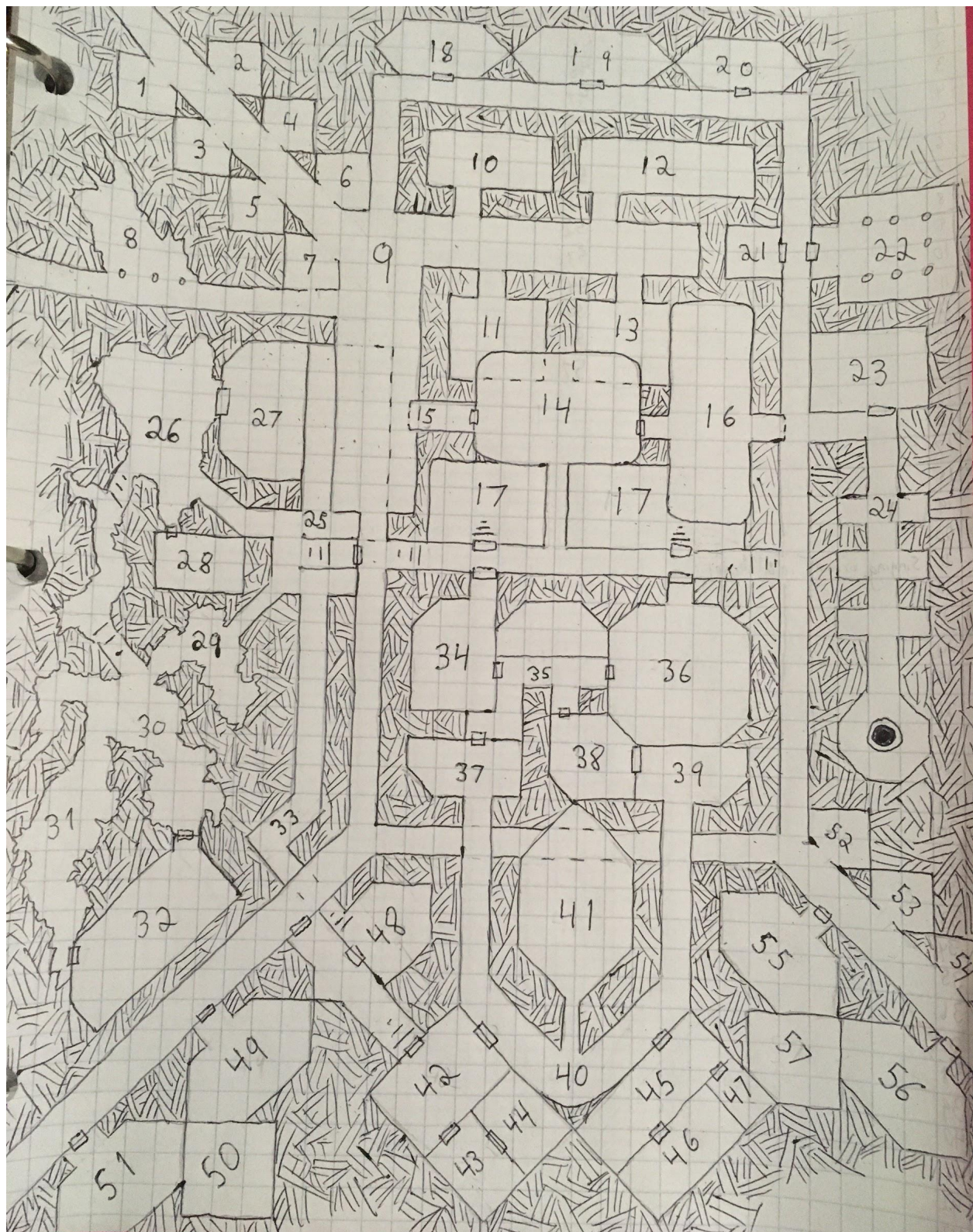
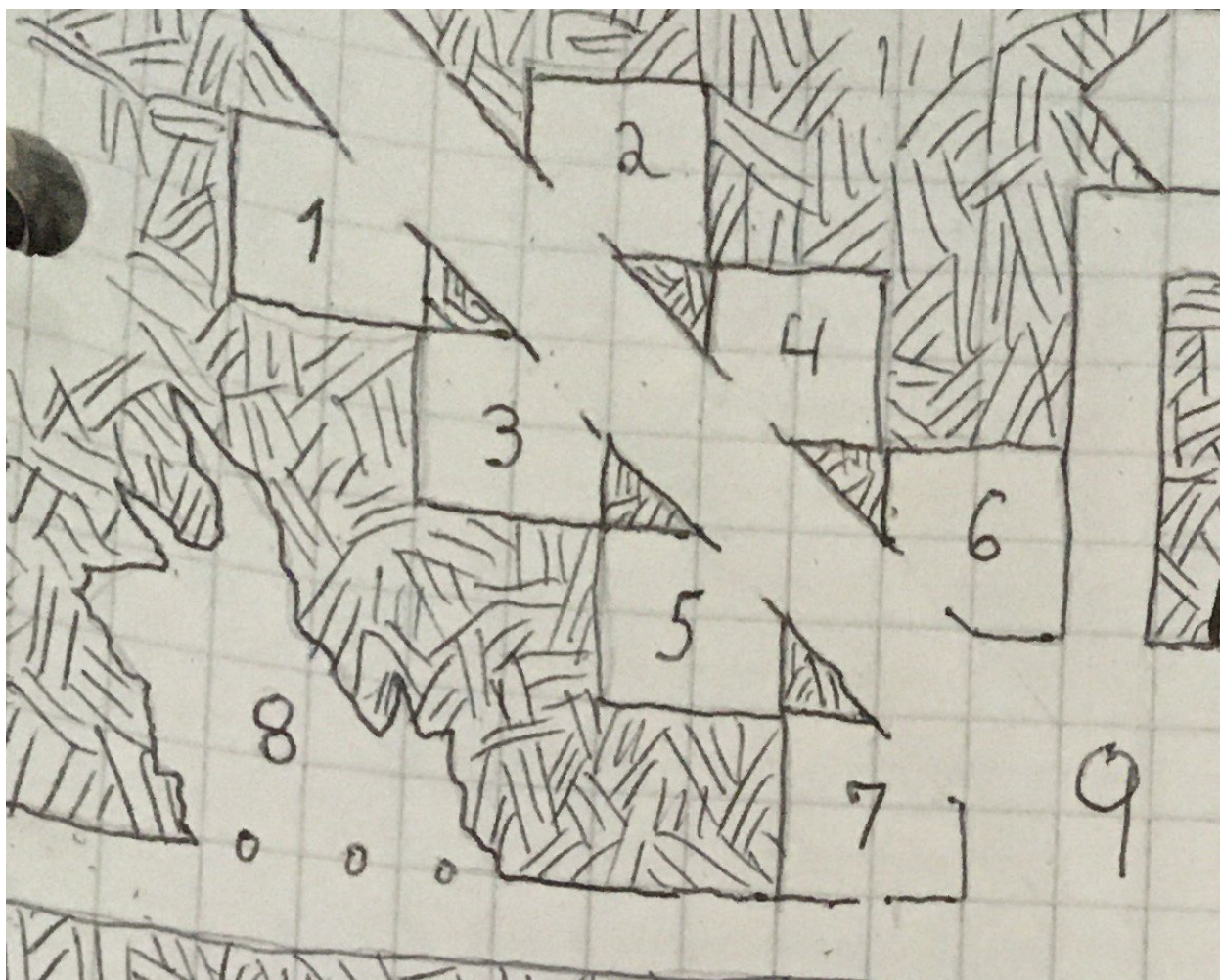
