

UNCLE SKELETON



 **DMDAVE**

CAMPAIGN SETTING

THE NEVERENDING DUNGEON

FIFTH EDITION ADVENTURE

With no memories of how they got there,
a band of adventurers find themselves in a malicious
dungeon with no end.

DEAN SPENCER

CAMPAIGN SETTING

THE NEVERENDING DUNGEON



Featuring art by: Dean Spencer, Wero Gallo Arias, Shutterstock,
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THE NEVERENDING DUNGEON RETURNS!

The mad illusionist Uncle Skeleton is at it again, this time with an even more nefarious dungeon than the last. His latest work, The Neverending Dungeon is a pocket dimension that exists outside the known planes. Its name isn't some cute moniker either. It is exactly what it sounds like: a dungeon that never ends.

Adventurers who enter the dungeon find themselves permanently trapped as each section of the dungeon loops in on itself. Then, just as the adventurers solve one section of the dungeon another appears. This new section's only aim is to grant the adventurers false hope. The longer adventurers

WHO IS UNCLE SKELETON?

Uncle Skeleton is an illusion with a mind of its own. With regularity, this foe appears in Omeria to taunt adventurers, sages, and other creatures it considers "too serious" for their own good. Every time a hero believes

remain in the Neverending Dungeon, the better their souls "taste" once they finally meet their demise.

WHY DOES THE NEVERENDING DUNGEON EVEN EXIST?

Many legends surround the dangerous illusionist known as Uncle Skeleton. Regardless of the story, there are always two common motifs: Uncle Skeleton hates living creatures and Uncle Skeleton wishes to collect souls.

In the centuries since Uncle Skeleton made his first appearance, the tyrant has learned that the best souls—the "tastiest" souls—are those collected from mortals who lose hope. To lose hope, however, the mortals must have hope. Thus, Uncle Skeleton's dungeons are designed to regularly instill hope then take it away. It then repeats the process to "cook" the soul to maximum taste.

What Uncle Skeleton does with these souls once they are harvested is unknown. It's believed by many who study the illusionist that the collected souls are what he uses to power his magic.



CHAPTER 1. THE NEVERENDING DUNGEON CAMPAIGN

The Neverending Dungeon is not just a dungeon, but an entire campaign unto itself. Because the dungeon sections are tiled with eight exits at each side, it gives you, the GM, the opportunity to create an endless dungeon for your players. Furthermore, as more and more tiles are added to your campaign, the less likely that your own Neverending Dungeon matches the Neverending Dungeon of another GM.

HOW OFTEN WILL NEW NEVERENDING DUNGEON SECTIONS COME OUT?

Currently, the Neverending Dungeon is one of many projects by DMDave. However, patrons of the [Trinket Tier](#) or higher can expect at least one entry per month.

The Neverending Dungeon is not designed with any particular party level in mind. However, it's recommended that players start with 1st-level characters in order to get the full Neverending Dungeon experience.

STARTING A NEVERENDING DUNGEON CAMPAIGN

You're free to start the Neverending Dungeon any way you like. However, the Neverending Dungeon works best when the characters find themselves waking in a room without any gear or supplies or no memory of how they arrived. If you play on running the Neverending Dungeon as a one-off adventure, here are a few hooks for the characters to find their way into the Neverending Dungeon.

THE STAIRS TO NOWHERE

At the center of a populated area, a strange, freestanding door set in a doorframe appears. The door cannot be moved

and magic doesn't affect it. If the door is opened, it opens a portal that is contained within the door frame. The portal is not visible from the reverse side of the door frame.

On the other side of the portal is a narrow hallway with stairs that ascends into darkness. Any creature or object that enters the portal finds itself on the staircase. However, once a creature steps onto the staircase, their way back vanishes; turning around, they only see a solid stone wall. Furthermore, creatures standing on the other side of the portal cannot see the creature, only the stairs on which the creature seemingly vanished.

The stairs ascend for what seems like hours. Eventually, the characters see a light at the end of the tunnel. The stairs then open into area 1.

THE BOTTLE OF WISHES

The characters corner a downtrodden being suspected of petty theft. The being can be of any race or class you choose, although, it's recommended that it's especially weak and unintelligent looking—a kobold, goblin, or even a poor commoner work best.

The creature feigns fear, swearing that its master—a powerful djinn—will give each of the characters a wish if they let it free. It then pulls a stoppered bottle from its pocket, one which was not previously there. It claims, "All you must do is open this bottle and immediately all of your wishes will come true. This I swear."

There is seemingly nothing exceptional about this being. It can be wounded and killed and will do little to fight back.

The bottle emits strong illusion and transmutation magic. Casting an identify spell or similar divination magic on the bottle fails to have any effect. If the characters try to get rid of the bottle or sell it, it constantly reappears—in a pocket, on a table, or in the middle of the road. Only a wish spell or divine intervention can rid the characters of the bottle.

Once the characters remove the cork from the bottle, thick smoke pours from it blanketing the area in which the characters are standing. In moments, everything is heavily obscured; not even a warlock's Devil's Sight can see through the smoke. The smoke is all-encompassing. Even if the characters try to walk out of the cloud it continues. Transportive magic and features such as teleport or dimension door spells do not work within the cloud.

Eventually, after what feels like hours pass, the smoke dissipates and a room is revealed: area 1 on the map. The characters are now trapped in the Neverending Dungeon.

THE AFTERLIFE

For some, the Neverending Dungeon may represent a purgatory or even a hell. Following their untimely death, the creature wakes in the dungeon lacking their gear, experience, or even the memories they had of their past life.

Instead of freeing themselves from the dungeon, such characters must fight to maintain hope, clinging to the idea that hope will be the only path to salvation. Of course, this quest for hope is always at odds with Uncle Skeleton's desire to crush the hopes of all who enter his nightmare tunnels.

DANGER ABOUND!

Like all of Uncle Skeleton's dungeon designs, the

Neverending Dungeon is fraught with peril. Many of the dangers are designed to maim, kill, and torture those who are not risk-averse. Only wise characters who employ common sense will survive. And those who prefer to rush first without thinking will quickly find themselves at odds with the dungeon's dangerous nature.

Players should expect to meet quick deaths within this dungeon. As such, having one or more new characters as "back-ups" is recommended. Whenever a player's character dies, have a new one appear somewhere within the maze. The new character likely has no memory of where they arrived. The new character's level is equal to the lowest level in the party. And if you are using experience points, the character has the lowest possible experience points for the level.

HARD MODE

While it's not for everyone, it's recommended that you use the following "Hard Mode" rules for the Neverending Dungeon. Before using these rules, make sure that the players are aware of the rules and that the Hard Mode rules are meant to add a different dynamic to the game. After all, the Neverending Dungeon isn't about winning—it's about survival.

ENCUMBRANCE

The characters start with nothing; that includes backpacks. They will need to figure out ways to carry or store the items they find in the dungeon. Be sure to review the rules on encumbrance and carrying capacity in Chapter 5 of the PHB.

FOOD AND DRINK

The Neverending Dungeon is not a natural location. There are no lakes or rivers to gather water or catch fish in, nor are there forests to hunt game or forage. Following the food and drink requirements outlined in Chapter 8 of the PHB, characters will need at least 1 pound of food per day plus 1 gallon to avoid starvation and/or dehydration.

