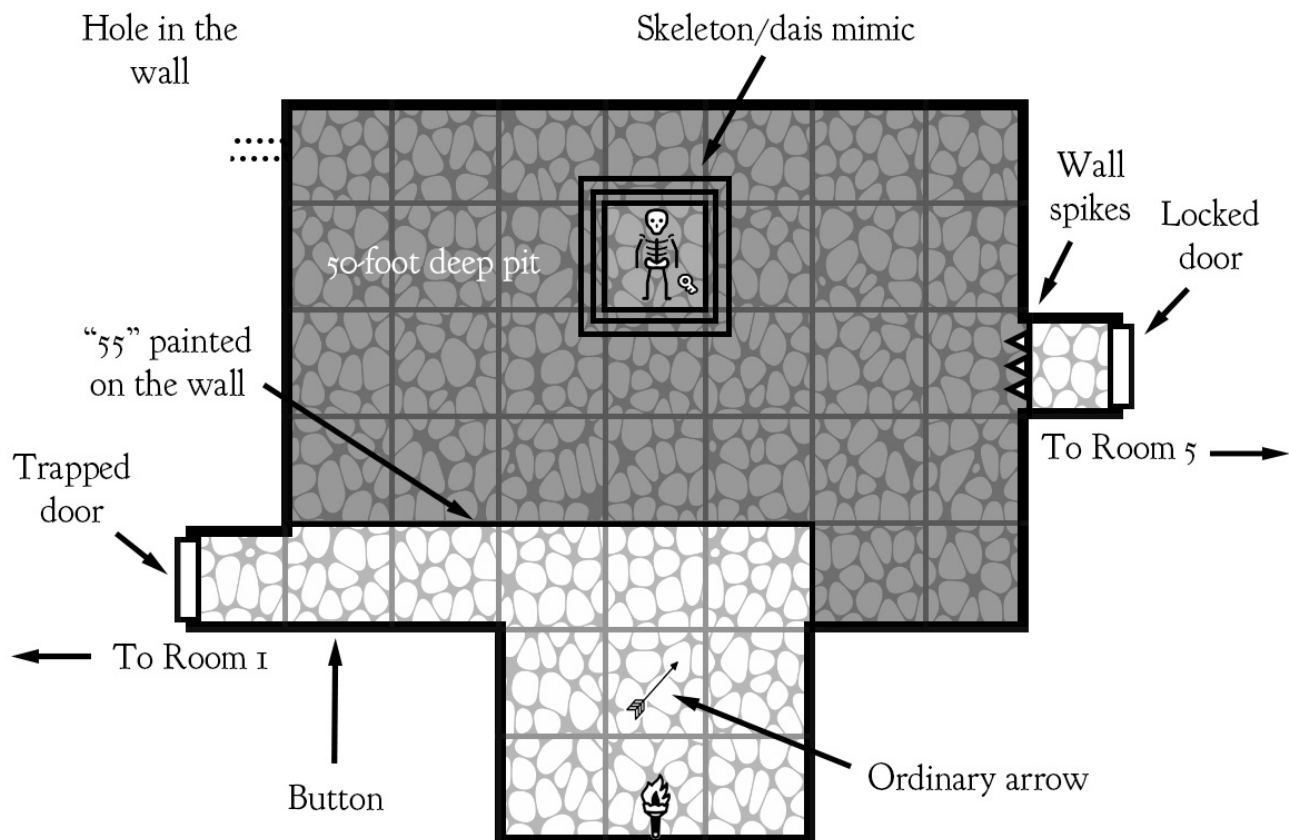
Skeleton. If the point of interest in this room looks like an obvious trap it's because it is. The skeleton, the key, and even the dais are all a disguised **mimic**. Thanks to its false appearance ability, it is impossible to detect even standing close. The mimic waits for creatures to come close and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

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

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

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

Wall Spikes. The wall of the 50-foot ledge leading to the eastern door is trapped. All along the 50 foot rise are regular holes spaced so that they seem to act as hand holds. At the



25-foot through 35-foot mark, the handholds hide spikes within. A creature that uses the handholds to climb that passes through that area automatically takes 1 piercing damage the moment they insert their hand into one of the holds. Then, it must make a DC 10 Constitution saving throw.