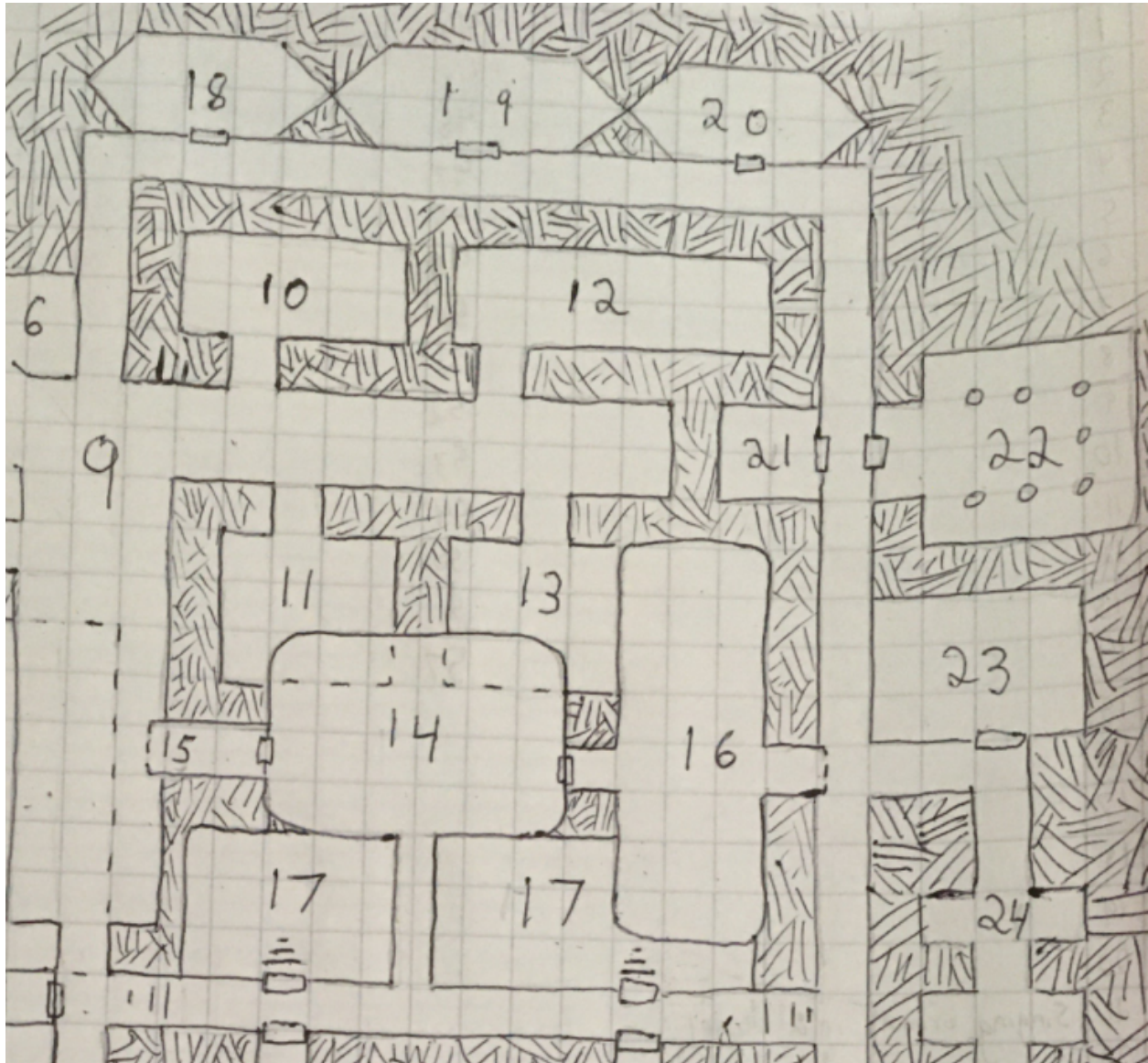






