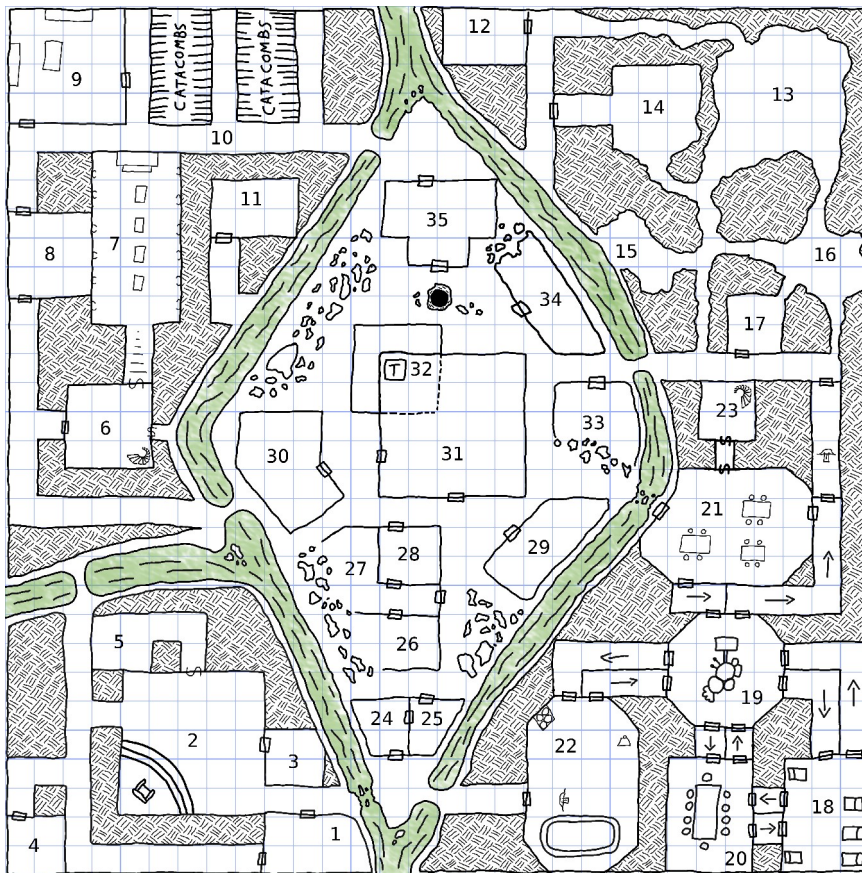


Four Corners

Underneath the city exists a block of the old city whose streets have become the new town's sewers. The remains of the old city block act as a buffer between the dwellers of the new underground that surround it.

By Paul Siegel

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The Vagabond King's Court

A lone bugbear lives beneath an abandoned building and fashions himself the Vagabond King. Local tramps insist new arrivals bring him a tribute of food.

- Abandoned Basement:** A trap door in the ceiling of this empty room leads to the abandoned building above.
- The Court Room:** The room is cast in shadow. A stuffed dummy sits in a throne on a raised dais, and the bugbear lurks in the shadows. If entrants do not present a snack to the king, they risk becoming one themselves.
- The King's Bedchamber:** The bugbear sleeps here.
- Hidey-Hole:** A tramp hides here from the king.
- Forgotten Room:** Amongst the old city antiquities is hidden a +1 short sword.

Secret Temple of the Death Cult

A secret cabal of cultists have a hidden shrine to their evil god under the city streets. They have cooked up a poisonous gas they intend to release on the city above. Anyone inhaling the stuff must Save vs. Poison or attack the nearest target (including allies) until 1d6 rounds after removal from the gas.

- Dusty Old Basement:** The spiral stair leads to the cultist's front above. Sometimes they leave a guard here.
- Sunken Temple:** The cultist's temple is sunk deep in the ground, with a 20' high arched ceiling. The walls are lined with niches containing skeletal remains. The wall between the back of the niches high on the west side is crumbling away, revealing cracks into room 8.
- Robing Room:** The walls contain hooks, from which hang the cultist's ceremonial robes. Behind those on the Eastern wall, flickers of light emit from the cracks when the cultists are performing their rituals in the temple.
- Preparation Chamber:** Ostensibly used to prepare the dead for entombment, the cultists now use this room to prepare a vile poisonous fog. A large cauldron of the stuff sits in the center of the room, venting through a grate in the ceiling to infect those in the streets above.
- Catacombs:** The dead filling the niches in the walls here make willing servants to the cultists.
- Forgotten Storeroom:** Once a building of the old city, some arms and armaments still lie hidden here. Even the cultists are unaware of its presence.

