



**GOBLIN PASHA'S ORGY** dreamwine, dancer gangs, intimacy mage

BARRICADED HALLWAY

**THIEVES GUILD**

**STOREROOM**  
rotten or new stuff

ACOLYTE CELLS  
**CHURCH OF LAW**  
supplicants, warrior nuns, magic incenses

TRAP ROOM

**GOBLIN FAIR**  
fairy jokes, magical kittens, surface slaves

**STABLES OR PEN**  
pigs, wargs, horses, camels, rats

- THEME (d8)**
1. forgotten knowledge
  2. evil or undeath
  3. law or justice
  4. planar elements
  5. social injustice
  6. war or strife
  7. chaos and entropy
  8. revelry and joy

**DEFENDED HALL:** deathray turrets 3d6

BARRICADED HALLWAY

**BEGGARS ROW**

**DRAFTY CORRIDORS:** guarded, inhabited, or empty?

**CRYPT**  
sacred texts, old bones

**HIGH CLASS CABARET**  
dress code, fine wines, entertainers, criminal owner

**RICH HOUSE**

1. empty / ruined
2. museum / zoo
3. crime boss
4. cultists HQ
5. wizard
6. nobility

LABYRINTHINE

**PLANAR ROOM**

1. astral quay
2. teleporter
3. orrery
4. reality rift
5. pentagram
6. portal

**GUARD POST**  
got the password?

lairs  
**DAMP CAVE**  
jelly monsters, mushroom folk  
more traps traps

- VISITORS (d10)**
1. d20 norse gnoll raiders
  2. d6 amazon diplomats
  3. d10 British explorers
  4. d6 thoul riders
  5. d12 pilgrims
  6. d4 planar travelers
  7. d6 lost orphans
  8. gnome digger ship
  9. hunter-killer robot
  10. roll on surface table

**RENTED ROOMS**

1. adventurers
2. local workers
3. doppelgangers
4. prostitutes
5. drug dealers
6. prisoners / slaves

**RIDDLE ROOM**  
sphinx or trap

**FAKE TOMB**

1. trapped
2. cursed
3. defended
4. pillaged

DEEP WELL

**TRAP ROOM**

1. poison gas
2. spikes/darts
3. crush/fall
4. runes

**MONEYLENDER**  
traps, ogre security

dealers, gamblers, muggers

**SHADY TRADES CORNER**

**ART DISPLAY**  
music, dance, vases, paintings, sculptures, demonic torture

**FISH MARKET**  
cheap meals, rumours

HALLWAYS

**TAVERN**

1. Deserted
2. Horrible dive
3. Cutthroats
4. Workers
5. Scholars
6. Nobles

pests

DEEP SHAFT: stairs, lift, ladders, or nothing

hazards

**MUSHROOM FARM**  
slave labour, white gorillas

- INHABITANTS (d12)**
1. d3 starhead lampmen
  2. d10 factory workers
  3. d8 diaphanous goblins
  4. d6 wasp riders
  5. d10 street thugs
  6. d6 trog traders
  7. d12 urban ghouls
  8. d8 boar-orcs
  9. d6 city musketeers
  10. d4 guild recruiters
  11. d8 underdark pirates
  12. crawler dragon

crashed or landed, Valuable cargo

SHIP

**RUBBISH DUMP**

DRAFTY CORRIDORS: guarded, inhabited, or empty?

**EVERSIGELORNDISKA METAMUNICIPAL COUNCIL**  
awesome architecture, fallen angel guards, red tape

**CHAOS TEMPLE**  
living shadows, cursed treasure

DWARF SLUMS  
hardworking, hard drinking underpaid craftspeople

**SMUGGLERS DEN**  
access to the surface, illegal goods for sale

**ARMOURY**  
1. martian  
2. elven  
3. powder  
4. rusty

- PECULIARITIES (d20)**
1. magical fountain
  2. area under renovation
  3. unguarded treasure
  4. recent murder here
  5. fungus infested
  6. doors have magic locks
  7. demonic activity
  8. ghosts of lost citizens
  9. valuable plants
  10. altar to eldritch gods
  11. built for giants
  12. occult graffiti
  13. new management
  14. statues alive at night
  15. plagued by crowblins
  16. condemned exit
  17. secret cult meets here
  18. dead magic zone
  19. extradimensional
  20. exit to surface

**HERMIT OR WITCH**  
poisons, crazy advice, healing honey

salves

**BONEYARD**  
haunted?

**UNDERGROUND RIVER OR CANAL**  
aggressive fauna, dangerous currents

**THRONES ROOM**

1. ruined
2. long dead kings
3. queen's court
4. alien rulers

WIZARD'S LABORATORY  
spellbooks, sandestins, scrolls and secrets

**KITCHENS**

1. rotting
2. feast
3. butchers
4. cannibal

**JAIL**

1. empty
2. political
3. torturers
4. unguarded
5. monsters
6. temporal

**WAREHOUSE**  
food, tools, stolen goods, rare stuff, lost artefacts

**MEDUSA'S CHAMBER**  
luxury furniture, pretty statues, eunuch guards, daughters

**DISPUTED CORNER**  
factions skirmishes

**PIT:**  
probably bottomless

ARCHERY RANGE: hiring targets

**MECHANICAL HALL**  
automatons, traps, platforms, steam

**THEATRE**

1. full of ghosts
2. gladiator fights
3. concert hall
4. adult shows
5. political poetry
6. popular plays

ARTIST'S STUDIO  
dirt, drugs, dissent, and rich patrons

**SPIDER LAIR**  
astral silk, wrapped victims

**HAZARDOUS AREA**

1. noxious fumes
2. flooded
3. tremors
4. lightning

**PAUPER'S HOUSE**  
opportunities to help

**POND OR LAKE**  
fishermen, weeds, islands

**MINE**

1. coal
2. gold
3. iron
4. darkgem

**VOLCANIC ROOM**  
scalding geysers, lava pools

**BARRACKS**

1. invading orc tribe
2. eld peace corps
3. red unicorn faction
4. interplanar militia

**FACTORY**

1. clone slaves
2. tacky pop art
3. dangerous drug
4. tinned fish

**SECRET PUBLIC LIBRARY**  
maze like aisles, scribes, guard monks, old maps, rare tomes, deeds and contracts, portals into fiction works