



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

BARRICADED HALLWAY

THIEVES GUILD

STOREROOM
rotten or new stuff

ACOLYTE CELLS
CHURCH OF LAW
suplicants, 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

LABYRINTHINE

PLANAR ROOM

GUARD POST
got the password?

lair
DAMP CAVE
jelly monsters, mushroom folk
traps
more 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

MONEYLENDER
traps, ogre security

dealers, gamblers, muggers

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

HALLWAYS

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

WATER ROOM
baths, pool, steam room

FAKE TOMB

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

SHADY TRADES CORNER

FISH MARKET
cheap meals, rumours

pests

DEEP SHAFT: stairs, lift, ladders, or nothing

SMUGGLERS DEN
access to the surface, illegal goods for sale

- 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

TRAP ROOM

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

ELD OUTPOST
military decor, maps, advanced weapons

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

TAVERN

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

DWARF SLUMS

hardworking, hard drinking underpaid craftspeople

ARMOURY

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

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

WATER ROOM
baths, pool, steam room

FORTUNE TELLER
long answers, good contacts and bad omens

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

CHAOS TEMPLE
living shadows, cursed treasure

WIZARD'S LABORATORY

GREMLIN WARREN

MECHANICAL HALL
automatons, traps, platforms, steam

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

CRAFTSMAN'S SHOP
goods and food for sale, local knowledge and gossip

GREENHOUSE OR GARDEN
in artificial light or using sun tunnels

THRONE ROOM

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

spellbooks, sandestins, scrolls and secrets

KITCHENS

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

MINE

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

THEATRE

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

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

DISPUTED CORNER
factions skirmishes

PIT:
probably bottomless

ARCHERY RANGE: hiring targets

POND OR LAKE
fishermen, weeds, islands

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

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

SECRET PUBLIC LIBRARY

MINE

FACTORY

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

PHYSICIAN
surgery

VOLCANIC ROOM
scalding geysers, lava pools

BARRACKS

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

FACTORY

SECRET PUBLIC LIBRARY

MINE

FACTORY