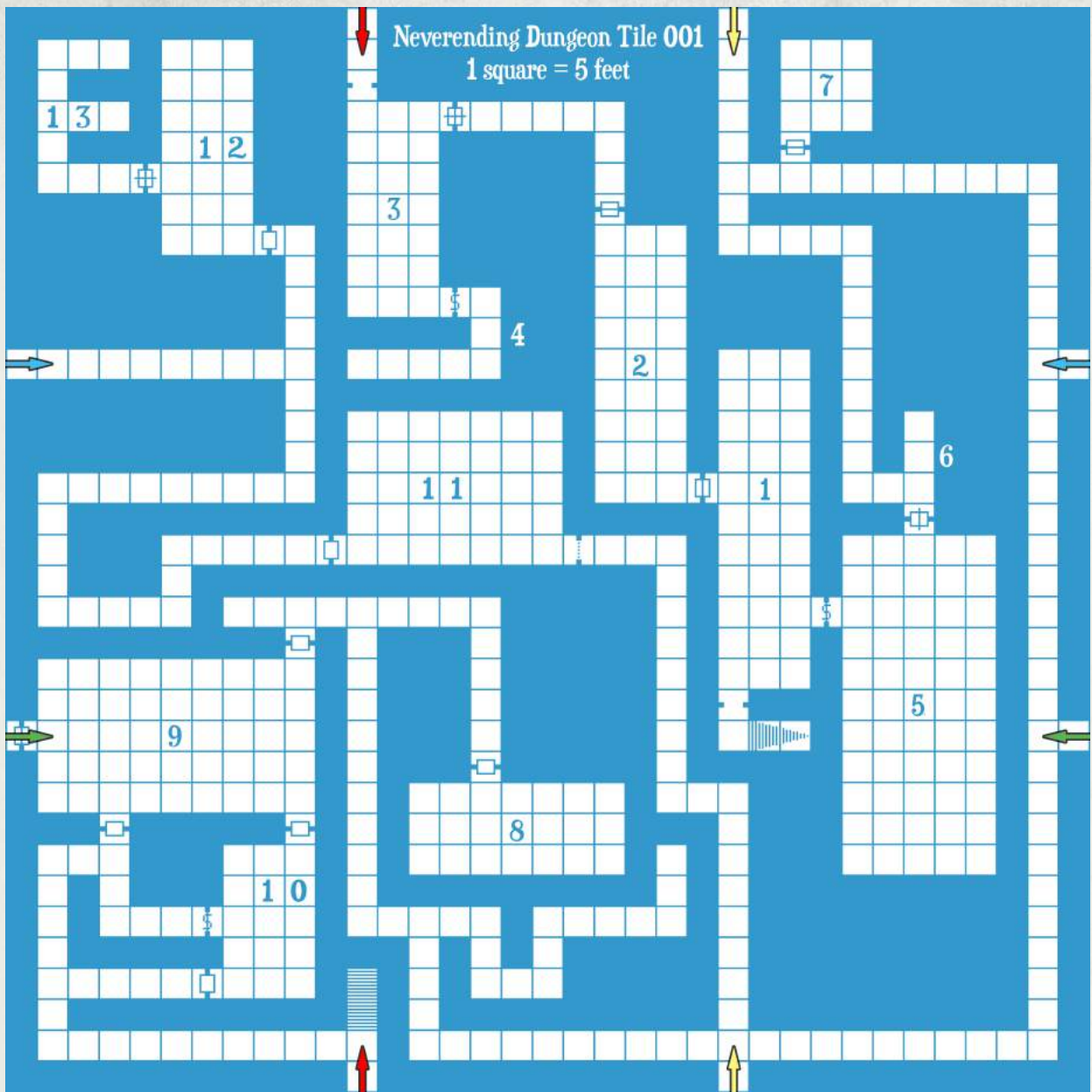
MAGIC COMPONENTS

If a spellcaster does not have an arcane focus or lacks the components to cast a certain spell, they cannot cast the spell unless they have a feature that allows them to do so. For you and your players' convenience, a list of spells that do not require material components is included at the end of this adventure.

NEW CHARACTERS

New characters that enter the Neverending Dungeon use the following rules while in hard mode:

- Regardless of the party's current Average Party Level (APL) or how dangerous the most current section of the dungeon is, characters always start at the 1st-level with 0 experience points,
- The only starting equipment a new character has is a pair of linen pants with a matching linen shirt (like a prison uniform). That means that all characters start with no weapons, no armor, no magic focuses, no components, no holy items, and so on. All of these will need to be found in the dungeon itself.



- For convenience's sake, if a player is playing a new character but there is already an existing party in the dungeon, the new character starts within 100 feet of the new party. However, there is no guarantee that the new character is in a safe position when he or she is found!
- If all of the party is killed (TPK), they all start new characters in area 1 of tile 001. However, all of the changes that they have affected in the dungeon remain in place. Remember: the party can loot their own deceased companions!

SCALING

Do not scale any of the Neverending Dungeon rooms for the Average Party Level. Instead, always use the default challenges given in the description. For example, if the party runs into an ancient red dragon and they are only at the 3rd-level, they will need to figure out how to get around it. Or get burned to a crisp, of course.

SLOW HEALING OPTIONS

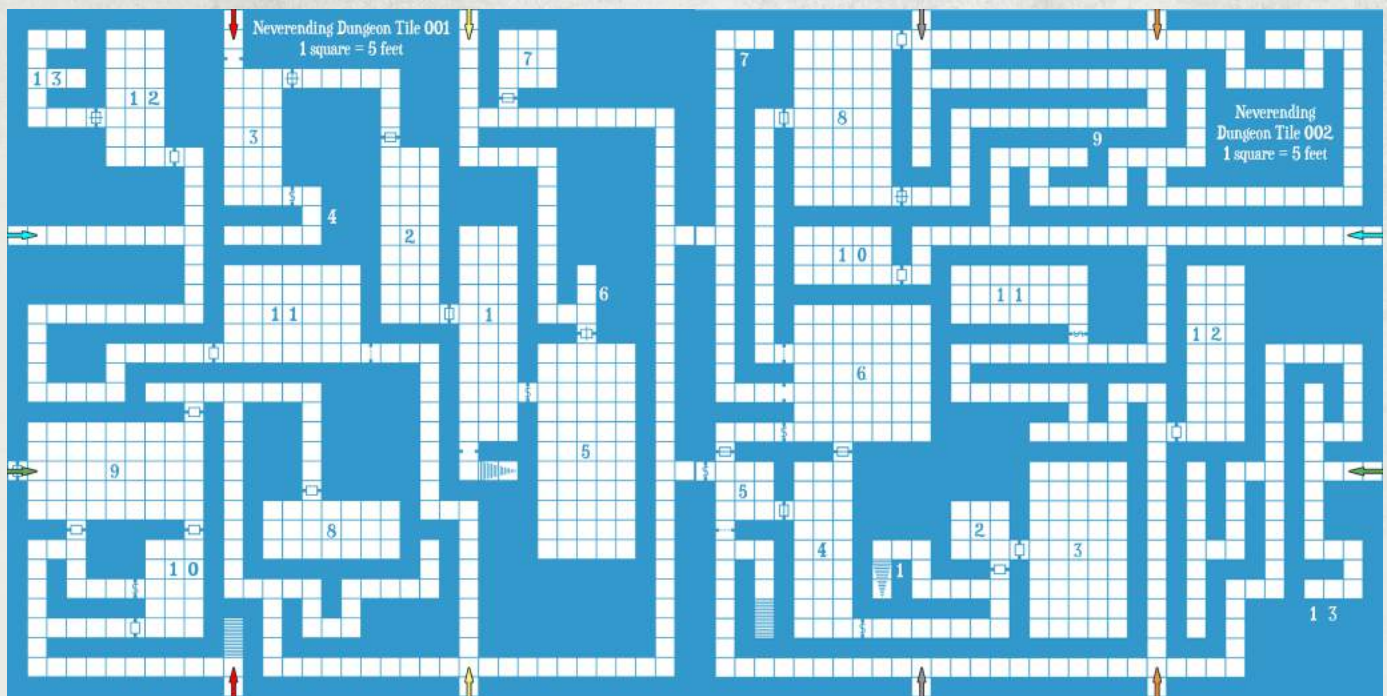
During Hard Mode, use the Healer's Kit Dependency and Slow Natural Healing options described in Chapter 9 of the DMG.

