TRAPS TOOLKIT

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Traps. Traps should be fun, right? Hell yeah they should! And this toolkit makes them so. Need a drop-in hazard for a door or chest? Maybe a complex set piece for an entire room? You've come to the right place my friend! There's more traps here than you can poke a hireling at.

This tribulant tome contains everything you need to improvise deathtraps of the most devious kind, including random tables for threat levels, triggers, countermeasures, and twenty different attack modes. And that's just the simple traps.

For complex traps, choose from eleven altogether despicable maiming machines, including the *Snare & Roast*, *Drowning Chute*, *Harpoon Crusher* and *Transmutation Bridge.* Eight mechanical and three magical traps, each one painstakingly crafted with (i) initial setup, (ii) trap details, (iii) counter measures, and (iv) variant options.

But the best is yet to come. Embiggen your GM arsenal with the *Three Second Trigger Rule, Where & How Riposte,* and *Search Complications*, reaffirming the importance of trap related player decisions, and their consequences.

The toolkit is written for the *Low Fantasy Gaming* RPG and *Midlands Low Magic Sandbox Setting,* but is easily adapted to any d20 based RPG. 5e conversion notes are included on p.23.

Mechanical vs Magical

What follows assumes a low magic world, with tables and rules skewed towards mechanical triggers and effects. Magical traps are also included however (including three complex magical traps).

Simple vs Complex

For the purposes of this toolkit, traps come in two varieties: simple and complex. Simple traps are easily ad-libbed and quickly resolved; they are straightforward hazards such as tripwires that fire darts, or a false door that opens a pit. Simple traps can appear in any place that makes sense, and their purpose is to deter or prevent passage or access.

Complex traps on the other hand are fully fledged encounters in their own right. They require significant GM planning ahead of time in order to fit their location and allow for meaningful interaction. Complex traps are multi part affairs, often with telegraphed warnings or clues, and serious consequences for PCs that fail to find a way to overcome them.
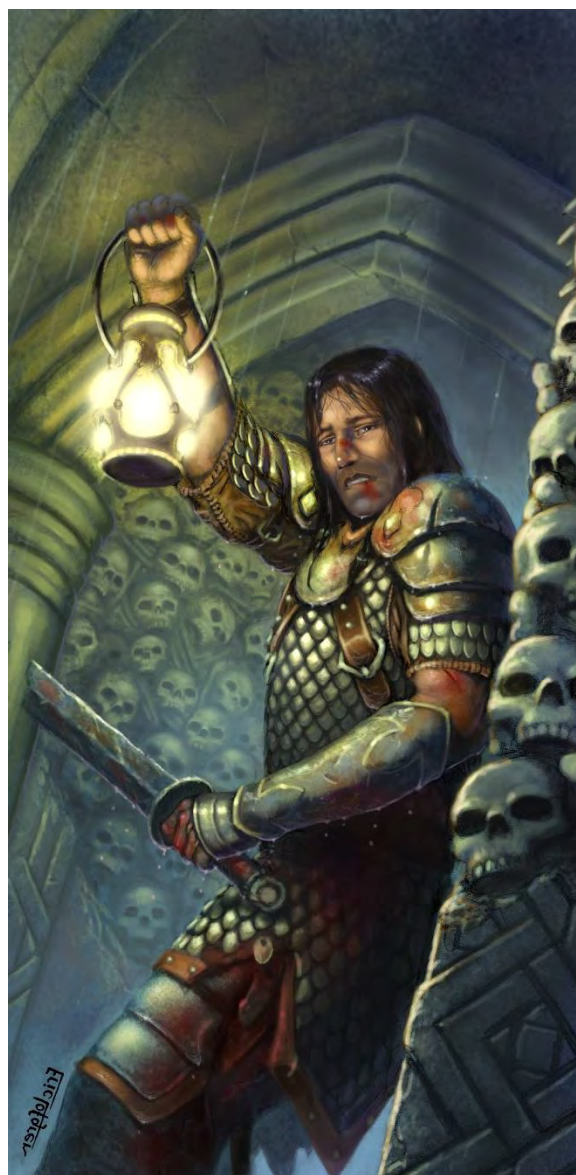
Rarity

Generally speaking, it is recommended that traps be used sparingly, and only in places and ways that are rational. For example, many traps will need methods to bypass them by friendly forces, and/or require ongoing maintenance by residents.

The reasons for trap rarity are two fold:

i. Rare traps offer more novelty and player surprise, and

ii. When traps are common, the game tends to suffer from repetitive searching routines and/or prohibitive caution (eg the PCs avoid touching anything non-essential for fear of springing a trap).

Where & How Riposte

Spotting hazards before they go off, and figuring out how to neutralise them, is an important part of the trap experience. GMs are encouraged to ask questions of the players about *where* and *how* they are searching (or disarming), before:

i. deciding whether a check is required, and/or

ii. whether any modifiers ought to apply (similar to the approach often adopted for social skills).

If traps are allowed to devolve into a series of dice rolls without any real player input, they quickly become forgettable resource sinks instead of the interesting novelties we know they can be.

Search Complications

Performing searches and disarms generally takes 10 to 15 minutes per average wall, section of floor, doorway, chest, etc. Each time the party spends a search period investigating, the GM adds 1 to the *Search Tally*.

At any time, the GM may check for a *Search Complication* by rolling 1d20. If the result is equal to or lower than the tally, a complication occurs

(either immediately or shortly thereafter - perhaps in the next corridor or nearby room). The GM rolls 2d6 to determine the development or chooses or improvises an appropriate result.