Western Stalls

1. Earseeker stall. Flamboyant goblin merchant in silks, 2d6 available for 5 gp each.
2. Cheap food stall. Bored goblin merchant. Behind the counter, lockbox with 34 gp.
3. Thief's estate sale. Scummy goblin merchant. Basic adventuring gear for sale.
4. Goblin Mason's stall, with woodcuttings of her portfolio. Competitive rates.
5. Barbecued dungeon creature stall. Boisterous goblin merchant.
6. Piercer stall. Odd goblin merchant. 1d10 available for 10 gp each.
7. Trapmaker's stall, with woodcuttings of his overcomplicated portfolio. Big ego.
8. Druggist's stall. Mystic goblin. Sells opium, cocaine, goblin fruit, absynthe, and a [random gigre](#).



Show Floor

9. Station concourse. 1d4 parading gelatinous cubes with 1d4+2 bugbear handlers. Each has a salt-coated staff that directs the cubes, as well as an inkskin to make the cubes more visible.

10. Table of items, all cursed. Includes the famous Helmet of Justice, that blinds the wearer.

d6/6 cursed items

1. Weapon | weakness
2. Armor piece | disfigurement
3. Bag | compulsion
4. Ring | transformation

5. Diadem | delusion
6. Potion | commandment
11. Posters bragging about the “Marvelous Mimic!” Further in, a coat rack-shaped mimic with a fez.
12. Auction room. A flamboyant pair of auctioneers— one a bugbear, one a goblin.

d4 Daily auction

1. Artifact
 2. Artisan services
 3. Monsters
 4. Maps and lore
13. Five enslaved doppelgangers in cages, matching the appearance of PCs.

Overwatch

14. Barracks, lit by red light from a glowing red orb in the ceiling. 1d4 Bugbears.
15. Overlook, peering down into 9. After hours, a magic mouth is slid into the overlook to warn of passers-by.
16. Hallway with 30 stone discs, each with a different magic mouth ready to bark another phrase. Tended by Anais (stats as rival adventurer wizard). Her lynx familiar, Tartarus, prowls, setting off mouths intermittently.
17. 1d4+3 goblins tending troughs of chemical and salt. This is where they make the salt-staves used to direct gelatinous cubes, as well as the ink used to mark them.