GENERAL FEATURES OF THE NEVERENDING DUNGEON

The Neverending Dungeon varies from section to section. However, there are a few common elements found throughout.

LOOPED HALLWAYS

Each section of the Neverending Dungeon is 175 feet wide by 175 feet long. There are eight exits at the end of each hallway, each at intervals. Until a new section opens and connects itself to a section of the Neverending Dungeon, the hallway loops back to an opposite exit on the same latitude or longitude as the exit. For example, the way the exits on Tile 001 connect are shown on the diagram above.



Red connects to red, green connects to green, yellow connects to yellow, and blue connects to blue. The transition between exits is seamless, too. Characters won't notice it immediately until they realize that they've returned to areas that they've previously visited. A detect magic spell or similar magic cast near one of the exits reveals that there is conjuration magic in play.

If a new section of the Dungeon is added, the dynamic of the portals immediately changes. For example, Tile 002 was added to the "west" of Tile 001.

With the new section, the green exit no longer loops back to the exit to the far "east" of the first section, but instead, connects to the exit to the far "east" of the second section. The blue loop also changes accordingly. However, note that the red and yellow loops remain the same. Plus, there are two new loops on the tile.

LOOPESTAIRS

Just as the hallways loop back on themselves, the stairs also do the same. Each map contains one ascending staircase and one descending staircase. When a creature climbs an ascending staircase it exits at the descending staircase on the same section of the map and vice versa.

MAGIC DEFENSES

The entirety of the Neverending Dungeon is protected by powerful magic which limits the use of some spells and completely suspends others.

CONJURATION SPELLS

Transportive spells that transport characters or objects into or out of the dungeon such do not function in the Neverending Dungeon. In addition to spells like teleport, gate, and dimension door, this includes banishment as well as spells that conjure creatures such as conjure animals and conjure elemental. However, transportive spells that move a creature or object from one part of the dungeon to another

may still function. For these spells to work, the creature casting the spell must have firsthand familiarity with the section of the dungeon that they wish to transport the creature or object to.

DIVINATION SPELLS

Spells that communicate with the outside world such as augury or contact other plane do not function within the Neverending Dungeon. Spells such as locate object or locate person still function, however, the object or person must be within the Neverending Dungeon and the creature casting the spell must have firsthand familiarity with the target for the spell to work.

EVIL ATTENTION

Characters who become astral or ethereal in the Neverending Dungeon might attract one of Uncle Skeleton's guardians. Roll a d20 whenever this occurs. On a roll of 1 to 6, no guardian appears. Otherwise, the following creatures could appear: 17, a wraith; 18, a chain devil; 19, a glabrezu; or 20, a nalfeshnee. The evil creature relentlessly attacks the culprit as well as any other creatures that try to assist it.

SEMI-INDESTRUCTIBLE WALLS

The dungeon itself exists on a plane that does not adhere to the normal rules of space and time. A permanent wall of force keeps the entire dungeon in place. If the characters dig or destroy 1 cubic foot or more of a section of a ceiling, floor, or wall, the wall is revealed. Beyond the wall of force is infinite elemental chaos where nothing other than the hardest elementals can thrive. The dungeon is constantly moving, as well. If a creature destroys a section of the dungeon's walls of force and exit into the elemental chaos, they will watch in horror as the dungeon immediately vacates the area at a speed of roughly 1,000 feet per round.

NEW SECTIONS

The Neverending Dungeon seems to have a mind of its own. As time goes on, more and more sections appear in the dungeon. There seems to be no rhyme or reason why a section appears when it does or why it appears in the place it does.

In other words, you are free to add to the Neverending Dungeon whenever you feel it is necessary. This may happen when:

- DMDave creates a new tile (subject to demand and availability, of course).
- The characters have exhausted all of the possibilities on the current map.
- The characters solve a riddle that "seems" to be connected to the dungeon's ability to expand (this could be a placebo effect put into place by Uncle Skeleton).
- Whenever you damn well feel like it.

NONDIRECTIONAL

The Dungeon exists outside of a world with poles. As such, there is no true north or south. Spells, magic, and special traits that detect direction fail in the Neverending Dungeon.

For clarity, the terms north, south, east, and west are only used to describe areas within the dungeon subjective to a section's map.

SUBJECTIVE GRAVITY

Although the Dungeon loops in on itself at numerous points, the gravity is always subjective to the "floor" of the Dungeon. As such, reverse gravity, flight, and falling are all affected by the position of the Dungeon's floor.

TIPS FOR RUNNING THE NEVERENDING DUNGEON

The Neverending Dungeon is unlike any Fifth Edition campaign you've ever played. Here are a few tips to ensure a smooth and enjoyable campaign for you and your players.

ADDRESS MORTALITY FAST

If you play the Hard Mode (aka the Preferred Mode) make sure that the players understand that any character can perish at any moment. Wise players will have spare 1st-level characters ready to go in case their character happens to pull the wrong lever or eat the wrong flower.

SIGNAL DANGERS IN ADVANCE

The traps within Uncle Skeleton's dungeon aren't without warning. Careful observers will notice the clues that point toward danger. And those who fail to assess the situation before them will meet a quick demise.

AWARD CREATIVITY

Although the traps, puzzles, and hazards are described in full and Uncle Skeleton has employed numerous preventative measures to avoid characters running through his lair unchecked, that doesn't mean that particularly creative players won't be able to find solutions that the text or you did not consider in advance.

EVEN SEEMINGLY WORTHLESS THINGS MAY HAVE VALUE

There are a few rooms throughout the Neverending Dungeon that seem to have no purpose. For example, area 7 has a skeletal bride and groom sitting up in a sarcophagus. While it might just seem odd and worth passing up, a wise player might realize that the corpse bride's dress could be repurposed into a sack. A skeleton's femur bone could be used as a club (albeit a brittle one).

STUCK? ADD A SECTION!

If the characters feel like they can't get beyond the area that they are in, feel free to add a new section. For kicks, you might even remove an old section and add a different one. Just make sure you let loose a particularly evil Uncle Skeleton laugh as you do.

TRACKING TIME

Tracking time in a strictly dungeon setting can be somewhat difficult. The easiest way to do this is to track non-combat encounters in real time. Only once a combat begins should you pause the real time clock (as combats typically take less than a minute of game time but can go on for hours in real time). Certain actions may also warrant extra time. Longer actions include performing thorough searches of areas, taking long or short rests, crafting items, etc.

5TH-LEVEL CAP VARIANT

Part of the dungeon's "charm" is that it's incredibly deadly. However, as characters progress, they may develop certain game-breaking abilities that take away from the fun found in its deadliness. As a variant, cap the character levels at the 5th level. Then, when a character gains enough experience to hit the next level, instead of the normal level features they earn a new feat. This prevents the dungeon from being destroyed by overpowered god-like characters.

REVIEW SURVIVAL RULES IN ADVANCE

Be sure to review Chapter 8 of the PHB so have you a good understanding of the adventuring rules, particularly the sections on food and water requirements. You might also check out sections on special terrain such as water which comes up often.



CHAPTER 2. SECTION 001 - THE SEPULCHER OF THE WYRM KING

All Neverending Dungeon campaigns start with this tile, specifically in area 1. This section of the Neverending Dungeon is titled The Sepulcher of the Wurm King. Who or what the Wurm King is or was remains a mystery. Either way, it's unlikely that the characters will ever learn the section's true name.

This section is designed for three to seven 1st to 4th level characters and is optimized for four characters with an average party level (APL) of 1. The sepulcher appears to be an old tomb made of gray stone. The magical nature of the section and the Neverending Dungeon itself may not be immediately noticeable.

GENERAL FEATURES

Unless stated otherwise in the description, this section has the following features. The map of this section appears on page [x].