If nothing occurs, the tally continues to rise with each subsequent search period until a complication triggers. Modifiers apply at the GM's discretion (eg being very loud might increase the tally by 3 instead of 1, or impose disadvantage). Once triggered, the Search Tally resets to zero.

The purpose of Search Complications is to make searching/disarming a meaningful choice in the absence of independent time pressures. The rule is intended to work in conjunction with standard *Random Encounter* checks.

SEARCH COMPLICATIONS	
2	Helpful clue or Gear
3	GM or player introduces a piece of world building lore via discovered artefact, markings, fresco, etc.
4	Resource expended (torch exhausted, lantern runs out of oil, etc).
5-9	Random encounter
10	Warning sign of nearby danger (signs of passage, sound, scent, remains of recent victim, etc).
11	Terrain change (visibility, temperature, elevation, odour, footing, etc).
12	Unexpected ally (prisoner, enemy turncoat, third party with similar objective, fellow adventurer, etc).

Three Second Trigger Rule

When a PC triggers a trap, instead of moving straight to the *Luck* save, attack roll, or other effect: (i) tell the player the nature of the trigger (eg: a tripwire tugs at your boot), and (ii) boldly demand *"What do you do?"*

Do not be drawn into providing any extra information about the trap at this stage. The player has to the count of three to respond (perhaps

indicating the countdown on your fingers). If the proffered action makes it *easier* to avoid the trap, the PC gains a bonus on their *Luck* save or attribute check (perhaps +2 or advantage). If the described action is *neutral* or makes the trap *harder* to avoid, the save or check is rolled as normal.

The intention of this rule is to throw a snap decision to the player, building the suspense, with the potential to skew the odds in their favour. Whether there are ultimately squees of delight, or curses and fist pounding, everyone at the table gets to linger on the precipice a little longer.

SIMPLE TRAPS

A series of tables appear below to improvise simple traps on the fly. Roll once for each of the following:

(i)   Threat level,
(ii) Triggers & Countermeasures, and
(iii) Attack mode.

Threat Level

Roll 2d6 to determine the trap's threat level, or choose as appropriate for the adventure/scenario at hand.

THREAT LEVEL	
2-7	Minor threat
8-10	Moderate threat
11-12	Major threat

Triggers & Countermeasures

For portable containers, traps are activated by opening, moving or otherwise interacting with the vessel.

For larger objects or spaces (doors, rooms, hallways, etc) roll 2d6. If a particular trigger doesn't make sense for the situation, roll again or use an adjacent trigger (even chance). Some possible trigger countermeasures are also provided.

2d6	TRIGGER	DISARM
2	Water level change	Disconnect or manipulate the float
3-4	Tripwire	Cut/dummy line
5-7	Pressure plate	Jam, disassemble, weighted bag
8-9	Object is opened, moved or interacted with (door, drawer, handle, curtain, etc)	Varies depending on precise circumstances
10-11	Timer	Jam/disable clockwork or other components. Reset or extend timer.
12	Magic sensor	*Dispel Magic* or similar. Deface magic runes, break enchanted circle.

Attack Mode

The following table indicates the mode of attack the trap uses to injure, incapacitate or hinder the intruder, as well as possible countermeasures to neutralize or disarm it. Roll 1d8 for portable containers (chests, boxes, jars, etc), or 1d20 for larger objects or spaces (doors, rooms, halls, etc). If an attack mode does not fit the situation at hand, reroll (or use one of the adjacent entries, even chance).

ATTACK MODE			
1	Magic	11	Deadfall
2	Needle	12	Drowning
3	Gas	13	Rolling Boulder
4	Arrows or Darts	14	Relocation
5	Scything Blades	15	Crushing Walls or Ceiling
6	Fire or Explosion	16	Spears or Spikes
7	Acid	17	Alarm
8	Self Destruct	18	Monster
9	Snare	19	Pit
10	Lockdown	20	GM special or Double Trap

ACID

THREAT	EFFECT
Minor	*Luck* (Dex) save or 1d8+3 damage.
Moderate	10 ft area. 4d6 damage and non-magical armour damaged (half bonus) until repaired. *Luck* (Dex) save for half and negate item damage.
Major	20 ft area. 7d6 damage, and non-magical armour destroyed (50%) or permanently lose 1d2 Cha (50%) due to scarring. *Luck* (Dex) save for half and negate loss of item or Cha.
Counter measure	Plug nozzle(s), concave bowl or shield to redirect the spray.

ALARM

THREAT	EFFECT
Minor	Perc (Det) check to notice trigger. If activated, the alarm sounds in this room: 50% chance a sentry or random monster investigates the noise.
Moderate	*Luck* (Perc) check to notice trigger. If activated, the alarm sounds in this or a nearby room: a sentry or random monster investigates.
Major	*Luck* (Perc) check at disad to notice trigger. If activated, the alarm sounds in multiple rooms. Various sentries are alerted or a random monster investigates (roll twice and use the most dangerous result).
Counter measure	Destroy or mute any obvious sound device(s). *Silence 15' Radius.*

ARROWS or DARTS

THREAT	EFFECT
Minor	Single target, +4 to hit, 1d4+1.
Moderate	1d4 targets, +8 to hit, 2d8+2.
Major	30 ft area, +12 to hit, 4d8+4 and Nat 17+ *Causes Injuries.*
Counter measure	Plug firing port. Shield or other improvised blocking object.