Kobold Warrens

A band of kobolds have found their way into the underground and carved a niche for themselves from the more rubble filled area. They sneak into the city above at night to rob food and any valuables they can find.

- City Supply Room** Common supplies for maintaining the sewers are here: shovels, buckets, ropes, etc.
- Kobold Den:** The primary living area of the kobolds is littered with sleeping mats. Three fire pits dot the room, and sentries are placed at all exits.
- Chief's Room** Chief Bunga lives in this half broken old room. He will hide behind his harem if attacked.
- Sewer Grate:** A loose sewage great in the ceiling here allows the kobolds access to the surface world at night.
- Viper Room:** A pit viper lives under a rock in this room. The kobolds placate it with a dead rat on a string when they want to access their stash.
- Kobold Stash:** The kobolds store their non-perishable ill-gotten gains here, relying on the locked door to keep out any would-be thieves.

Gnomish Workshop

Some clever gnomes have evaded land taxes by expanded their basement below their neighbors property. Where their rooms encountered other halls (22 and east of 23), they have set heavy crossbows on stands which fire at anyone entering the opposite door. The flagstones of the tunnels marked with arrows are tilted slightly up in the direction of the arrow. Anyone traveling in the counter direction has a 1 in 6 chance of stubbing his toes on the raised edges and stumbling or shouting out in pain.

- Dormitory:** The gnomes sleep here, leaving by the north passage in the morning to begin their daily work.
- Machine Room:** The gnomes have built a mighty device here intended to exert great pressure on blocks of coal in hopes of producing diamond. More likely they will destroy several city blocks when the thing blows up.
- Dining Hall:** The gnomes eat all meals here, proceeding back to the dorm rooms after breakfast and supper, and back to the machine room after lunch. They're very regimented.

Wandering Monsters

(d12) The Old City (Center)		
(d3) The Vagabond King's Court (SW)		
1	1	The Vagabond King himself
2	2	1-2 vagabonds, come to pay tribute.
3	3	Screams are heard coming from area 2.
(d3) Secret Temple of the Death Cult (NW)		
4	1	1-4 cultists
5	2	1-6 skeletons
6	3	The Fog – slowly fills the corridor (see Secret Temple)
(d3) Kobold Warren (NE)		
7	1	1-6 kobolds
8	2	1-6 giant rats
9	3	1-3 of Chief Bunga's harem, who flee back to 14.
(d3) Gnomish Workshop (SE)		
10	1	1-4 gnomes
11	2	Uncontrolled gnomish propulsion device from room 22.
12	3	A bell tolls (marking meal, exercise, or sleeping time)

21. Workshops: Used for more fiddly work than is practicable in the loud machine room. The door to the sewers is kept locked, and used only for disposal of refuse.

22. Exercise Room: The gnomes break for exercise in the afternoon. They have devised many machines to aid in efficiency: a device on the North West wall hurls and catches balls against the wall, several pulley systems on the North East wall make lifting great weights trivial, and the track along the southern wall has several devices for the propulsion of a gnome about an ellipse.

23. Safe: The secured basement of the gem exchange above ground holds cut gems for sale.

The Old City

This chunk of the old city somehow remains in tact below the foundations of the new city.

24. Gatehouse Foyer: An inanimate skeleton wielding ancient chain and spear lies slumped in this room.

25. Gatehouse Interior: A rack of ancient decaying weaponry lines the Eastern wall.

26. Inn Common Room: The common room of this ruined old inn is full of rubble and dust. Hidden amongst the rubble on the West wall is an old pouch holding 1d6 gems.

27. Inn Tap Room: A few casks can still be salvaged from the former tap room. Drinkers must save vs. poison or become violently ill and lose 1d3 hp.

28. Inn Kitchen: The most intact room of this dilapidated old inn still holds a few ancient cookery implements. A giant bat roosts in the rafters, and will drop on unsuspecting intruders.

29. Storehouse: The casks of moldering old foodstuffs in this room are now a den to 30 normal rats, who will swarm any that disturbs their lair.

30. Warehouse: This old warehouse is now a garden of strange fungal growths across floor, walls, and ceiling. A hungry giant toad lives within

31. Manse: The interior of this ancient mansion is largely empty, save for the secret trap door hidden below the rubble in the North Western corner.

32. Panic Room: The wooden stairs to this secret basement have rotten away. The room is filled with skeletons wearing disintegrating finery, and a few choice pieces of jewelry.

33. Spider Lair: A pair of crab spiders lurk in the ruins of the southern wall of this building.

34. Kobold Thieves Den: Four kobolds hide in this ruined old building examining the huge gem they stole from the surface, and debating whether to turn it in to Chief Bunga, or strike off on their own.

35. Old House: The windows and doors to this sturdy old house are all barred from within, but inside it is empty.