DIMENSIONS & TERRAIN

The sepulcher is carved out of an unfamiliar smoke-colored stone resembling marble. The floor tiles are colored differently from room to room, laid out in twisted mosaics and jagged patterns. The tunnels and hallways have 10-foot high ceilings whereas the rooms and chambers have 15-foot high ceilings. The entire sepulcher seems as if it's been abandoned for years. A fine coating of dust covers everything. The walls, ceilings, and floors are cracked in certain places, and many of the floor tiles have been shifted out of place. While there is decorative trim along some of the walls and ceilings, overall, austere simplicity dominates the section's design.

DOORS

The doors are fashioned from unique, greenwood unlike any found anywhere else in the world. The doors have AC 15, 5

hp, and immunity to poison and psychic damage. When locked, the door can be broken open with a successful DC 15 Strength (Athletics) check or the lock can be picked with a successful DC 15 Dexterity check using proficiency in thieves' tools.

LIGHT

Typically, there is no light throughout the sepulcher. However, there are sconces set into the walls at regular intervals. In each room or 30-foot-long section of the hallway, there are 1d4 - 1 torches present that the characters can take. Each torch is roughly two feet long. When unlit, the torch can be used as a makeshift club, dealing bludgeoning damage equal to 1d4 plus the attacker's Strength modifier. When lit, the torch deals an additional 1 fire damage on a hit. All of the torches burn for one hour, providing bright light in a 20-foot radius and dim light for an additional 20 feet.

SMELLS

Mostly, the sepulcher lacks any discernible smells. However, the occasional scent of animal droppings or urine catches on the breeze that slides through the tunnels, hopeful signs that living creatures might be found somewhere in the dungeon. Sometimes, the smell of the permanent wall of force that encases the dungeon can be sensed. Force magic has a strong smell of burning leather.

SOUNDS

Creatures who listen quietly can hear the sepulcher groan and crack like a ship on the ocean. Also, the air that travels through the Neverending Dungeon sometimes whistles through the hallways of this section.

RANDOM ENCOUNTERS

Every eight hours of game time that the characters spend in this section of the Neverending Dungeon, roll a d20. On a result of 17-20 a random encounter occurs. Choose an encounter or roll random on the random encounter table below.

SEPULCHER RANDOM ENCOUNTERS

2d6	Encounter
2	1d4 spinning heads
3	1 mummy
4	1d4 goblins
5	1 ghost
6	1d4 shadows
7	1d4 lost commoners
8	1 scout
9	1d4 kobolds
10	1d4 shadows
11	1 illusory skeleton
12	1 wraith

AREA 1 - COZENED LOOFAH SANCTUARY

When the Neverending Dungeon campaign begins, the characters find themselves in this area.

AREA DESCRIPTION

The area has the following features.

Dimensions & Terrain. The room is 55-feet long and 15-foot wide with 15-foot high ceilings. There appear to be two exits from the room. The first exit is in the center of the western wall. It is blocked by one of the dungeon's green doors. The second exit is an archway that leads to a staircase.

Locked Door. The door on the eastern wall is locked.

Sarcophagi. There are four stone sarcophagi placed at regular 5-foot intervals in the center of the room. Each sarcophagus is 10 feet long, 4 feet wide, and 3 feet tall and oriented with the head towards the north and foot towards the south. The foot of the southernmost sarcophagus touches the southern wall, and the head of the northernmost sarcophagus touches the northern wall.

Secret Door. In the southeast corner of the room, a secret door has been hidden. Noticing the door requires a successful DC 15 Wisdom (Perception) check. Then, a character must make a successful DC 15 Intelligence (Investigation) check to understand how the door functions. The door opens automatically if the "O" in "Hope" is pressed. Without pressing the button, the door can be forced open with a successful DC 20 Strength check.

Stairs. The descending stairs at the southern end of the room loop back to the ascending stairs at the south of the map. Carved into the wall over the stairway is a dragon's head. The dragon's eyes magically glow orange.

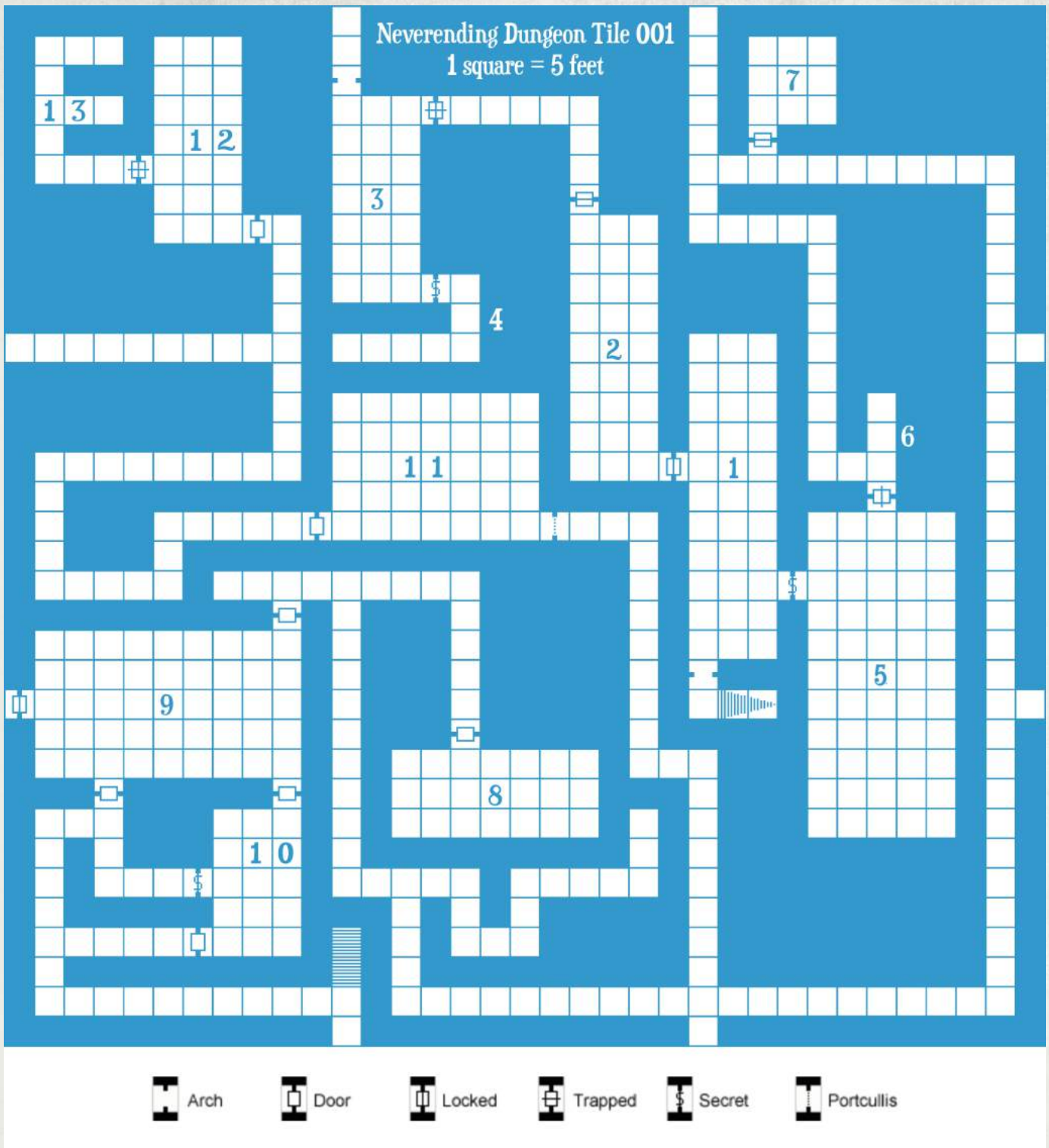
Writing on the Wall. The words "I Hope You're Hungry" in the Infernal language have been carved onto the eastern wall. The "O" in "Hope" is a button that opens the secret door leading to area 5. Noticing this feature requires a DC 15 Intelligence (Investigation) check.