CRUSHING WALLS or CEILING

THREAT	EFFECT
Minor	Room seals and walls/ceiling crush occupants to death in 4d6 rounds. *Luck* (Dex) save at +3 bonus to wedge a door open or dive outside.
Moderate	Chamber seals and walls/ceiling crush occupants to death in 3d6 rounds. *Luck* (Dex) save to wedge a door open or dive outside.
Major	Chamber seals and walls/ceiling crush occupants to death in 2d6 rounds. *Luck* (Dex) save at -3 penalty to wedge a door open or dive outside.
Counter measure	Make your own exit through a wall, floor or ceiling. Weapons as wedges.

DEADFALL

THREAT	EFFECT
Minor	Stone bricks drop from above. Dex (Acro) check or 1d20 damage.
Moderate	A single 1 ft block drops from above. *Luck* (Dex) save or 3d20 damage.
Major	A very heavy 4 ft block drops from above. *Luck* (Dex) save or zero hp.
Counter measure	Seal the drop hatch with spikes.

DROWNING

THREAT	EFFECT
Minor	Chamber seals, and fills with water in 2d6 minutes. *Luck* (Dex) save to wedge something in an opening before room seals. Empties in 1d6 x 10 minutes.
Moderate	Chamber seals, and fills with water (75%) or some other liquid (25%) in 4d6 rounds. *Luck* (Dex) save to wedge something in an opening before room seals. Empties in 1d4 hours.
Major	Chamber seals, and fills with water (50%), some other liquid (25%), or sand (25%) in 2d6 rounds. *Luck* (Dex) save to wedge something in an opening before room seals. Empties in 2d6 hours.

Counter measure	Make holes in the walls and floor to allow liquid to escape. Make breathing holes in walls or ceiling, use breathing tubes. *Breathing Mask* or *Water Breathing.*

FIRE or EXPLOSION

THREAT	EFFECT
Minor	*Luck* (Dex) save or 2d6 damage.
Moderate	10 ft area. 5d6 damage *Luck* (Dex) save for half. Flammable objects may catch fire (50%).
Major	30 ft area. 10d6 damage and roll 1d8 on the *Injuries & Setbacks* table. *Luck* (Dex) save for half and negate injury. Flammable objects catch fire.
Counter measure	Plug nozzle(s), neutralize explosive chemicals, shielding object.

GAS

THREAT	EFFECT
Minor	5 ft cloud of gas, Minor *Poison.*
Moderate	15 ft cloud of gas. Minor (50%) or Moderate (50%) *Poison.*
Major	30 ft cloud of gas. Moderate (50%) or Major (50%) *Poison.*
Counter measure	Plug outlet. Anti-toxin. *Breathing Mask.* Wet face mask (save bonus).

LOCKDOWN

THREAT	EFFECT
Minor	Chamber locks entry ways. *Luck* (Dex) save to wedge something in an opening before doors lock.
Moderate	Chamber seals with portcullises. *Luck* (Dex) save to wedge something in an opening before they seal. 1d3 x Str (Ath) great successes (LFG p.42) required to lift a portcullis.
Major	Chamber seals with stone blocks. *Luck* (Dex) save to wedge something in an opening before blocks drop. Blocks may be breached with the right tools (requires 1d2 hours).
Counter	Lockpicks. *Corroding Spray.*

measure	Pickaxe. *Stone Shape.*

MAGIC

Various magical spells and effects are outlined below (spells allow their usual save). Like all the toolkit's tables, the entries are merely suggestions; GMs are encouraged to add, modify and substitute effects to best suit their game.

For *Minor* magical threats, roll 1d8, for *Moderate* 1d12, and for *Major* 1d12+8.

Roll	EFFECT
1	*Thunderwave*
2	*Hideous Laughter* and roll on the *Dark & Dangerous Magic* Table (LFG p.58 or Midlands p.30).
3	*Heat Metal*
4	*Magic Missile* (Minor 3rd Lvl, Mod 7th Lvl).
5	*Magic Mouth* (threats or warnings) and roll on the *Dark & Dangerous Magic* Table.
6	Hostile guardians manifest: *Monster Summoning II* .
7	*Blindness*
8	*Frighten* and roll on the *Dark & Dangerous Magic* Table.
9	*Lightning Bolt* (1d4+4 level).
10	Hostile guardians manifest: *Monster Summoning IV.*
11	*Fear* and roll on the *Dark & Dangerous Magic* Table.
12	*Fireball* (1d4+4 level).
13	*Cloudkill*
14	*Cone of Cold* (1d4+8 level).
15	*Feeblemind*
16	*Flesh to Stone*
17	A hostile sentinel manifests: *Conjure Elemental.*
18	*Disintegrate*
19	*Chain Lightning*
20	*Finger of Death* and roll on the *Dark & Dangerous Magic* Table .

MONSTER

THREAT	EFFECT
Minor	A secret door or ceiling hatch releases (roll 1d4): (i) A *Gargoyle*, (ii) 1d4 *Skeletons* (iii) 1d4 *Green Slime*, (iv) 1d4 *Yellow Mould*.
Moderate	A secret door or ceiling hatch releases (roll 1d4): (i) A *Gelatinous Cube*, (ii) A *Grey Ooze* (iii) A *Flesh Golem*, (iv) An *Invisible Stalker*.
Major	A secret door or ceiling hatch releases (roll 1d4): (i) An *Iron Golem*, (ii) A *Stone Golem*, (iii) A *Black Pudding*, (iv) 1d3 *Ochre Jellies*.

NEEDLE

THREAT	EFFECT
Minor	*Luck* (Con) save or 1d8 poison dmg.
Moderate	*Luck* (Con) save or 2d6 damage plus roll 1d10+2 on the *Poison* table.
Major	*Luck* (Con) save or dead. If save, 1d12+8 *Poison* table effect instead (reroll death poison).
Counter measure	Heavy gauntlets (Adv on save). Crowbar. Anti-toxin.

