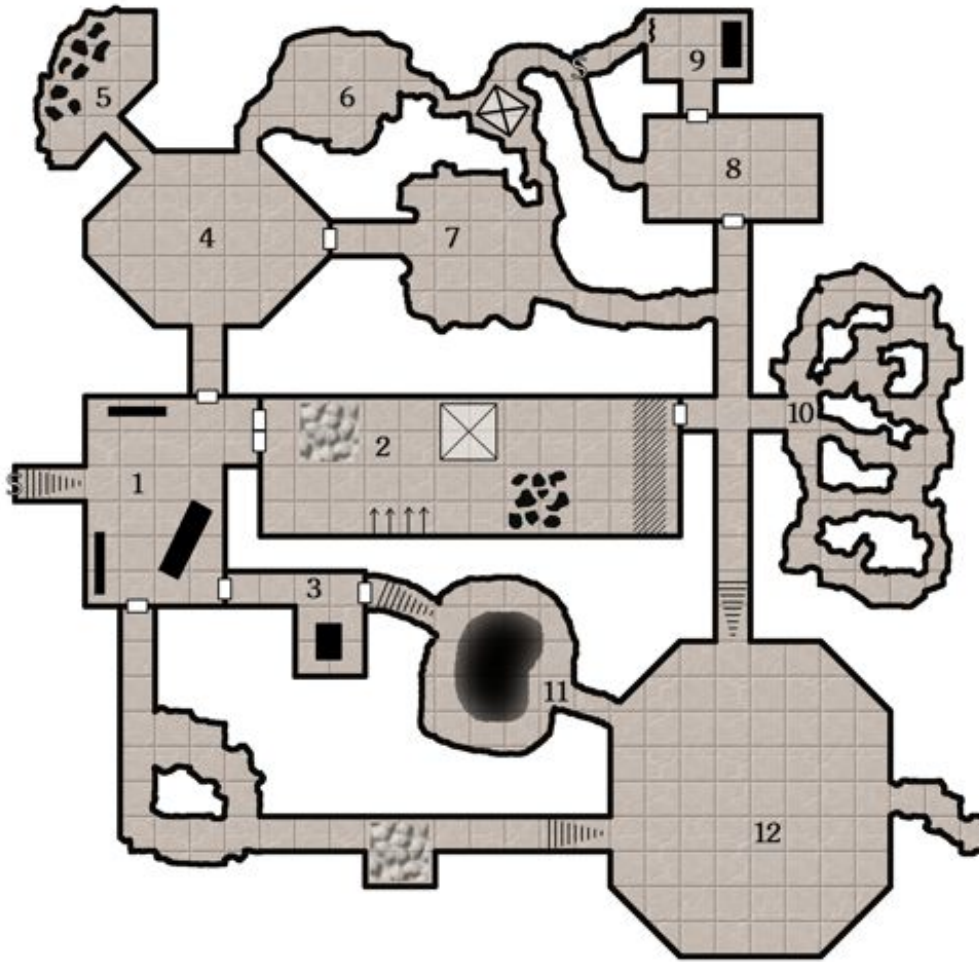


LEVEL 7A (INTERLUDE) – TRAPS-R-US

1 Square = 5 feet



Background

Where do all those traps come from? How does your megadungeon get restocked with bats and skeletons? That's right, level 7A, located halfway between levels 7 and 8, just beyond the secret door!

The PC's can treat this as a standard hack-n-slash, or they can haggle with the kobolds for the latest tricks and traps, and maybe even pick up a pet giant spider or two.

The kobold entrepreneurs will follow the party incessantly, fawning, and asking if there is anything they are looking for in particular. All inhabitants are peaceful unless provoked.

Lighting: Torches everywhere except 5 and 10.

Random Encounters (1d20 every 10 minutes)

- 1-10: No encounter
- 11-12: Magic mouth, shouts random questions
- 13-17: 1d4 kobolds with giant spider
- 18-19: 2d6 tame giant rats
- 20: The giant worm from area 10

Traps (1d6)

- 1. Gas, blindness and weakness
- 2. 1d6 flaming arrows
- 3. 10' pit with spikes
- 4. Collapsing wall
- 5. Teleport to Reception Area, all clothes that the PCs are wearing are randomly interchanged
- 6. Broken trap, roll again for type

1. **Reception Area:** Two stone benches, large stone sarcophagus desk, 1d4+2 kobolds, giant spider on leash. Top of desk has assorted potions, vials of poison gas, all neatly labelled with prices. A hidden compartment within the desk contains 50 silver, 20 gold, and assorted gems.
2. **Trap Showroom:** From left-to-right, there is a blindness and weakness gas trap, a flaming arrows trap, a 10' pit with spikes, a collapsing wall trap, and a teleport trap (see Trap Table for details). All traps can be disabled via levers under the desk in area 1. Giant rats are used for demonstrations. The pit trap has a desiccated halfling thief, wearing a magic dagger with a jeweled pommel. Each trap is hand-built to custom order, with free delivery to all dungeon levels.
3. **Break Room:** 2d6 kobolds + 1 leader-type kobold, sitting at a scarred wooden table, minor treasure.
4. **Spider Farm:** Lease or buy spiders, 6 kobolds running 3 giant spiders through their paces. Two sickly giant spiders in cages, one has 4 glass eyes (really diamonds). A dense web near the ceiling has a dead kobold in it - "Poor Scabby never was a fast runner."
5. **Trash Dump:** (Pitch black) Huge mound of broken traps and shattered stalactites. A large gray ooze lives in the center. Every 5 minutes of exploring, roll on the trap table.
6. **Empty Room**
7. **Dungeon Accessories:** Hollow stalagmites, 12 large pots of dungeon dust, 2 sets of giant wooden feet, for use with the dust. Bats flutter about.
8. **Undead Dealer:** Sign on entrance - "Sale on skeletons! 10 silver each! Money back guarantee!". Inside: 12 corpses in various states of decay, 2d4 animated skeletons, mildly evil cleric named Raleth. Raleth has a magic rod and an obsidian unholy symbol.
9. **Raleth's Room:** A curtain conceals a secret passage. If Raleth is attacked, he will run around, re-enter area 8, and attempt to reanimate his skeletons.
10. **Lair of the Giant Worm:** (Pitch black) This huge worm can easily swallow an unlucky adventurer. Stomach acid causes ongoing damage. If found wandering, adventurers can use torches to herd the beast back into area 10.
11. **Pool of Reflection:** Kobolds shun this area ("bad bad monster") except when they need water. At the bottom of the pool is a very lifelike statue of a medusa.
12. **Dragon in a Bottle:** In the center of this tall cavern lies a huge old red dragon, Drangorg by name. Actually a young red dragon in disguise. A shelf on the back wall (15' above floor) holds 20 potions of growth, hidden behind these are 500 copper, 750 silver, and 200 gold, all very neatly stacked. This is Drangorg's share from the Rent-a-Dragon service.

The Power Behind the Throne

The stone sarcophagus desk contains a very cranky lich named Karerak. He is the original owner of this dungeon level, and was trapped within the sarcophagus by the kobolds. If all 5 levers within the desk are pulled simultaneously, then the lid will arise and Karerak will awaken. Inside are gems and jewelry worth 500 gold. In his hands, the lich holds a highly-reflective silver-plated shield with the hideous image of a medusa burned within it.