Back Rooms

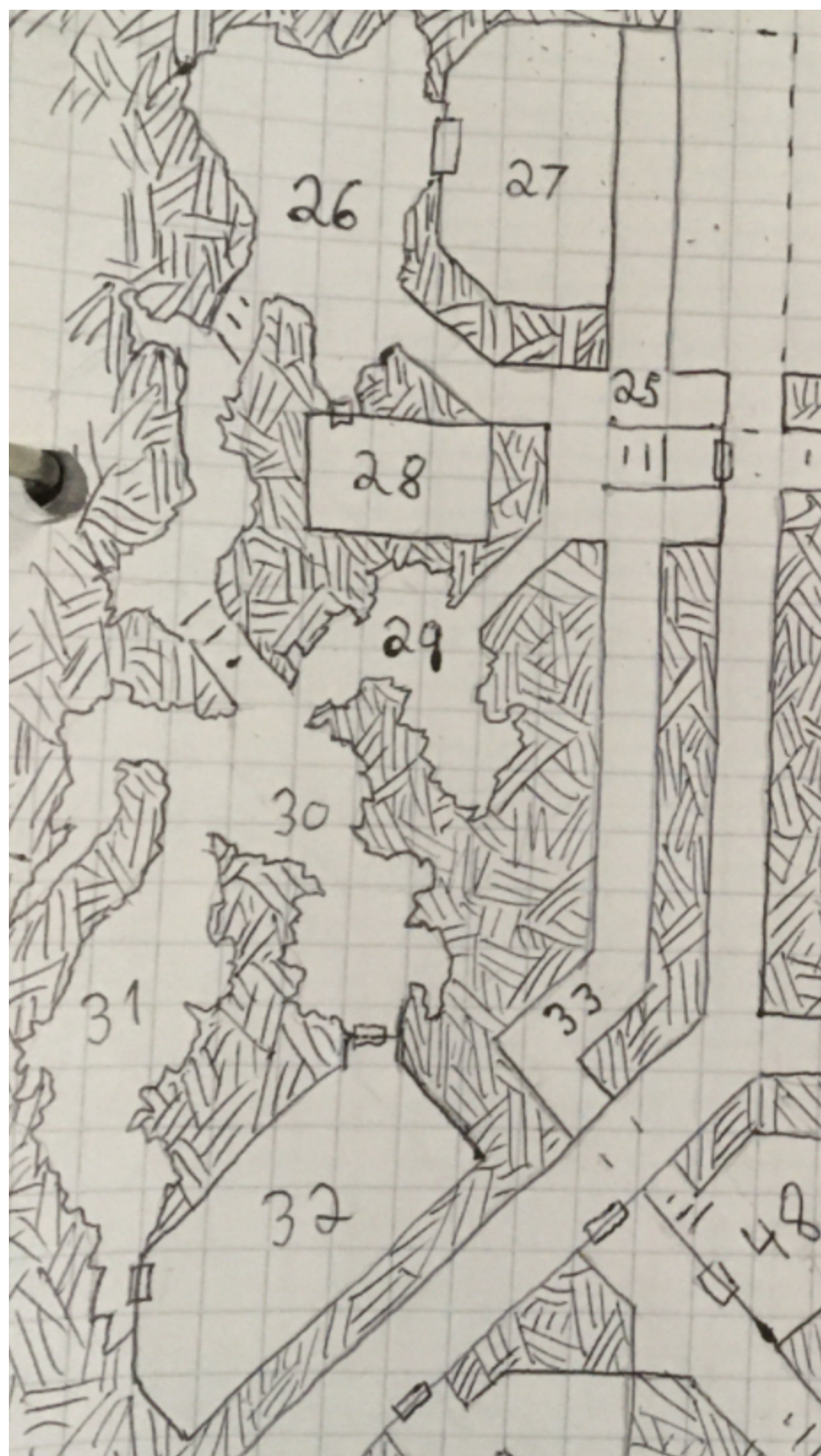
18. Earseeker. Crates containing bolts of fabric, a scroll of *remove curse*, 1d4 bear traps, and other mundane supplies.
19. Earseeker. Cage with imprisoned jester named Dotty. She was imprisoned for being too Extra.
20. Abode of Father Guiltus, who tends the shrine in room 22. He is a level 2 warrior with a skull helmet and a robe-of-chains. The room features a bed, wardrobe, and chest full of religious paraphernalia. The wardrobe also has a false back panel, hiding the relic bone of a priest of Iron, acting as a wand of *fester wound*.

21. Anyone passing by will hear several singing voices. Opening reveals a standard, totally quiet janitorial closet. The brooms, mops, and buckets have been enchanted to walk, clean, and sing.

22. Earseeker. Shrine to a cultic figure, the demilich Acererak. Touching the shrine will cause it to shoot a lightning bolt. Test DEX or take 2d6 damage.

23. The Cube-Keeper's Room. Lucy and her husband Goldie reside here (Stats as level 1 warriors). She is responsible for corralling the gelatinous cubes and captaining the animated items of room 21. This room contains a large bed, a hoard of coins worth 30 gp, a set of alabaster polyhedral dice worth 60 gp, and a bag with gold lace drawstrings that attempts to eat whatever is put in it.

24. Gelatinous Cube Storage. The Cube-Keeper calls up living ooze from the well and directs it to shape itself in one of the alcoves. The dungeon stores up to six cubes here.



Goblin Workshop

25. Workroom. Stone- and wood-working tools scattered around broken doorframes, pit spikes, and the like. A dog sleeping under stairs will hear anyone descending them. She is supposed to be a guard dog. (stats as goblin with no javelins, a 1d6 bite, and 11 Str). The hallway to the south is partially illuminated by a light coming 33.

26. Barricaded with sturdy wood at both passages, but someone of goblin-size can squeeze through without difficulty. The goblins use this room as a privy. There is a portable hole hanging on a hook that they throw down and excrete into, to avoid having to dig a ditch. In the center of the room is buried a purse of rubies worth 200 gp, placed there in the hopes of growing a ruby tree.

27. Rust monster den. A sparse, un-enriching environment has made the solitary rust monster eager to jump on any it sees.

