

THE TRAP ROOM



Once you enter what appears to be just a fancy hall with a table near the middle, the doors slam shut and you realize you are trapped. The magic used here is so powerful that the doors cannot be opened by any means magical or mundane. Teleport and similar magics will not let you pass the doors, floor, ceiling or walls nor is there a crack that will allow passage of even a gas. The only way out is to turn the 4 brass handles on the table so that they are all pointing to the center then pulling the black switch, BUT, any wrong settings will open one or more doors releasing the hidden monsters.

The central room has an ornate floor tile and solid stone walls. The central table is made of green marble. The light comes from 3 continual light gems in the ceiling above the green table. Tampering with them in any way will cause them to go dark permanently.

Monster Rooms, clockwise from bottom left:

Ghouls (7)

Beholder (undead is always a good choice)

Demon (your pick)

Giant Slug

Undead (8) (again, your choice which type)

Giant Centepedes (16)

This mini dungeon can be popped into your game at any time, especially when you want to make life miserable for your adventurers.

by **Dan Roy,** (a.k.a. **Bogie**) using DundJinni software.

A higher res copy of the map is available at:

http://www.dundjinni.com/forums/forum_posts.asp?TID=11300&PN=1