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

ROOM 3 - BILL

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

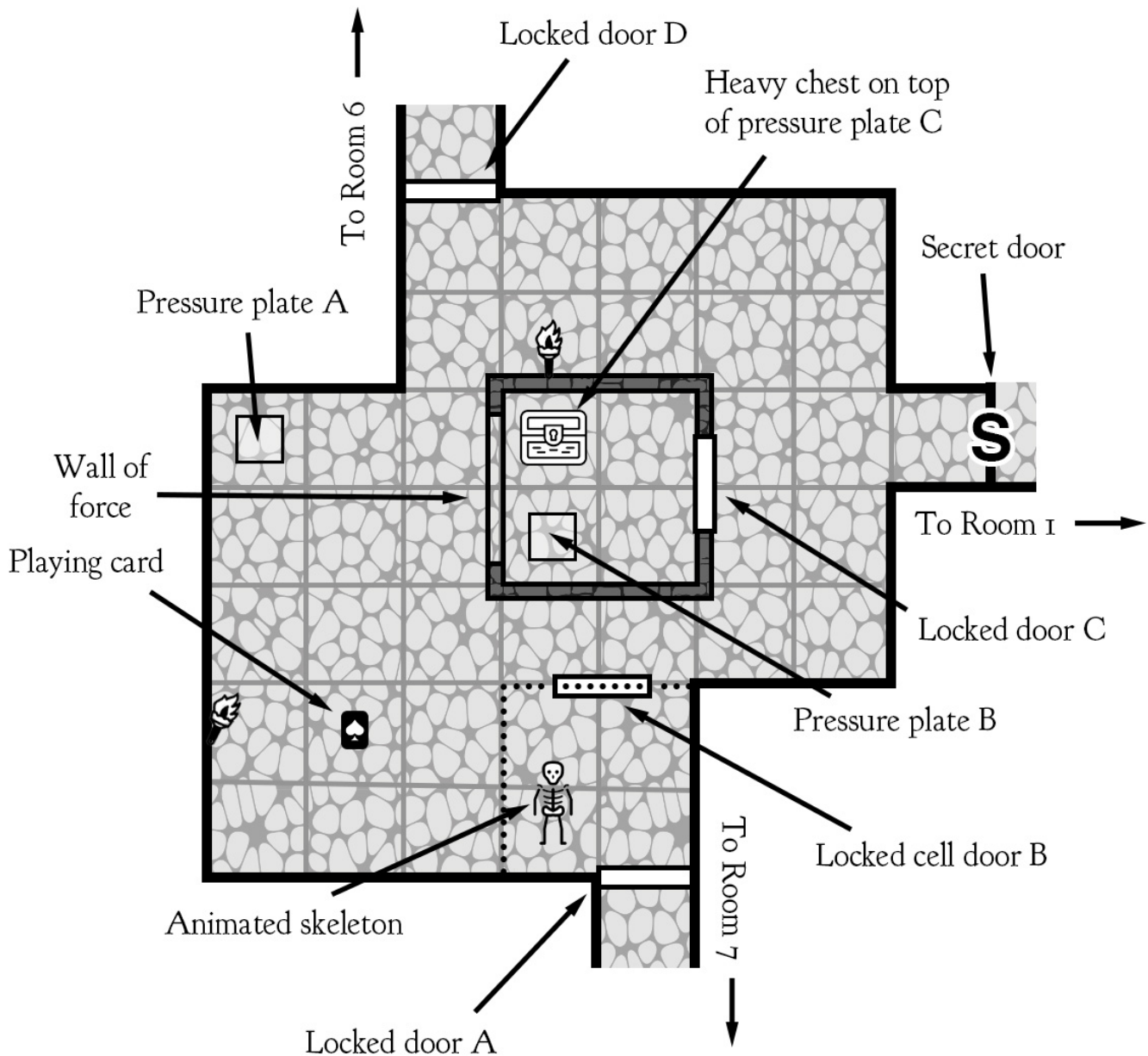
the backside of a secret door leading to Room 1 is at the east; much of the paint used to make the door look like a stone wall has flecked off, so it's pretty obvious that it's a door. However, it has no handles or knobs.

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

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

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

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



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

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

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

Locked door D. The northern locked door is a typical locked door. It can be opened with the right key.

Pressure Plates A, B, and C. Placing 150 or more pounds on this pressure plate unlocks and disables the spring in Door A. And as soon as the weight is removed from the plate, Door A slams shut and locks. Pressure plates B and C have similar relationships with locked doors B and C respectively. If a pressure plate is damaged or disarmed, it ceases to function and its respective door remains shut and locked until it is repaired.

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

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

ROOM 4 - DON'T TOUCH THE BLACK CRYSTAL

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

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

SPECIAL FEATURES

These are the areas of interest in the room.

Crystals. All of the crystals in the pit (even the black one) are magically charged to heal a creature that touches it.

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

Gelatinous Cube Pit. In the small corridor between this room and Room 9, there is a 3-foot gap between the floor and the wall on the south side. Within that gap is a 40-foot deep pit. Directly below the gap against the wall is a motionless gelatinous cube resting on top of a pressure plate. The cube is keeping the pressure plate down (gelatinous cubes weigh 31 tons—I did the math). The exact function of the pressure plate will be detailed later.

