

“What is in that large, abandoned and decrepit building?”

This dungeon is the answer to the question: 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.

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.
- 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, slimy 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.

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 erupts 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.

“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.

