This dungeon is the answer to the question:

"What is in that large, abandoned and decrepit building?"

It is a floor of semi-inhabited, rotted urban decay, pulled from a plane of roiling never ending cityscape. It is probably infecting and polluting your campaign's own city. Any forgotten alleyway door, or too long abandoned storefront could lead here. Roll on the random doors, traps, hallways and monsters as required (**d**, **t**, **h** and **m** on **map**) reroll as desired as the encroaching midden is possibly sentient.

Doors, all wooden and slightly soggy, d8:

d1: Crusted with glistening, growing fungal filth.
d2: A rude red glyph which curses, next action rolled with disadvantage.
d3: "Sickness, death, disease, stay out", etc crude carved.
d4: Opens on approach, tiny stone hands operate hinges.
d5: Rotted wood is gilded, stones pried out already.
d6: Midden of insect husks semi blocks door.
d7: Streamers of stained brownyellow cloth nailed to.
d8: Nigh shattered and smashed, easy to look through.

Traps, most likely hidden by piles of detritus, d4:

t1: Black fungal lotus bloom, belches neurotoxin, test CON or paralysed d4 days.
t2: Poison covered blade, hanging from ceiling string, if pricked test CON or die.
t3: Hidden cage unleashes feral, diseased pigeons, test CON or suffer disadvantaged plague (everything rolled with disadvantage until healed).
t4: Rotted refuse pile so foul stench hurts, test CON or roll with disadvantage for next hour.

Hallways, d6:

h1: Refuse piled about central, vandalised wooden statues.h2: Random monsters slurping black puddle which brown vines erupt to cover walls from.

h3: A campfire burns purple, fuelled by refuse, Random monsters at camp.h4: Detritus mounds heaped against wall vibrate and skitter when approached.h5: Dead body of random monster, wooden pikes poked through.h6: Outbreak of fungal filth crupts with clouds of winged maggot, high stench.

Treasure, cross off as discovered by party, d8:

tr1: d6 biting gnat cloud potions, d6 damage to all in cloud for d10 rounds. tr2: Gnarled clawlike wood wand, summons an operable hand for a round, which can conduct menial tasks at STR 10, d100 charges.

tr3: Gilded corpse cart, in shape of giant maggot, holds d6 random monsters corpses. tr4: Large black pot of golden vision inducing tincture, d30 doses. tr5: Caged morphlet, follows commands with CHA test, can morph into any small creature, will run away if mistreated, generally wants affection and food.

tr6: Very expensive looking gilded chair, shaped as serpent.

tr7: Map inked on furry leather, ink swirls and always shows direction to exit from any dungeon.

tr8: Scribbled scrap book, next M1 encountered will offer fealty in exchange for book.

Monsters (referred to as m 1 - 6 elsewhere), d6:

m1: 1 x Gibbering man, filth robe, large tome of ravings, AC11, 2HD, basic weapon: d6, mind blast: automatically cause d6 damage to self and target, Wants: someone to talk to.

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m2: d4 x Sleeping, frozen giant grey mantis, awakens and attacks with noise, AC12, 2HD, Claw: d8, Wants: utter silence. m3: 1 x Drooling bear, clumps of fur gone, green translucent skin, AC11, 3HD, claw: d8, fetid claw; test CON after attack or suffer disadvantaged plague, Wants: rotten things to eat.

m4: d6 x Fat giant rock skin mosquito, blind but can detect heat AC9, 1HD, proboscis: d6, can suck blood automatically after a successful attack, d4 per round, Wants: warm blood.

m5: d4 x Naked, blubbery, slimey half-man-refuse-worm, AC12, 2HD, basic weapon: d6, Wants: interesting rubbish. m6: d4 x Trash armoured, clambering and shambling hoarder man, AC15, 2HD, basic weapon: d6, Wants: anything that can add to ever assembling armour.

"The Pit": The central, bubbling, ever growing, receding and gurgling kipple geyser. All of the trash infection and denizens of this dungeon seem to spew forth from it. A vast plane of refuse can be seen below. Setting fire to the pit will spread flame throughout the building quickly and the dungeon will be destroyed. It may well reappear in some other disused quadrant of the infected city though.

			Store of the	A. 85 85		he	1944 414
ad m6,	Moat of pit	h	h Categories of r attached to this		Bedroom covered in an		ering, piles
ds asure hands.	latrine around refuse island with dead m5	Each corner is filled with sorted piles of	strung from ce Dangling mass	iling.	bones, random trap.	of ref	use.
d	chained to huge stake.	trash, bone, rag, organic, etc. m6 sleeping.	Group of m2, Screncly sleeping on individual	of broken weapons	Oil covered, for the second se	h m6 fascin with n	
	To and		mountains of bones and rags.		dancing		
h		3 Jandom traps, cach surrounded h circle composed o		Huge piles of them.		d T	
	h h	cleared refuse. As refuse cleared in warning for others	if h		Group of random r gathered around in worship of 1 x rand	om m	
20		warming for others	m with treasure	Random trap	seated on some end throne constructed broken furniture an	of d rags.	
d	Corpses of untold m6,		trapped in cocoon of refuse.	near random treasure	Seated m has rande treasure in possession		
	gathered aroun shambolic alta and gormless	ur in the second se	Random m	The states		d	
h	facing "the pit"		preoccupied with watching new trash ooze upwards from	Random m caught in the centre of some	Empty shelves line wall.	Boulder of wa has formed in centre of roor	
	Random m dr		"the pit". mpty m2 husks	ever burning circle of trash fire.	Random m sleeping atop mattresses of	atop midden mound. It qui slightly and wi	wers
h.	random treasu through refuse appears to be	e that grasping	d as sentinel semi round both doors, l crumble if	inc.	ruined tomes.	maintain its fo	
	at it. Dragging to offer at altar room above.	incasure M			t		·
	d a					h	