PIT

THREAT	EFFECT
Minor	5 ft diameter pit, 1d2 x 10 ft deep. *Luck* (Dex) save negates.
Moderate	10 ft diameter pit, 1d3 x 10 ft deep, with *Spikes* (50%, extra 2d6 and roll on the *Injuries & Setbacks* table LFG p.54), *Acid* (25%, 1d6/round), or *Quicksand* (25%, Str check or begin drowning in 1d2 rounds). 33% chance the pit trap locks itself shut after a PC falls in. *Luck* (Dex) save negates.
Major	1d4 pits, 10 ft diameter, 1d4 x 10 ft deep. With *Poison Spikes* (50%, extra 2d6 + *Poison*), 6 ft deep *Acid* (25%, 2d6/round, swimming), or 10 ft underwater cage (25%, drowning). 33% chance the trapdoor locks itself shut after a PC falls through.

	Luck (Dex) save negates.
Counter Measure	Climb down one side then back up the opposite wall. 10 ft pole. Seal the drop hatch with spikes.

POISON

Various poisons are outlined below. For *Minor* effects, roll 1d8, for *Moderate* 1d10+2, and for *Major* 1d12+8. Most poisons take effect immediately, but some have an onset time (2d6 rounds, minutes or hours). Poisons generally allow a *Luck* (Con) save for half damage or to negate. At the GM's option, an apothecary with the right healing herbs might be able to concoct an antidote.

Roll	EFFECT
1	1d8 damage.
2	3d6 damage.
3	1d2 Str, Dex or Con loss (even chance).
4	1d2 Int, Will, Perc or Cha loss (even chance)
5	Deaf for 1d4 days.
6	Moderate Madness (LFG p.91).
7	Blind for 1d6 hours.
8	*Confusion* for 4d6 minutes.
9	Serious Madness (LFG p.91).
10	Choking (as suffocating, LFG p.159) for 3d6 rounds.
11	6d8 damage.
12	8d10 damage.
13	1d4 Str, Dex or Con loss (even chance).
14	1d4 Int, Will, Perc or Cha loss (even chance)
15	Pervasive Madness (LFG p.91).
16	Unconscious for 1d4 minutes, plus loss of memory of the prior 1d6 x 10 minutes.
17	Random limb paralyzed for 1d6 days.
18	Random organ or limb suffers necrosis and dies within 1d6 hours (requires amputation). Roll 1d6: (i) below elbow, (ii) hand, (iii) below knee, (iv) foot, (v) ear, (vi) eye.
19	GM Special (or reroll).
20	Agonizing death.

RELOCATION

THREAT	EFFECT
Minor	A wall turns on its axis, pushing the nearest PC into an adjacent room (50%) or into a Spike trap (50%). Dex (Acro) check resists.
Moderate	A floor chute shunts a random PC into a distant room (75%), or Pit trap (25%). *Luck* (Dex) save resists.
Major	Entire floor gives way, funneling all PCs into a distant room (50%), Pit trap (25%) or Crushing Walls trap (25%). *Luck* (Dex) save resists.
Counter measure	Roping together. 10 ft pole. Seal the drop hatch with spikes.

ROLLING BOULDER

THREAT	EFFECT
Minor	A series of small rolling boulders must be jumped (Dex check). Failure causes 1d4 damage and a *Luck* (Con) check to avoid a leg injury (entry 3 *Injuries & Setbacks* table LFG p.54).
Moderate	A series of man sized rolling boulders must be dodged (*Luck* (Dex) save). Failure causes 2d20+5 damage and a roll on the *Injuries & Setbacks* table (LFG p.54).
Major	A single hallway sized rolling boulder must be outrun (*Luck* (Dex) save). Failure reduces the PC to zero hp.
Counter measure	Acrobatics. 10 ft pole. Seal the drop hatch with spikes.

SCYTHING BLADES

THREAT	EFFECT
Minor	Dex (Acro) check or 1d8+1 damage.
Moderate	30 ft line (floor, ceiling, wall). 4d8 and roll on the *Injuries & Setbacks* table (LFG p.54). *Luck* (Dex) save negates.
Major	30 ft floor or ceiling. 8d8 damage and roll 1d6 on the *Injuries & Setbacks* table. *Luck* (Dex) save negates.
Counter measure	Jam blade slot(s) with spikes. Shield or other blocking object.

SELF DESTRUCT

THREAT	EFFECT
Minor	*Luck* (Dex) save to salvage the container's contents before they are destroyed by acid or alchemical fire.
Moderate	*Luck* (Dex) save at disad to salvage the container's contents before they are destroyed by acid or alchemical fire.
Major	If not disarmed, the contents of the container are destroyed by acid or alchemical fire. PCs within 5 ft suffer 6d6 damage and roll 1d6 on the *Injuries & Setbacks* table (*Luck* (Con) save for half and negate injury).

Counter measure	Open container under water. Make a hole in the container rather than open it in the usual way.

SNARE

THREAT	EFFECT
Minor	Limb snare (75% rope, 25% other). Dex (Acro) check or hoisted up into the air, 10 ft above the ground.
Moderate	20 ft rope net. *Luck* (Dex) save to avoid being helpless. Action to make a Dex/Str check to disentangle/cut self free. Nearby alarm activates.
Major	Convex 10 ft iron cage drops, trapping anyone inside; *Luck* (Dex) save avoids. It takes 3 people to lift (Str (Ath) great successes required). Cutting the bars requires special tools and 1d4 x 15 minutes.
Counter measures	10 ft pole. Knife or hacksaw.