28. Door locked, with an eyehole. This is the office of Thele, the goblin overseer (stats as a goblin with a random rival adventurer's abilities. Any metal items they have are made of bronze). The office contains a desk with a small throne and a geode paperweight, and a cabinet with a sack of rusty utensils.

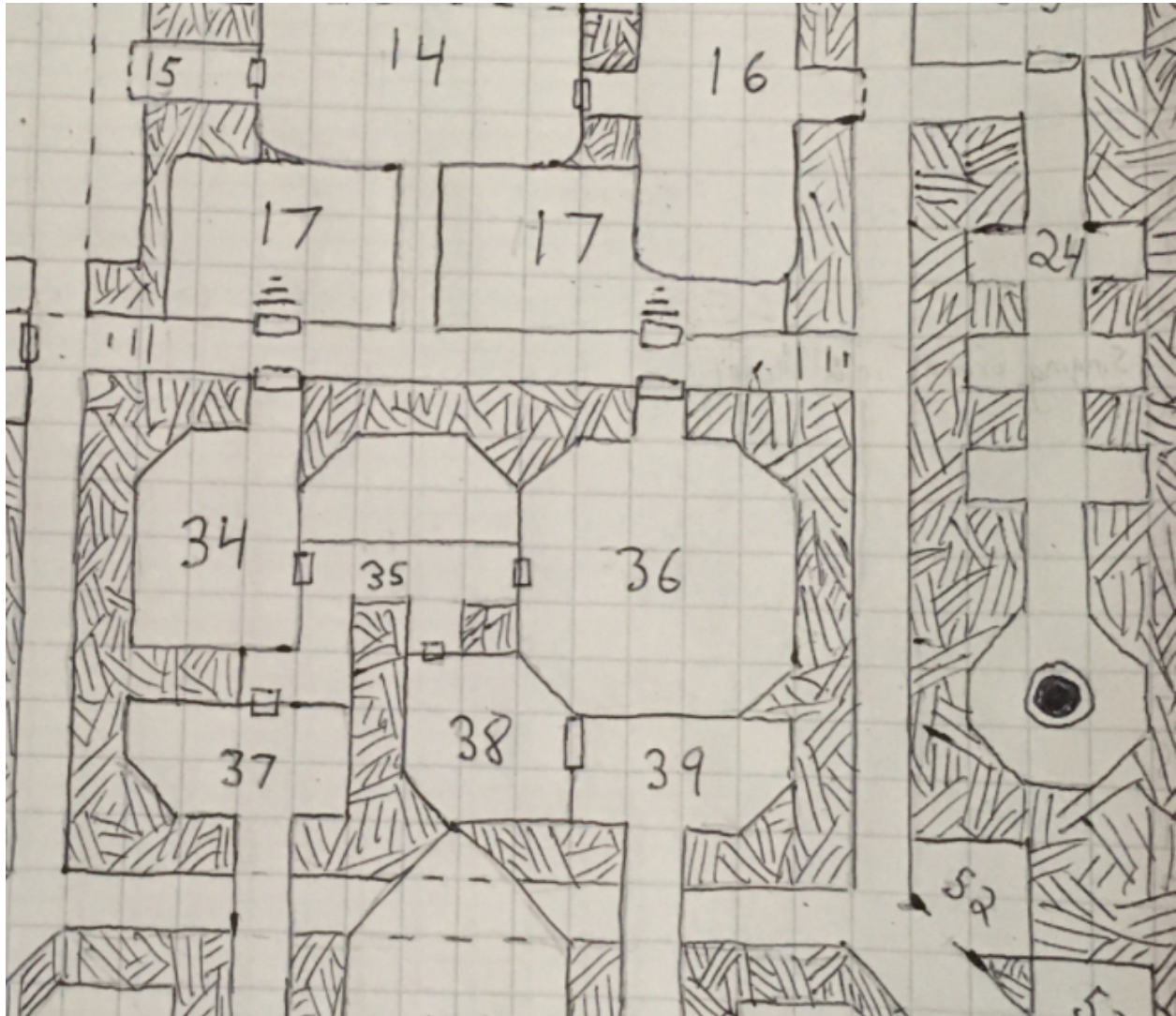
29. A piercer hides amid stalactites in this chamber.

30. Goblin "barracks." 2d10 goblins lay about in a pile, drunk on goblin sangria.

31. A shrine of assembled trash in the shape of a lumpy octopus, with basins of oily perfume set into it. Anyone wearing more than a normal amount of perfume will be unappetizing to the Dionaga in room 32.

32. Hidden beneath a pile of trash is the Dionaga, whom the goblins worship as a god and hope will one day overthrow the Dungeon Master. It is intelligent and capable of low-grade telepathy, but will attempt to eat anyone who enters the trash pit. The trash is actually deeper than it seems, as it is in a pit about 6 feet deep. Roll a couple random treasures to catch the players' eye on top of the pile.