SARCOPHAGI

All four sarcophagi are covered in dust and cobwebs. If a character clears the cobwebs and dust or burns it away, they discover that each of the sarcophagi have been carved with the depiction of a skeleton wearing a top hat. Each skeleton looks exactly the same except it is holding a different item on each lid. From north to south those items are: a longsword, a bundle of gourds, a bow and arrow, and a greataxe.

Removing one of the lids requires one or more characters with a combined Strength score of 30 to lift and set aside. Otherwise, a lid has AC 17, 50 hp (threshold 5), and immunity to poison and psychic damage.

If a lid is removed on one of the sarcophagi that depict the longsword, bow and arrow, or greataxe, the characters discover a skeleton holding the respective item. The **skeleton** immediately animates and attacks. Once the skeleton is destroyed, the characters can claim the item it held as well as the bones of the skeleton itself.



The sarcophagus with the lid depicting a skeleton holding the gourd also contains a skeleton holding loafah gourds. There is one pound of gourds for every two characters (rounded down). This skeleton does not animate.

Once a lid is removed from one of the sarcophagi it triggers trap doors to open in the other three sarcophagi. The trap door ejects the skeleton and its item into the pocket dimension surrounding the dungeon then closes. This makes it seem like there was never anything in the sarcophagus to begin with.

Noticing the trap door at the bottom of a sarcophagus

requires a DC 13 Intelligence (Investigation) check. With leverage, the characters can pry a trap door open with a successful DC 15 Strength (Athletics) check. However, doing so is incredibly dangerous as it opens the room up to the vacuum of the pocket dimension. When the trap door opens, each creature within 15 feet of the respective sarcophagus must succeed on a DC 15 Strength saving throw or be pulled into the pocket dimension. Then, whenever a creature comes within 15 feet of the trap door or starts its turn within 15 feet of the trap door, it must make the same saving throw suffering the same consequences on a success. This

continues until the trap door is closed or the lid of the sarcophagus is replaced.

If the characters can remove two or more lids at the same time, all of the trap doors are immediately disabled as the event overloads the mechanism that controls the doors.

AREA 2 - RESERVOIR PSYCHOTIC NARROWBOAT

This room is flooded with water that gives off a faint, green glow.

AREA DESCRIPTION

This area has the following features:

Dimensions & Terrain. The room is 45-foot long by 15-foot wide with 15-foot high ceilings. There are two doors: one in the southeastern corner and one in the northwestern corner. Except for two, two-foot-long, 5-foot-wide platforms situated in front of both of the two doors, the entire room is flooded with clear water that gives off a faint, green glow. The pool itself is three feet deep.

Canoe. At the northeastern end of the room, a canoe has been tethered to the platform in front of the northernmost door. There is a paddle on the floor of the canoe. Not only does will the paddle help the characters use the canoe to travel from one end of the room to the other, but it can also function as a greatclub. The canoe can comfortably fit two Medium or Small creatures.

Locked Doors. Both doors into and out of this room are locked.

POOL

The water in the pool is enchanted.

A creature that enters the water or starts its turn in the water must make a Constitution saving throw or suffer a form of long-term madness as detailed in Chapter 8 of the DMG. The DC for the saving throw is 5 + the number of rounds that the character has been submerged.

If a creature drinks the water, they must succeed on a DC 10 Constitution saving throw or contracts a form of long-term madness as detailed in Chapter 8 of the DMG. A creature that succeeds on this saving throw after drinking the water is immune to this effect for 24 hours. Plus, the creature has advantage on their next saving throw to avoid going mad after drinking the water. If a character passes a second saving throw to resist the water's maddening effect after drinking it, the character becomes permanently immune.

Despite the negative properties, the water will sate a creature's thirst.

AREA 3 - CHAOTIC GREASY UNLEASHED

This area is home to a rather nasty **goblin** named Lwob.

AREA DESCRIPTION

This area has the following features.

Dimensions & Terrain. This room is 35 feet long and 15 feet wide with 15-foot high ceilings. Floors, walls, and ceiling, everywhere the characters look they find bloodstains.

Locked Door. The northeastern door leading into this area is locked.

Secret Door. For whatever reason, Lwob never noticed or cared that there was a secret door at the south end of the room. Spotting the secret door requires a DC 12 Wisdom (Perception) check. The door is easily pushed open to reveal the hidden hallway beyond.

Stench. There are seven rotting humanoid bodies in this chamber. Each one has had its head forcibly removed. The first time a creature enters this room and at the start of each of its turns, it must make a DC 12 Constitution saving throw or become poisoned until the start of its next turn. A creature that succeeds on a saving throw against the stench is immune to the smell for 24 hours.

L'WOB'S TRAP

The door that leads back to area 2 is trapped. A creature who steps through the door must make a DC 12 Dexterity saving throw. On a failed saving throw, the creature's head is caught in a snare and is restrained. While restrained, by the snare, the creature takes 1 slashing damage at the start of each of its turns. The snare can be cut away by dealing 1 slashing damage to it, or it can be broken with a successful DC 15 Strength check.

As a bonus action, Lwob can use a free hand pull a rope that tightens the snare. When he does, the creature caught in the trap takes an additional 1d4 - 1 slashing damage. If this damage reduces the creature's hit points to 0, the creature must immediately make a DC 10 Constitution saving throw. On a failed saving throw, the creature's head is cut off. The creature dies if it can't survive without the lost head. The creature automatically passes its saving throw if it is immune to slashing damage, doesn't have or need a head, has legendary actions, or the GM decides that the creature is too big for its head to be cut off with the snare.

Only one creature can be caught in Lwob's trap at a time. The trap is obvious from the area, but more difficult to spot from the other side of the door. A character who succeeds on a successful DC 10

CREATURE INFORMATION

Lwob has lived in the Neverending Dungeon for six months. Isolation has driven him insane. Lwob's alignment is chaotic evil and he has a Wisdom score of 5 (-3). He lacks the armor and weapons normal for a goblin but has fashioned a club out of human bones.

What Does He Want? Lwob only wants to kill and eat those he kills. Too insane to recognize that he might be in danger, he fights to the death.

What Does He Know? If Lwob can be calmed down, there is a chance he might share secrets of this section with the characters. However, his mind is so shattered it might be difficult to tell the truth from lies.

AREA 4 - SHAME MALADROIT CALAMARI

This hallway is obscured by the secret door in area 3.

AREA DESCRIPTION

This area has the following features.

Dimensions & Terrain. The hallway here is even more austere in its simplicity. Its low ceiling and narrow walls lack any sort of embellishments, and the floor is nothing more than laid stone bricks.

Light. There are no sconces or torches found in this area.

Sarcophagus. An unadorned stone sarcophagus stands propped against the dead end. The words "Leave Me Alone" in Infernal have been carved onto the sarcophagus' lid. One or more creatures with combined Strength scores of 20 can remove the lid and set it aside.

Pink Liquid. An acrid-smelling pink liquid oozes from the bottom of the sarcophagus creating a small puddle around the base of the sarcophagus. The liquid has no effect.

CREATURE DESCRIPTION

If the lid is removed, an aberrant **mummy** leaps out and attacks those who failed to heed its warning. The mummy uses the normal mummy stat block except in place of each of its arms is a writhing mass of pink tentacles giving the mummy a 10-foot reach. When the mummy hits a creature with its Rotting Fist attack, the creature is grappled (escape DC 13. Until the grapple ends, the mummy has advantage on its Rotting Fist attacks against the creature, the target is restrained, and the mummy can't use its Rotting Fist/Tentacles on another target.

When the mummy is destroyed, it dissolves into a puddle of pink liquid upon which its bandages float.

TREASURE

At the foot of the sarcophagus, covered in pink goo, is a spellbook. Set into the cover of the spellbook is a golden ankh worth 20 gp. If a warlock, sorcerer, or wizard can spend 1 hour attuning his or herself to the ankh to use it as an arcane focus.