SPEAR or SPIKES

THREAT	EFFECT
Minor	Dex (Acro) check or 1d6+2 damage.
Moderate	2d10 damage and 1d2 Str, Dex or Con loss (even chance). *Luck* (Dex) save negates.
Major	20 ft area. 5d10 damage and random limb incapacitated per *Injuries & Setbacks* table. Roll 1d4: (i) below elbow, (ii) hand, (iii) below knee, (iv) foot. *Luck* (Dex) save for half and negate injury.
Counter measure	Jam thrusting ports with spikes or other materials. Shielding object.

Bypasses

Some traps will include a method to safely bypass the hazard to allow passage/access by friendly forces. Finding the bypass generally requires searching in a specific location, and/or a Perc (Detection) check (often modified). Prying the information from a knowledgeable enemy also works. Choose or roll 2d6 to determine the bypass:

2d6	BYPASS
2-3	Trap does not activate, or is disabled, at certain times of the day or night.
4-5	Code or Puzzle (multiple buttons, dials, levers, etc).
6-8	Hidden switch, lever, pressure plate, etc.
9-10	Safe route map (possessed by enemy, hidden, or puzzle).
11-12	Magical Password.

Cost & Availability

Trap are generally categorised as "rare" goods. Rough costs are outlined below according to threat level. Final prices and availability are subject to GM discretion. Most prices will need tweaking to account for (i) the vendor and (ii) trap specifics.

THREAT	COST
Minor	5d10 + 50 gp
Moderate	(1d6 x 100 gp) + 500 gp
Major	(2d6 x 100 gp) + 1,500 gp

COMPLEX TRAPS

A selection of eleven complex traps are detailed below, eight mechanical and three magical, ready to be dropped into an existing adventure. As with all traps, the GM will need to consider (i) how and why the trap exists, (ii) bypasses for friendly forces, and (iii) maintenance issues (including evidence of past victims, if any).

(1) GARGOYLE DELIGHT

Setup
This complex trap protects a room with a 20 ft ceiling, laden with sacks, chests, etc of valuables sitting on 3 ft tall pillars scattered about the chamber. In the centre is a 6 ft pillar upon which a winged statue is perched (gargoyle clue). The room has a slight acrid smell to it (poison clue). If a person other than the owner, or her trusted servant, enter the room, the gargoyle swoops to attack (possible *bypass* via disguise).

The Trap
When the Gargoyle leaves the podium, the central 6 ft pillar begins to sink into the floor, dropping by 1d4 feet each round. If the pillar reaches ground level the trap is sprung, dropping the entire floor (excluding the pillars) into a sheer pit 20 feet deep and spraying poisonous gas from the walls (inhalation vector, 3d6 damage each round, *Luck* (Con) save for half). The gas is heavier than air and does not rise out of the pit. Note the gargoyle is immune to poison and can fly.

Countermeasures
Players might disarm the first part of the trap by placing weight similar to the gargoyle back onto the pillar, jamming the pillar with spikes, or destroying the internal mechanical device (appropriate weapon or tool, and 3 x Str (Ath) great successes required).

Alternatively PCs might deal with the second part of the trap by scrambling onto one of the pillars as the floor drops (*Luck* (Dex) save at disad), covering their faces with wet scarves to assist against the fumes (save with +2 bonus vs poison),

lassoing and riding the gargoyle, scaling pillars to get free of the pit, and so on.

Variants
The threat level of this trap depends on how powerful the gargoyle and poison gas are. The encounter can be made more or less difficult by changing the pit depth, adding spikes or a grinding floor, adding hand holds to climb out, substituting the gargoyle for a giant eagle or other creature susceptible to poison, and so on.

(2) SPLIT & STAB

Setup
This hallway is at least 30 ft long and 10 ft wide, running east to west (the party is heading west). Towards the middle of the hallway, on the northern wall only, a vertical line of scuff marks can be seen (rotating wall clue). At the far western end of the hall is a lever behind a false stone block (*bypass*: resets the wall, rotating it back into the starting position).

The Trap
A few feet past the scuff marks on the wall is a floor pressure plate. Stepping on the plate (50% chance) activates the trap, causing a 20 ft section of the southern wall (aligning east to west) to suddenly rotate 90 degrees on its axis, until it aligns north to south, then locks into place (the western part of the wall rotates into a hidden recess, the eastern part swings into the corridor). When locked into place the rotating wall touches the scuff marks.

As the wall rotates, nearby PCs may make a *Luck* (Dex) check to choose which side of the wall they want to end up on; otherwise they are pushed westward.

PCs on the west side of the wall are set upon by sentries or other residents within 1d2 rounds, cut off from any allies on the eastern side of the wall. The locking mechanism is located at the rotation point hidden in the southern wall. PCs on the eastern side of the dividing wall may be able to make a firing hole with an appropriate tool or

weapon (2 x Str (Ath) great successes required). A hole large enough for a person to squeeze through requires 1d6 minutes.

Countermeasures
PCs that study the edges of the rotating wall (about 10 ft either side of axis) might notice hairline cracks (Perc (Detection) check at -2 penalty). Breaking through the middle of the 20 ft wall (opposite the scuff marks) reveals the rotating mechanism, which may be jammed (very noisy, will draw sentries). The PCs might also simply choose to be swept westward, keeping the party together, and foiling the primary purpose of the trap.

Variants
The threat level of this trap depends on how powerful the sentries are, whether the PCs have tools to break through the wall, whether attacks come from both sides of the wall or just one, and/or whether damaging the wall will draw further unwanted attention.