33. A bulls-eye lantern stares north, down the corridor. Giya, a Bugbear bouncer is stationed here. It's her job to turn away goblins who would otherwise pester the Dungeon Master in his sanctum. She has developed a fondness for all pathetic things. (Stats as a normal bugbear, but she is also equipped with a bell, an unstrung bow, and 15 arrows)



Sanctum 1

34. On the door, a poster advertising the “Marvelous Mimic Game”, showing three treasure chests, one of which has a maw of terrible teeth. Inside the room itself is a gilded chest, a silvered chest, and a wooden chest. Randomly determine which is a mimic.

- If the gold chest is not a mimic, it contains 400 silver coins, an agate hobgoblet (15 gp), a bronze crowbar that turns into a loyal metal crow and back again when it hears the word “crow”, and a living goat.
- If the silver chest is not a mimic, it contains a ring that projects a shield of force, a grey eyepatch, a samite cape with electrum threading (20 gp), a shawl of hemp with electrum threading (5 gp), and a living goat.

- If the wooden chest is not a mimic, it contains a platinum comb (5 gp), a club with gold embellishments (8 gp), a prosthetic hand of copper and carnelian (6 gp), a ring of iron and amethyst (10 gp), [Calumna's Cup](#), and a living goat.

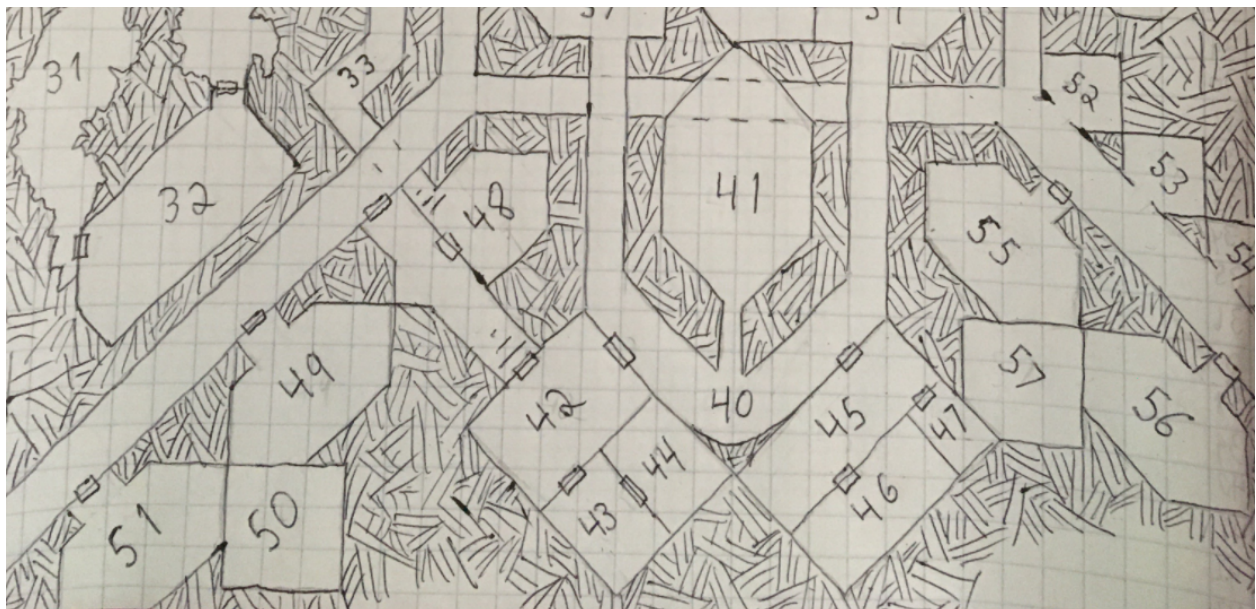
35. Along the northern wall of this hallway is an old poster for the Marvelous Mimic Game with one chest circled. The poster conceals a door into a secret breakroom, and has a spyhole in the 'o' in "marvelous." The breakroom has a 50% chance of containing 1d4 off-duty bugbears. It features two tables, some chairs, a pile of hay, and some rations and beer.

36. A black sphere sits in the center of the room. Anything that enters its void is annihilated. Over the door handle in the doorway to 35, there is a carved demon's face with a gaping mouth.

37. Animated stone statue of a figure in a rough cloak with a hunting sword, brandishing the [Brazen Eye](#). Attacks anyone not wearing a sash, except the Dungeon Master.

38. Rows of chests and cubbies, full of red sashes, mauls, helmets, boots, and javelins.

39. Animated stone statue of a figure in scale armor with a shield and [the staff of swords](#). Attacks anyone not wearing a sash, except the Dungeon Master.



Sanctum 2

40. This entrance to 41 is guarded by a pair of elite bugbear guards. (stats as a bugbear with medium armor and a random rival adventurer's abilities)

41. Dungeon master's lair. This is where the Dungeon Master most often resides, studying magical texts and creating more by swallowing dungeon jelly and allowing his subconscious to

compose new treatises. The books here are worth a fortune, and studying them for a month contributes 1d10*100 XP if you take your next level as some weird wizard, as a cultist, or as a gothic villain. As for the Dungeon Master himself, fall back on the largest personality you are fully comfortable playing. He has stats as a first-level thief, carries a key to room 43, and wears an iron ring of *mind blank*.