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

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

TIGHTROPE CHECK RESULTS

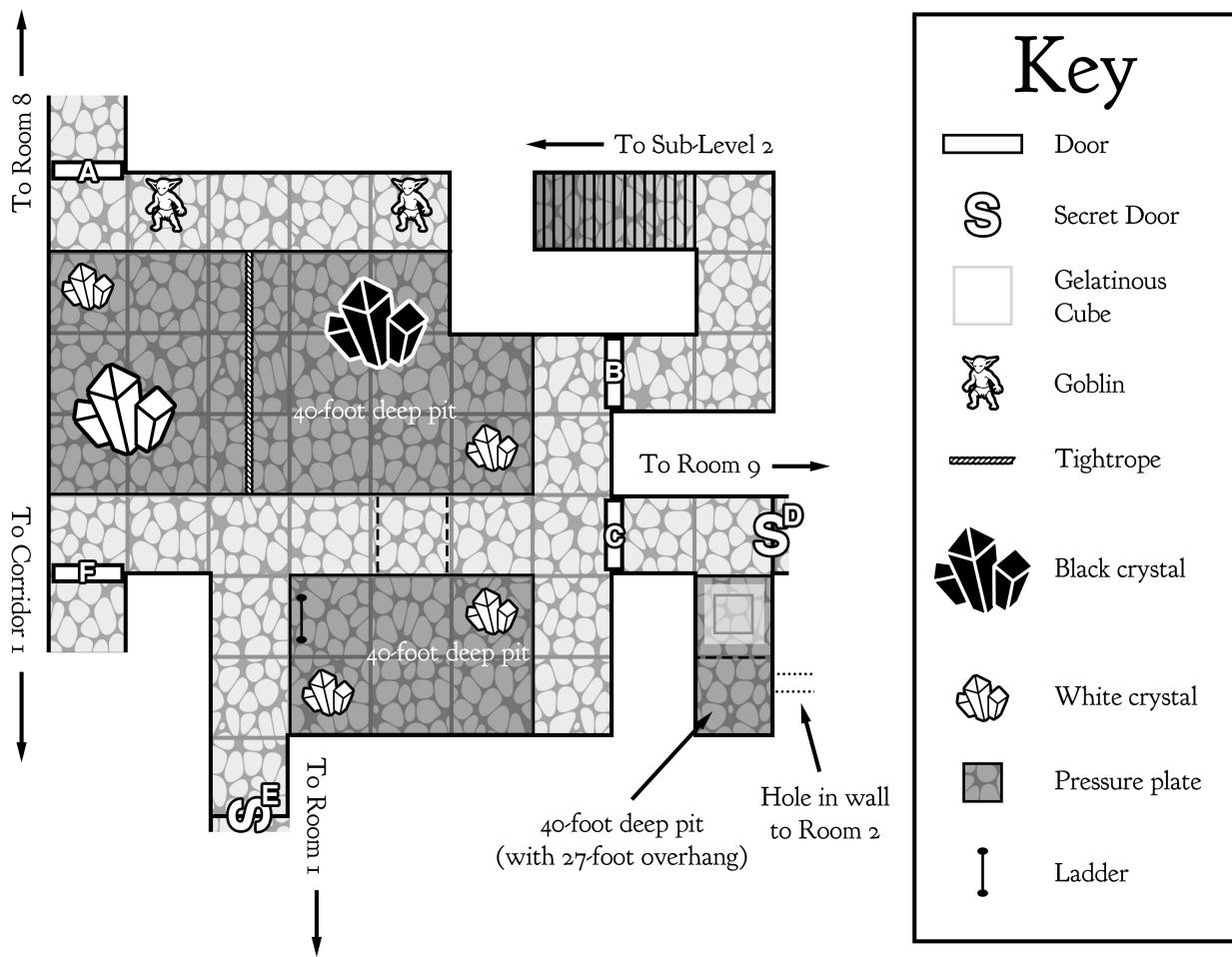
Check	Results
8 or less	The character falls off the tightrope, landing prone in the pit below. The character takes 1d6 damage for every 10 feet they fall.
9 - 12	The character fails to make progress on the tightrope. Until the start of their next turn, their movement speed becomes 0 and they cannot take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

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

DOORS

The exits from this room are detailed below.

Door A. Door A isn't locked, but it can be armed with a trap if the goblins run through it (there is a button on the other side that arms and disarms the trap). If a character attempts to open the door without first disarming the trap, a jet of fire shoots out from the door's handle. Each creature within 10 feet of the door must make a DC 12 Dexterity check, taking 7 (2d6) fire damage on a failed saving throw or half as much damage on a success. Noticing the trap requires a DC 10



Wisdom (Perception) check. It can then be disarmed with a successful DC 15 Dexterity check using thieves' tools. Failing the check to disarm the trap by 5 or more triggers the trap. Once the trap is triggered, it ceases to function.

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

Door C. Door C is both locked and trapped. Its locks are standard (see General Features). However, if the door's lock is tampered with in any way, a poison needle shoots out from the door handle. The door makes a ranged attack roll against the creature with a +3 to hit. On a hit, the creature takes 1

piercing damage and must succeed on a DC 12 Constitution saving throw. On a failed saving throw, the creature is poisoned for 1 hour. The door is armed with 3 needles. Once all of the needles have been fired, the trap no longer functions.

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

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

Door F. This is a standard locked door as detailed under general features.