(3) SNARE & ROAST

Setup
This 15 ft high room conceals a three part death trap. The floor is flagstoned, with just a hint of fine black dust (flame clue) in some of the joins, particularly in the centre (a PC needs to be right in the centre to see such). In the top corners of the ceiling are dragon motif heads with open jaws (firing port clue). An ornate fresco covers the ceiling (concealing the oil hatch).

The Trap
Across the centre of the room is a 5 ft wide line of trapped flagstones (bar one, the *bypass*). Standing on a trapped tile (80% chance) breaks the false top and the character's foot descends into a 1 ft hole. The hole is lined with metal spikes pointing diagonally downwards at 45 degree angles.

Inserting a foot into the barbs causes no damage, but pulling it out quickly inflicts 3d6 damage and a likely foot injury (*Luck* (Con) save at disadvantage

to negate the injury; entry 3 on *Injuries & Setbacks* table LFG p.54). Extracting the foot slowly over 2d4 rounds causes 1d8 damage only.

Part 2 of the trap is linked to a timer and activates the round after a PC becomes trapped in a foot snare: a hatch drops from the ceiling, dumping a barrel of tar like, highly flammable oil onto the victim. If the character has a shield or similar large item, they make a *Luck* (Dex) save to deflect the majority of the oil.

After the oil has dropped, a grinding sound can be heard as the firing ports concealed in the dragon heads rotate to take aim at the triggered area. If more than one PC is trapped, the heads divide up the targets.

Part 3 of the trap is linked to a timer and activates the round after the oil dump. All four of the dragon heads shoot flaming bolts at the victim: +8 to hit, 2d8+1 each bolt, plus the victim is set on fire for 2d6 damage every round for 2d4 rounds. A character that suffers this ordeal rolls 1d6 on the *Injuries & Setbacks* table and loses 1d2 cha permanently due to disfiguring scars.

Smothering the oil fire is very difficult, requiring 3 x Dex great successes. Throwing water on burning oil will not extinguish it.

Countermeasures
Testing the trapped tiles with a 10 ft pole or other instrument will reveal the spikes. A PC willing to yank their foot out of the snare greatly reduces the danger level.

An ensnared character may be protected from the flaming bolts by quick thinking allies shielding the victim or blocking the firing ports.

Variants
Spreading the trapped flagstones about the chamber, rather than in a line crossing the centre, increases the chance of trapping more than one PC at the same time (in which case the bypass is a

secret safe route, carried on a parchment by an enemy, or found as loot elsewhere).

The danger level may be changed by adding or subtracting dragon heads, substituting oil for explosive area effect alchemists fire, adding an alarm, and/or attending sentries with flaming arrows.

(4) DROWNING CHUTE

Setup
An expertly concealed trapdoor (spotting the concealed edges requires a Perc (Det) great success) in a wooden hallway, the walls decorated with old portraits. Some of the faces in the paintings appear to be looking at each other (decoy). This trap has no obvious telegraph.

The Trap
A 10 ft long trapdoor is triggered when two or more people stand upon it, dropping the victims down a greased, spiral chute. A *Luck* (Dex) check at disadvantage avoids the drop.

The 15 ft long chute corkscrews diagonally downwards, propelling the PCs through a hinged hatch into a water filled chamber. The 3 ft diameter hatch is located in the northwest corner of the ceiling, and locks behind the PCs, resealing the chamber and blocking any ambient light from above.

Thrust into the middle of the drowning chamber, in complete darkness (any torches or lanterns are extinguished), the adventurers are blind and disorientated. Water completely fills the chamber and the PCs must hold their breath (see drowning LFG p.159).

There are no exits from the chamber apart from a 6 inch drain hole (bottom of eastern wall, sealed tight, extends into the maintenance room on the other side), and the 3 ft entry hatch in the northwest corner of the ceiling.

The drowning chamber is 20 ft square and locating the hatch is difficult. Randomly flailing about has only a 5% chance each round of finding it. Alternatively a PC may seek to orientate themselves by swimming until they find a wall (randomised for the first wall, 1d6: (i) ceiling, (ii) north, (iii) east, (iv) south, (v) west, (vi) floor).

Searching a wall requires 1d2 rounds and a Perc (Det) check at disadvantage. If successful, the PC can confirm the presence or absence of the hatch. If failed, the character cannot be sure they searched the entire wall.

If the hatch is located, it is locked (Dex (Traps & Locks) check at disadvantage to unlock, or it may be broken open with 2 x Str (Ath) checks at disadvantage (using a crowbar or other lever reduces the penalty to -2 instead).

Back in the hallway above, after the trap is sprung, the reinforced trapdoor closes and locks tight. Breaking the door requires 2 x Str (Ath) great successes, or 50 points of damage (only axes and hammers do full damage, other weapons do half or no damage, GM discretion).

If the trapdoor is opened, attempting to free climb the greased chute causes the PC to be whisked into the drowning chamber (save as above). However a PC may be safely lowered down with a rope. It takes two rounds to descend to the bottom with a light source intact. In the cramped tube, the hatch may be opened with a standard Dex (Traps & Locks) check, or a Str (Ath) check at disadvantage. If opened, light filters into the drowning chamber, guiding any trapped PCs to safety.

Countermeasures
PCs roped together might prevent falling down the chutes. *Water Breathing* or Artificer *Breathing Mask*. A character with a pick axe might be able to break the sealed drain hole and let the water out.