42. Earseeker in either door to this trophy room. Contains a taxidermied owlbear, a jar of staring eyeballs, a broken wand, a lich's phylactery, and a mimic disguised as a stone hobgoblet studded with gems in the middle of the room.

43. This door is locked and contains an earseeker. It leads to the Dungeon Master's bedroom.

44. Storage room. Contains various keepsakes as well as a heart the size of a human head and consistency of soft clay. Anyone with knowledge of religion or history will suspect this to be a nephil's heart, and that eating it will make someone into an immortal giant. This is mostly true.

45. Tavern— "the Torture Chamber". 1d4+2 off-duty bugbear patrons plus the bartender, Hardeye, who keeps a potion of *brain to bone* under the counter in case he needs to poison his way out of a problem.

46. Larder. Contains four barrels of beer, two of moonshine, and one of wine, a lockbox containing 40 gp, and two [lifechanging meals](#).

47. A still. Also contains Hardeye's accounting book and a recipe for [Hurward's Brew](#) used as a bookmark.

48. Larder. Contains baking supplies, honey, fat, salt, and pork. There is a grocery list pinned to an old cupboard. On the back is written a spell, *stone to snakes*.

Rented Rooms and Eastern Stalls

49. Guest room with a murdered and mutilated bugbear, several bites taken out of it. In a valise by the door is a small pouch with gems worth 60 gp. There is a rug along the southern wall that has been moved since the killing, evident because it was laid out over spilled blood. Those inspecting this wall will notice a seam forming a secret door to 50.

50. The lair of the Bugbear Ghoul! (Stats as a bugbear, with the paralytic touch of the gelatinous cube, plus all advantages/disadvantages of being undead). Its belongings are bloodsoaked except for a book of summer-themed poetry it has kept meticulously clean.

51. Four scumbag adventurers staying in a guest room. Between them, they have a *bag of holding*, a *mace of disruption*, a ten foot pole, and a goblin captive. They are exactly as cunning and as stupid as the PCs.

52. Moneychanger stall. Officious goblin merchant. Charges a 10% rate, or 5% on sums over 100 gp.

53. Mold stall. Enthusiastic goblin merchant. Molds of all colors. Ambulatory molds sold in jars for 10 gp that: (d4) 1. grow when exposed to heat, 2. multiply when cut, 3. give off noxious fumes, or 4. have a paralytic touch.

54. Gift shop. Bored goblin merchant. Tchotchkes sold for 1 gp or more each, based on the features of the dungeon that the players most enjoyed.

55. Guest room containing a mummy and necromancer. Ostensibly formal relationship threatened by increasing sexual tension.

56. Ashley's room. He serves as the mercenary innkeeper for rooms 49, 51, and 55. Room contains three chests— one of clothing, one empty but labelled 'MIMMIC" and one that shoots a dart when opened, containing 25 gp in coins and an ostentatious vest. Leaning against this chest is a dartboard. There is a lever in the western wall. Pulling it locks the room but opens a secret door into 57.

57. Stolen goods in a pile: an emerald (15 gp), a pile of letters, two treasure maps, a wooden prosthetic foot, a jar of rings (250 gp), a talking skeleton on a rack, a potion of *cure disease*, a dagger of purple metal, and several books: *the Gardens of Ynn*, *Visions of the King*, *Two Cheluzarens*, *The Book that Tells the Truth*, *Three Hearts Three Lions*, and a pile of penny dreadfuls.

Bestiary

- Animated Statue: 7 HP, STR 15, Do 2, Blo 6. **Immune** to anything that couldn't harm stone. Picks, sledgehammers, and magic weapons should work.
- Bugbear: 10 HP, STR 13, Do 0, Blo 2. Wears light armor, a red sash, and a maul. When walking through a doorway, can **emerge** from any other doorway in line of sight. Wants to maintain order and raise a little hell.
- Dionaga: 19 HP, STR 12, Do 0, Blo 0. Up to four tendril attacks for 1d4. Bite for 1d6. Hides in piles of trash. After combat in which it deals at least one damage to you, test CON or contract (1d4:) Pilper's Joints, Leucoroma, Nerve Emersonia, or Harpy Shit Disease.
- Earseeker: 1 HP. Set in wooden doors, then shoots out if someone puts part of their body to the door. Automatically does 1d6 damage, and they may save DEX to pull it off before it deposits eggs. The eggs hatch a day later, ruining the extremity.
- Gelatinous Cube: 10 HP, STR 15, Do -4, Blo 0. **Immune** to most physical damage. Moves **1/2 normal speed**, but anyone it touches gets 1d6-sixths of their body **paralyzed**, recovering 1 each round. Save CON each round to choose which part. **Transparent**: invisible in dim light. Wants to remove any physical obstacle, avoid getting bullied by bugbears.
- Goblin: 3 HP, STR 8, Do 2, Blo 0. Wears a red sash and carries 1d4-1 javelins (DEX 12) and can throw them effectively while running away. Wants to stay out of trouble and to nick anything eye-catching.
- Mimic: 19 HP, STR 14. Do -3, Blo 4. Slams for 3d4. **Mimics** the form of any stone or wood object. Any who touch the mimic are **glued** to it, requiring a STR test to remove.
- Piercer: HP 7, STR 16, Do -4, Blo 5. Drop for 2d6 damage. Perfectly resembles a stalactite with eyes. Crawls very slowly, so after dropping on a target will play dead.
- Rival Adventurer: 7 HP. STR 12, Do 2, Blo 2. Wears light armor, some kind of light weapon, and exactly one distinguishing gimmick.
 - 2 MD (3 of grease, burning hands, levitate, secretfire, runaway limb, and floating disc).
 - Sneak attack and a silent step
 - Medium armor, a medium weapon, a shield. Parry and +1 attack.
 - Signet ring, bureaucrat's robes. Shattering voice, indistinct.
- Rust Monster: 16 HP, STR 14, Do 2, Blo 4. Trample 1d4. Any ferrous metal touched instantly rusts.