The spellbook contains the following spells:

- 1st level: detect magic, jump, mage armor, magic missile
- 2nd level: alter self, enlarge/reduce
- 3rd level: gaseous form, water breathing

AREA 5 - KONGRADOL FLOWER PEANUT

This is one of the largest chambers in the entire sepulcher.

AREA DESCRIPTION

This area has the following features:

Dimensions & Terrain. This huge chamber is 55-feet long by 25-feet wide. The ceilings are 30-feet high. A 5-foot wide mezzanine surrounds the entirety of the chamber. The southern wall hosts a staircase that grants access to it.

Dead Worm. The carcass of a purple worm tied down by chains is at the center of the room. The worm's gut has been cut open. However, instead of ichor and organs spilling out of the worm's body, there are hundreds of yellow flowers and vines spilling out of it, as if they grew out from its insides.

Frozen Door. The door in the north wall is completely iced over. See the Frozen Door Trap below.

Secret Door. There is a secret door in the eastern wall. Noticing the door requires a successful DC 15 Wisdom (Perception) check. Then, a character must make a successful DC 15 Intelligence (Investigation) check to understand how the door functions. There is a sliver of marble that can be pulled out, unlocking the door.

FLOWERS

The lower level of the floor is covered in yellow flowers and vines. The flowers and vines are so thick that a creature that moves through the area must spend 3 feet of movement for every 1 foot it moves.

While the flowers do not exude any sort of magic, a successful Intelligence (Nature) check suggests that the flowers were created by dark magic.

If a creature eats a flower it must succeed on a DC 17 Constitution saving throw or contract a disease. It takes 8 hours for the disease to start showing its symptoms. When it does, the creature's abdomen becomes distended and starts to writhe as if it had something in its gut. The infected creature suffers one level of exhaustion, and it regains only half the normal number of hit points from spending Hit Dice, and no hit points from finishing a long rest. While infected, the creature is immune to cold damage.

At the end of each long rest, an infected creature must make a DC 17 Constitution saving throw. On a failed save, the character's exhaustion level increases by one level. On a successful save, the character's exhaustion level decreases by one level. If a successful saving throw reduces the creature's level of exhaustion below 1, the creature recovers from the disease. If the creature takes enough levels of exhaustion that it dies, its torso erupts revealing hundreds of the same yellow flowers growing in its gut and chest cavity.

FROZEN DOOR TRAP

The door that leads to area 6 appears to be iced over. If a creature touches or attacks the door with a melee weapon, it takes 10 (3d6) cold damage and its hit point maximum is reduced by a number of points equal to the cold damage taken.

If its hit point maximum drops below half its normal value from the cold damage, the creature's arm freezes all the way through. While frozen, the arm is useless. The creature can no longer hold anything with two hands, and it can only hold a single object at a time. Also, if the creature takes damage from any source, it must make a DC 10 Constitution saving throw. On a failed saving throw, the creature's arm shatters. A greater restoration spell restores the arm if it is frozen but intact, but only a regeneration spell restores the arm if it is shattered. The creature's hit point maximum returns to normal after the creature completes a long rest, however, its arm remains frozen.

If the creature's hit point maximum drops to 0, the creature is completely frozen. A frozen creature is petrified, except that it does not have resistance to damage. A greater restoration spell will return the creature back to its normal form. In fact, if the creature takes 1 or more damage from any source, it shatters and dies.

The door has AC 17, 20 hit points, vulnerability fire damage, and immunity to cold, poison, and psychic damage.

AREA 6 - DEVASTATION

PSYCHROPHILE SMILE

This small dead-end holds a useful object.

AREA DESCRIPTION

This area has the following features:

Dimensions & Terrain. The dead-end is 5-feet wide and 15-feet deep. The ceilings in the hallway are shorter than they are throughout the rest of the complex, only 10-feet high.

Frozen Door. The door at the south is completely iced over. See area 5 for a description of what happens when a creature touches the door.

Pedestal. At the end of the dead-end is a stone pedestal. On the pedestal are two items:

A small, black vial. There is a tag attached to the vial that reads, "This potion cures all diseases." The potion does, in fact, cure all diseases. Yellow flower. A single yellow flower plucked from area 5 sits on the pedestal. See area 5 for a description of what the flower does.

AREA 7 - BLISS SHINING

PUCKER

The door leading into Area 7 is locked.

AREA DESCRIPTION

This area has the following features:

Dimensions & Terrain. This room is a 15-foot-square with 15 foot high ceilings. The walls are pocked with cubbies that are filled with human skulls.

Light. There is a lit hooded lantern on the ground between the two sarcophagi. It has 3 hours of its oil remaining.

Sarcophagi. There are two 10-feet by 4-feet by 3-feet sarcophagi in the center of the room spaced 2 feet apart. Both of the lids have been removed. In each sarcophagus, a skeleton has been propped up into the sitting position. The eastern skeleton is wearing a white gown with a white, silk veil. The western skeleton is wearing men's formal attire and a top hat. The two skeletons are holding hands, their fingers laced together.

AREA 8 - CATHARTIC

WHIMSICAL DEATH

This large room offers the characters a seemingly difficult choice.

AREA DESCRIPTION

This area has the following features:

Dimensions & Terrain. This room is 35-feet wide by 15-feet deep. There is a single unlocked door on the northern wall.

PLATFORMS

The room has three 5-foot-by-5-foot platforms each spaced 5-feet from the walls and 5-feet apart from each other. The platforms are 2 feet high.

From east to west, the platforms have the following items levitating above the platform:

- A full set of plate armor and a longsword.
- Nothing.
- A map of the section.

ILLUSORY SKELETON

As the characters walk into the room, an **illusory skeleton** appears. It looks exactly like Uncle Skeleton, top hat and all. In a shrill voice, it welcomes the characters.

"Hello! Hello! You've done a terrific job of surviving so far! So allow me to reward you with two outstanding deals! Before you, there are three platforms.

"The first one has a full set of expertly crafted plate armor and a deliciously sharp longsword.

"The middle one has absolutely nothing on it—I'll tell you why that is in a moment.

"And the third one has a map of this section of the Neverending Dungeon which I lovingly call The Sepulcher of The Wyrn King!

"If you touch one of the two items it is yours. However, there is a cost. One of you must stand on the center platform. Then, once an item is taken, the person who stands on the center platform is vaporized. If you try to take one of the items without paying the life cost, then it's your life that will be forfeit.

"Choose wisely! Or choose none! It's a real gas either way!"

The skeleton starts to fade away, laughing as it goes.

The skeleton was not lying. If a character stands on the middle platform and then the suit of armor and sword or the map is touched, a copy of the item immediately appears on them—the plate mail appears on their body and the sword in their hand or the map appears in their hands. The original item remains floating in place. Therefore, it's possible to take multiple copies. Simultaneously, the character standing on the middle platform is destroyed, completely erased from existence. Each living character must then make a DC 17 Intelligence saving throw. On a failed saving throw, the character forgets that the vaporized character even existed in the first place. This might make them believe that there is no real danger in the room.

If a character attempts to take the armor and sword or the map without paying the "price", they are instantly destroyed in the same manner, requiring additional Intelligence saving throws from his/her companions.

TREASURE

The plate armor/sword and the map taken from the pedestal is automatically attuned to the creature that took it as per the Attunement rules in Chapter 7 of the DMG. Note that the attunement offers no further benefits than the nonmagical benefits already provided. If the creature attuned to the

item ends its attunement to it, the item is instantly destroyed. The plate armor and sword turn to rust and crumble and the map bursts into flames, leaving nothing but glowing embers behind. Similarly, if a creature other than the attuned creature attempts to hold the item or wear it, the item in question is destroyed.

The map of the section that the characters receive is found at the end of this adventure.

9 - CRUSHED TORN PURULENT

Uncle Skeleton hopes you like gelatinous cubes.

AREA DESCRIPTION

The area has the following features.