Variants
A larger trapdoor, potentially dropping more PCs into the drowning chamber, makes this trap more

dangerous (especially if all PCs become trapped). Adding a monster to fight underwater makes the situation extremely perilous (dramatically reducing the time a PC may hold their breath, see LFG p.159). Other variants include adding a warning alarm which brings sentries to distract the hallway PCs, making the pool acidic (1d6 damage each round), or a small cloud of glowing parasites (5 ft diameter dim light, reducing the hatch search check penalty to -2 instead of disad) that are attracted to salted meat, alcohol or blood.

(5) TRAITOR PIT

Setup
This 30 ft chamber has stairs at the eastern and western ends, descending into a 10 ft deep recess. The arena's northern and southern walls have sharp wooden stakes sticking out of them (obvious danger). On the ceiling is a bas relief of moon, sun and star icons. Some sun and moon icons have 12 inch holes in their centre, funnelling up into the ceiling. If the party listens carefully, a faint buzzing can be heard emanating from them (Stirge clue). This trap requires resident creatures to maintain the stirges (or magical semi stasis until released).

The Trap
In the 10 ft deep pit is a colourless, odourless, hallucinogenic gas (the gas is non-flammable, and heavier than air). A Perc (Det) check identifies a slight visual distortion. Entering the pit exposes the character to the poison, which takes affect the following round (*Luck* (Con) save to resist).

If affected by the gas, the PC is subject to an immediate, overwhelming madness lasting 3d6 rounds. Roll 1d4 and reveal the result to the player by way of secret note/message:

1. The victim believes the rest of his party are secret vampires, about to feed on him.

2. The victim believes one random party member is a secret vampire, plotting to feed on the rest of them.

3. The victim believes he is a vampire, and it is time to end his suffering by driving a wooden stake through his own heart!

4. The victim believes she is a vampire, and is ravenously hungry; she must feed on one of her party mates immediately or perish!

A character pushed or thrown onto a wooden stake suffers 3d6 damage and rolls 1d6 on the *Injuries & Setbacks* table (LFG p.54). A victim who self impales, aiming for their own heart, must make a *Luck* (Will) save or die. If successful they suffer 6d6 damage and broken ribs instead (*Injuries* entry 6).

The stakes are pressure sensitive. Pushing or pulling on them unleashes 5d6 starving *Stirges* from the ceiling tubes above. Careful examination of the stakes and a Perc (Det) check reveals the pressure plates anchoring them.

Countermeasures
Wet face masks grant a +2 bonus on the gas save. Artificer *Breathing Mask. Neutralise Poison. Cure Malady.* Anti-toxin. A party with spikes, hammers and climbing gear might be able to scale the walls, bypassing the arena altogether.

Variants
The damage of the spikes may obviously be increased or decreased. Stirge numbers might be changed, or substituted with *Shades.* Particularly potent poison might impose a -2 penalty or disadvantage on saves, or last longer.

(6) HARPOON CRUSHER

Setup
This 40 ft long, 30 ft wide chamber is 25 ft high, with a single door on the north and south walls. Apart from a 5 ft border adjacent to the doors, the floor is covered with 5 ft square tiles, decorated with the dwarven runes for *Stone, Anvil, Hammer* and *Throne* (pressure plate/safe route clue). 5 ft

panels are also etched into the ceiling, with dark, 1 ft diameter holes in the centre (firing port clue).

The Trap
A safe route can be traced across the floor by walking only on shaded tiles as indicated below:

S	A	H	T	S	A
H	T	S	A	H	T
A	S	T	H	A	S
T	H	A	S	T	H
S	T	H	A	S	T
H	A	S	T	H	A

Standing on any other tile causes harpoons to shoot down from the firing ports in the ceiling, as outlined below:

1. *Stone*: Harpoons strike the triggering tile and all adjacent tiles.

2. *Anvil*: Harpoons strike the triggering tile and in a vertical line, up and down the length of the room.

3. *Hammer*: Harpoons strike the triggering tile and in a horizontal line, across the width of the room.

4. *Throne*: Harpoons strike the triggering tile and in diagonal lines, emanating from the triggering tile in an "X" formation.

Standing on tile edges (trying to avoid the firing ports above) does not work; the internal port mechanism shifts to match the target's position. Stepping on more than one tile in quick succession (eg by running) causes harpoons to fire across the whole chamber, imposing disadvantage on saves.

Characters on tiles targeted by harpoons must make a *Luck* (Dex) save or suffer 2d6 damage, are knocked prone (Dex check or drop held items), and impaled by the barbed blade (*Luck* check, if successful, armour is entangled in the harpoon, if failed, PC's body is impaled: shoulder or leg, even chance, imposing arm or leg injury per LFG p.54).

The harpoons are connected by lengths of chain that immediately begin retracting, yanking the victim off the ground.

A free harpoon retracts the same round and reprimes for firing in future rounds. A harpoon hoisting a PC retracts at a rate of 1d6 feet per round, including the round it strikes, accelerating by an extra 1d6 each round after the first.

As a PC is being lifted, the panels surrounding the firing port slide back, revealing two spiked, crushing wheels. The wheels begin rotating immediately with loud, ominous grinding.

A PC that is lifted 25 ft is dragged into the grinding wheels and automatically killed in an awful spray of gore (gear destroyed).

Breaking a chain is extremely difficult, requiring 3 x Str great successes and a tool strong enough to bend the links apart without snapping (crowbar, adamantine or magical weapon tip). Hacking at the chain causes it to bounce and spark but is ineffective. Magical damage will break the chain if 20 hp is inflicted.

Untangling the harpoon from one's armour, or extracting it from one's body, requires a Dex or Will check at disadvantage respectively. An impaled PC suffers another 2d6 damage when the harpoon is removed (and possibly falling damage).