Random Encounters (and hostile/neutral/friendly actions)

1. **1d4 patrolling bugbears**, possibly heading to or from the barracks (14). (arrest/direct elsewhere/take a survey and give directions)
2. **2d4 off-duty bugbears**, heading to or from “the Torture Chamber” (45) or the secret breakroom (35). Only half are armed. (shake down/The Nod/invite to party)
3. **2d6 goblins**, possibly heading to or from the Workshops (35-31). (throw javelins and run/ocular patdown/offer trade)
4. **Gelatinous cube**, keeping a general circuit. (shlorp up/stop/flee or parade)
5. **1d4 rival adventurers**, heading to the tavern (45), the gift shop (54), or the auction (12). -1 reaction. (murderhobos/Skyrim protags/storygamers)
6. **Strange patron**. +1 reaction. See Strange patron table.

Random Loot

1. 1d10 gp in varied denominations, shapes, faces
2. A random gem worth 20 gp.
3. Scroll of *magic mouth/walk through walls/ invisibility*
4. Vial of acid/poison/healing potion
5. 1d4 torches
6. A bat

Random Strange patron

1. Malthuzlathrax the Confuser, a wizard in red robes. Talks in the third person and desires to trade magic in exchange for missions to obtain a specific trinket, “of no real value to *your* quest.”
2. Sir Grime, accompanied by a squire. A corrupt knight who plans to kidnap someone once he builds the appropriate prison for them.
3. Baron Alexie Von Werstraum, accompanied by 1d6 igors. An obvious vampire pretending not to be a vampire.
4. Baron deLamia, accompanied by 1d4 cruel mercenaries. A provincial noble who wants to expand his castle’s basement and raise rebellion against his liege. Obsessed with the triumph of “cold iron” over honor.
5. Rystrebia the Fulminant, a wizard in purple robes. Polite but keeps reminding you that she could turn you into a pile of ash.

6. King Rubbish, accompanied by 2d4 goblins. A foreign goblin king trying to contract some of the Dungeon Master's goblins.
7. The Prevalent Ones, 1d4+1 staring creatures with eyes for heads. Visiting this dimension for a lark.
8. The Weeping Countess, accompanied by 1d6 soiled servants. A wan and gothic villainess.
9. Torhild Blodsdottir, accompanied by 1d6 skalds fond of insulting rhymes, as well as 1d4 crows. They are trying to convince her to beef up security of her hold with services offered at the Dungeon Station.
10. The Great Androstrata, a wizard in blue robes, accompanied by 1d6 sanchos. Eyes constantly twinkle knowingly. Convinced that she has a great destiny, in which you play a vital role.
11. Ss'klith'a, accompanied by 1d20 small dinos. A cleric of an ancient reptilian god, alternating between amusement and annoyance with mammalian customs.
12. Mogdred, a cackling black-clad sorcerer.
13. Mensa, a brain in a wheeled basin pushed around by a carnivorous ape. Speaks in a robot voice through the primate.
14. Anna Bloodseeker, a country girl trying to make her way (and dungeon) in the world through intense witchcraft.
15. Xa'lax the Incontrovertable, a wizard in yellow robes. Hates to be looked at directly. Otherwise personable.
16. The Multitude, a group of indistinct robed figures with equally indistinct goals.
17. Tony White-eyes, accompanied by 1d6 thieves. A rural mafioso, fed up with all this fairyland bullcrapp.
18. The Lizard, ridiculously rich wrestler with more money and muscles than sense.
19. Augustus Rodli, accompanied by 1d4 nephews. An aristocratic gentleman who's ready to get into the dungeon business.
20. Sevlathayne They-Call-Me-Mad, accompanied by 1d6 kobolds. A wizard in rainbow robes who takes himself very seriously. Speaks in an accusatory tone.