Dimensions & Terrain. This 45-foot by 25-foot room has 30-foot high ceilings.

Locked Door. The door on the western wall is locked.

CREATURE INFORMATION

There are two **gelatinous cubes** in the area. Both cubes have granite slabs resting on top of them that measure 10-feet wide by 10-feet long and are 1-foot thick. The slabs weigh over 8 tons each. The slabs aren't heavy enough to pop the cubes but are heavy enough to prevent them from moving.

One cube has a greatsword floating inside it and the other has a small, steel chest. If the cubes are destroyed, the cube pops and the stone slab on top of them come crashing down. An object that the cube is holding is destroyed and any creature inside the cube when the slab comes crashing down takes 10d6 bludgeoning damage and is restrained. A slab can be temporarily lifted by one or more creatures with a combined Strength score of 30 moving it aside.

The two cubes can be placed anywhere in the room that you like. Uncle Skeleton recommends placing the cubes in front of one or more of the doors to make the characters' lives hell.

TREASURE

The greatsword is mundane and the iron chest is empty.

AREA 10 - OBLITERATED OMNIVOROUS OSCILLATION

This room looks like a dining room.

AREA DESCRIPTION

This area has the following features.

Dimensions & Terrain. This large room is 15-feet wide by 25-feet deep. The ceilings are 20 feet high. There appear to be two doors: one on the north wall and one on the west wall to the south.

Banquet Tables. There are two 5-foot diameter circular tables evenly spaced throughout the room, each with a 10-foot-wide white tablecloth over it. Each table has five place settings with a steel fork, spoon, and knife and a single stoneware plate. The center of the tables are loaded with all sorts of food: glazed ham, fresh fruit and vegetables, baked bread, and various pastries. There is also a bottle of red wine on each table.

Secret Door. There is a secret door in the western wall. Noticing the door from this area requires a successful DC 15 Wisdom (Perception) check. Then, a character must make a successful DC 15 Intelligence (Investigation) check to understand how the door functions. By pressing the "O" in "Hope" in the writing on the wall the door unlatches and opens slightly. From the hall, there is a latch which opens the door.

Writing on the Wall. The words "I Hope You're Still Hungry" in the Abyssal language have been carved onto the eastern wall. The "O" in "Hope" is a button that opens the secret door leading to the hallway to the east. Noticing this feature requires a DC 15 Intelligence (Investigation) check.

BANQUET TABLE TRAP

The two tables look almost identical except the northernmost table has loofah gourds whereas the southern table doesn't. A creature that makes a successful DC 13 Intelligence (Investigation) check to discern the difference between the two tables will notice. Otherwise, they seem perfectly identical.

The southernmost table and a two feet area of floor surrounding the table is a complete illusion masking the presence of a 10-foot deep pit. If a creature steps on one of the squares surrounding the table, they must make a DC 10 Dexterity saving throw to stop themselves from falling into the pit.

Discerning the illusion for what it is requires a successful DC 17 Intelligence (Investigation) check. However, getting close enough may still topple the character into the pit as described above.

A creature that falls into the pit takes 1d6 damage from the fall. They then discover that they are on top of a large, mechanical fan. Once a creature or object enters the pit, the fan starts to turn. On a creature's turn, it must make a DC 10 Strength saving throw or take 3 (1d6) slashing damage on a failed saving throw or half as much damage on a successful one. On initiative count 20 (losing initiative ties), the fan blades speed up—the DC for the Strength saving throw increases by 2 and the damage the blades deal increase by 1d6 slashing damage. This continues until the DC is 20 and the damage is 21 (6d6) slashing damage.

The fan has an AC 16 and 50 hit points (damage threshold 5). It has immunity to poison and psychic damage.

The pit itself is lined with slippery grease. Without the help of a rope, a creature must make a successful DC 20 Strength (Athletics) check to climb out of the pit.

TREASURE

The food on the northern table is real. There are 10 pounds of food total and a bottle of wine.

AREA 11 - DEAFENING PRESENCE QUARANTINE

This area is a tomb.

AREA DESCRIPTION

This area has the following features:

Dimensions & Terrain. This chamber is 35-feet wide by 25-feet deep with 15-foot high ceilings. There is a door on the west wall. On the east wall is a 4-foot high window, 3-foot wide window that's 2-feet off the ground. The portal is blocked with cell bars.

Cell Bars. The cell bars in the window are 1-inch thick. Altogether, the bars have AC 19 and 10 hp with immunity to poison and psychic damage. A character can use its action to bend the bars with a successful DC 20 Strength check. Bending the bars leaves only enough room for a Small creature to fit through.

Fungus. The room is covered in thick fungus. The fungus is mostly harmless, however, there are three shriekers growing out of the room. The shriekers draw the attention of local creatures. Roll or choose a creature from the Sepulcher Random Encounter table listed on page [x].

Sarcophagi. There are three stone sarcophagi in this room. Each is 10-feet long north to south and 4-feet wide east to west. The sarcophagi are evenly spaced east to west. Removing one of the lids requires one or more characters with a combined Strength score of 30 to lift and set aside. Otherwise, a lid has AC 17, 50 hp (threshold 5), and immunity to poison and psychic damage. All three sarcophagi have a withered skeleton inside and nothing more.

AREA 12 - GULLYWHOMPER RUTHLESS SILENCE

This area looks like a tomb.

AREA DESCRIPTION

This area has the following features:

Dimensions & Terrain. The chamber is 35-feet north-to-south and 15-feet east-to-west. The ceilings are 15-feet-high. There are two doors out of the chamber: one on the west wall and one in the southeastern corner.

Sarcophagus. There is a 10-foot long sarcophagus positioned north-to-south in the exact center of the room. Removing the lid requires one or more characters with a combined Strength score of 30 to lift and set aside. Otherwise, a lid has AC 17, 50 hp (threshold 5), and immunity to poison and psychic damage. The sarcophagus is empty.

Scratching Sound. From the westernmost door, there is a sound of something scratching behind it. Of course, this sound is fake (see below).

TRAPPED DOOR

The door on the west wall is not actually a door, but a **mimic** in disguise. When the characters enter the area, it starts to make a sound like something is scratching from the other side of the "door." The mimic waits for a creature to touch it before it attacks, revealing its true form.

AREA 13 - ETERNAL ATONEMENT SUBTLETY

This area holds two ornate sarcophagi.

AREA DESCRIPTION

The area has the following features.

Dimensions & Terrain. These halls are decorated similar to the chambers with stone molding on the walls and ceiling and mosaic tiles in the floor. The ceilings are shorter than normal, only 10-feet high throughout.

Sarcophagi. In each of the two deadend branches of these tunnels there is a 10-foot-long stone sarcophagi standing in place against the walls. Removing a lid requires one or more creatures with combined Strength scores of 20 to pry apart and place out of the way. Otherwise, a lid has AC 17, 50 hp (threshold 5), and immunity to poison and psychic damage. Both of the sarcophagi have the remains of lizardfolk priests stored within.

TREASURE

The two deceased lizardfolk priests have gold vestments and jewels worth a total of 100 gp combined. Ω

MONSTER ADJUSTMENTS FOR NON-PATRONS

Some of the creatures included in this adventure are DMDave specific creatures available only at the Copper tier or higher on [DMDave's Patreon](#). If you are not a patron, no worries. You can still play this adventure. Here are the substitutions you can use:

Illusory Skeleton. Replace Uncle Skeleton's illusory skeletons with **specters** except the specters can speak.

Spinning Heads. Replace these floating zombie heads with normal **zombies**.



NEW BACKGROUND: AMNESIAC

The ideal start for a character in the Neverending Dungeon is the simplest: the character awakens in the dungeon with no recollection of why they got there or even who they are. Thus, the character's ongoing discovery of who they are is just as important as learning about the environment itself.

As the player of an amnesiac character, you might even have an idea of the character's past life. As such, the character may have a "secondary" background of which they, themselves, are not yet aware.

Skill Proficiency: Two of your choice*

Tool and Language Proficiencies: Up to two tool proficiencies or two languages of your choice*

Equipment: prisoner's uniform

FEATURE: WHO AM I?

When creating your amnesiac character, do not give the character the skill, tool, and language proficiencies offered by this background. Instead, when certain situations arise that call for a proficiency or language, you can make a DC 10 Intelligence check. On a success, you discover that you do, in fact, possess the right skill, tool, or language for the situation. The number of proficiencies that you can discover are limited as detailed above.

IDENTIFYING MARK

You possess a physical characteristic that might give a hint to your past life. Choose an identifying mark or roll on the table below.

d8 Identifying Mark

- 1 You have a strange tattoo on your right forearm.
- 2 There is a small scar on your chin.
- 3 The ring finger on your left hand is missing.
- 4 There is a white streak in your hair.
- 5 One of your front teeth is made of silver.
- 6 You have a constant sharp pain in your left shoulder.
- 7 You constantly hum a song that you don't remember ever hearing.
- 8 Both of your eyes are different colors.

SUGGESTED CHARACTERISTICS

Like their skills and other proficiencies, amnesiacs may discover certain quirks about themselves as they go. Certain situations trigger these characteristics to emerge as detailed below.

Personality Traits. You start with both of your personality traits. Early on, these will help define your character. For your two personality traits, you can roll or choose your personality traits on the Personality Trait table below or choose another background's Personality Traits table from which to pull your traits.

d8 Personality Trait

- 1 Even when things look bad, I remain optimistic.
- 2 Everything is a big joke to me; I can't take anything seriously.
- 3 I hate being told that I can't do something.
- 4 Sometimes happy, sometimes sad, sometimes mad: my mood changes from moment to moment.
- 5 I lend help whenever I'm able.
- 6 I love to speak aloud about whatever task I'm currently working on.
- 7 I'm obsessed with information and mysteries.
- 8 I have no problem shocking people with my words or actions.

Ideals. Stressful situations are the trigger for ideals. The first time you experience danger such as combat, a trap, or some other hazard, you can roll or choose an ideal from the Ideal table below or on the Ideal table of another background. The new ideal might even reveal your alignment.

d6 Ideal

- 1 **Charity.** I am eager to help those in need, no matter what it costs me. (Good)
- 2 **Independence.** I'm in charge of my own destiny; don't tell me what to do. (Chaotic)
- 3 **Greed.** I will do whatever it takes to succeed. (Evil)
- 4 **Live and Let Live.** I prefer to mind my own business. (Neutral)
- 5 **Cooperative.** I trust everyone until I'm given a reason not to. (Any)
- 6 **Knowledge.** My primary goal is to learn more about myself and my current situation. (Neutral)

Bonds. Bonds usually come to you in the form of latent memories. Any time you fall unconscious or fall asleep then wake up (such as taking a short or long rest), make a DC 10 Wisdom check. On a successful check, you recall your bond. Roll or choose on the Bond table below or choose another background's table from which to pull your bond.

d6 Bonds

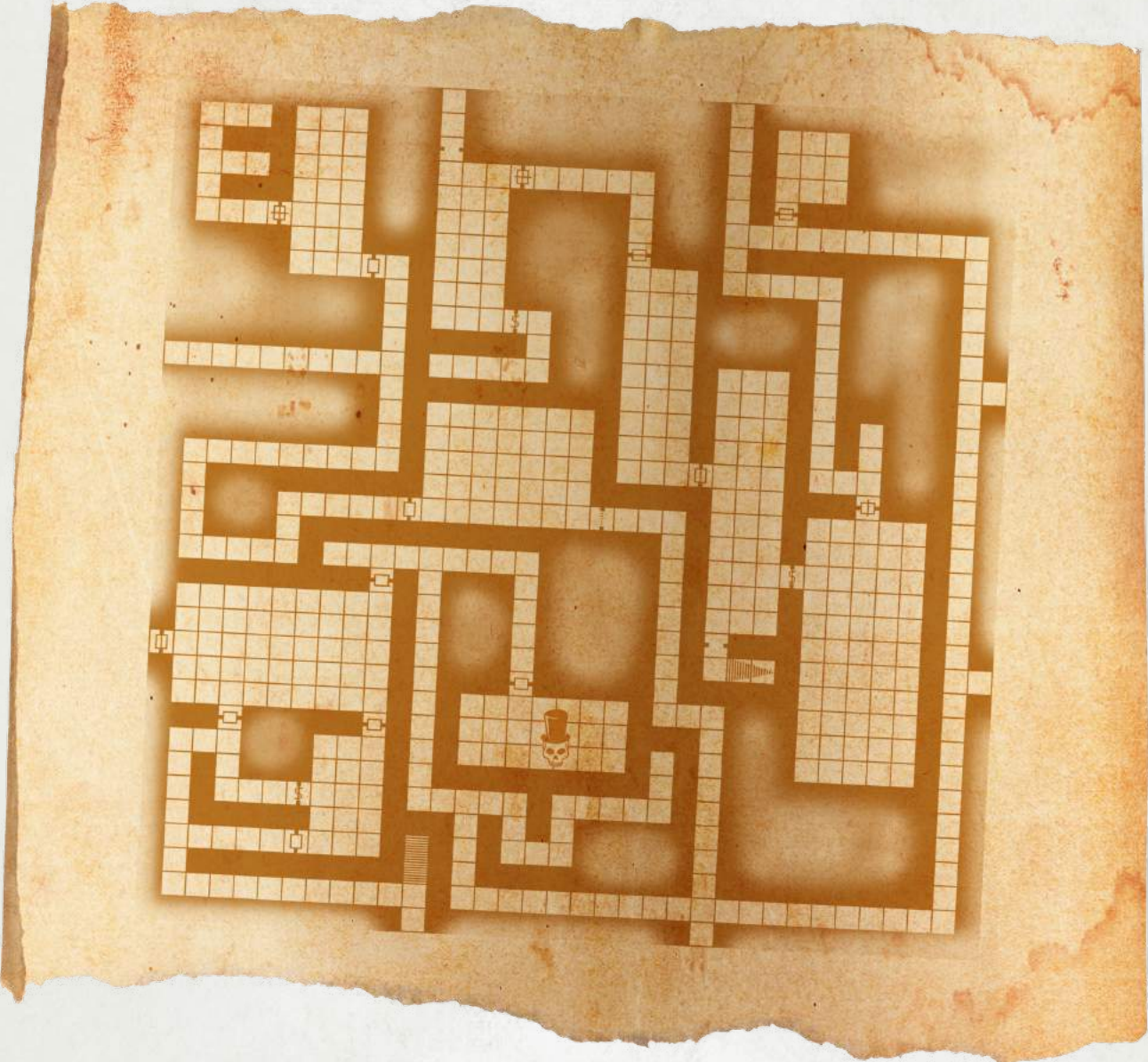
- 1 I have a recurring memory of a child's face. I must try to find out who the child is.
- 2 I somehow know that I'm better than those around me.
- 3 I latch onto the strongest personality in any group.
- 4 The first person I remember is the one whom I respect and admire the most.
- 5 Deja vu; everything feels so familiar to me.
- 6 The only person I can trust is myself.

Flaws. Flaws rear their ugly head after you've had time to relax and reveal your true self. At the end of a long rest, make a DC 10 Wisdom saving throw. On a failed saving throw, roll or choose a flaw from the Flaw table below or from the Flaw table of another background.

d6 Flaw

- 1 I don't handle stress very well.
- 2 I harbor negative feelings toward anyone that tells me what to do.
- 3 I'm easily distracted by puzzles and riddles.
- 4 If I learn something that no one else knows, chances are I'll keep it a secret from everyone else.
- 5 "Act before you think!" that's my motto.
- 6 The sight of blood makes me feel woozy.

PLAYER HANDOUT: THE MAP



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