Jamming the grinding wheels is not feasible with conventional items, which will be drawn up into the grinder and destroyed. The sliding doors revealing the wheels however may be drawn back into a closed position with a Str (Ath) great success. If the sliding doors are closed, the chain stops retracting, and the grinding wheels stop turning. If the doors are not fixed shut however, they reopen in 1d3 rounds, and the chain/grinders reactivate.

Countermeasures
Thunderwave (focused)*, Corroding Spray* or acid will sever a harpoon or chain. Whilst a character (or other heavy decoy object, such as a chest) is being hoisted up by a harpoon, the tile below is effectively safe. Characters might acquire a safe route map from an enemy, journal or other loot. PCs might lasso an ally and pull on them against the rising chain mechanism; a Str check at

disadvantage reduces the height risen by half (a great success halts their ascent for one round). The party can minimise their risk by crossing the tiles one at a time, rather than simultaneously, although that may prove difficult if an ally requires help to break free of a harpoon. PCs might also jump across to the safe border as they near it (10 ft jump automatic, 15 ft jump Str (Ath) check at disadvantage, 20 ft jump requires a great success).

Variants
Changing the speed of the rising chain will increase or decrease difficulty (giving PCs more or less time to get free). Allocating a particular tile as always safe (eg Hammer), will allows PCs to hopscotch their way across the tiles, instead of resorting to (largely) random chance (but may not make sense, depending on the purpose of the next room). 10 ft poles will not trigger a tile, they require substantial weight to activate.

(7) FLESHEATER TANK

Setup
This 80 ft diameter chamber has an ornate fresco painted on the floor, domed walls, and ceiling (40 ft high, divine beings combating evil denizens in hell, or other appropriate theme). The highest points of the ceiling are obscured by darkness (ordinary torchlight only extending 30 ft; overhead danger clue). There is a subtle chemical smell to the chamber (acid clue).

Trap
If two or more PCs enter the central 30 ft of the chamber, the floor slides away, dropping them into a 10 ft deep tank of viscous, flesh melting ooze. The sludge affects flesh and organic material only (non-living organic matter is dissolved particularly fast, eg leather, wood, hemp), causing 4d6 damage per round (*Luck* (Con) save for half and negates destruction of leather armour, etc).

Moving through the gelatinous slush (swimming or walking along the floor) requires a Str or Will check (player's choice) every 5 ft, or to climb out. A failed check means the PC is overcome with pain and only travels half as far as intended, or fails to haul themselves out.

Hemp/silk ropes or wooden poles thrown or extended to assist trapped allies immediately dissolve or splinter in the victims' grasp (eaten by the acid). Chains or other metal objects are unaffected.

Part 2 of the trap is triggered 1d4+1 rounds after the first stage (mechanized timer, a great success Perc (Det) check notices a faint ticking noise emanating from beneath the floor). At this time a further 5 ft of the floor surrounding the initial 30 ft tank also recedes, dropping any characters along the edge into the vat (*Luck* (Dex) save avoids).

Part 3 of the trap is activated 1d3 rounds after the second stage, at which time the entire floor closes back up and locks itself, trapping those beneath (there is a 1 ft gap between the sludge and enclosed floor to breathe, albeit while being dissolved in acid). The sliding floor mechanism and lock may be broken or jammed with a Dex (Traps & Locks) check at a -2 penalty (with disadvantage if in the vat).

Countermeasures
Metal chains or metal ends of long hafted weapons (eg: halberds) or tools (eg Artificer's collapsing 10 ft pole) may be safely used to pull allies out. *Levitation* or *Fly* spells. A party with spikes, hammers and climbing gear might be able scale the walls, bypassing the vat altogether.

Variants
Instead of a tank of sludge, the vat might be filled with four *Gelatinous Cubes* (LFG p.108) in which case the tank begins 15 ft wide, expanding to 20 ft during the second stage, and in the third stage the exit doors seal instead of the floor; ie the cubes can emerge from the tank to attack others in the chamber. Changing the acid damage (or causing paralysis or sleep instead), and how far a person moves with a Str/Will check, will make things more or less dangerous.

(8) PIVOTING OIL PIT

Setup
This hallway trap involves a 40 ft long, 10 ft wide corridor. The floor is completely smooth (slipperiness clue), the ceiling 20 ft high and covered in a etchings of geometric circle patterns (or impressions of planets, coins, eyes, etc, something round – overhead danger clue).

Trap
The 40 ft corridor has a pivoting floor that is anchored to the PCs' entry side. When a PC crosses the room's halfway point, there is a 50% chance of triggering a pressure plate that unlocks the anchor, swinging the back half of the floor downwards (assuming most of the party are in the back half of the corridor), and the front half of the floor upwards, dumping everyone into a 20 ft pit (2d6 damage).

If more than half of the party are on the far side of the corridor when the pressure plate is triggered, a loud click will be heard near the entry (as the anchor unlocks), but the floor will not tilt (as most of the weight will be on the safe side of the pivot).

If the floor swings, a *Luck* (Dex) save allows a PC to dig a dagger, axe spike or similar tool into the floor to slow their descent into the pit, avoiding falling damage. The floor swings through 90 degrees before locking in place (in a vertical wall position). The walls of the pit are perfectly smooth, similar to the floor (now a wall), making free climbing impossible.

PCs falling into the pit have a 50% chance of dropping whatever they are holding, including torches and lanterns. Torches have a 50% chance of extinguishing themselves and lanterns have a 50% chance of shattering, causing a small fire (no damage, simply a hazard). The floor has a small amount of give to it (it is weighted, see below).

After the PCs right themselves, a mechanical clicking can be heard (Perc (Det) check). Along the walls of the pit are a series of small 1 inch holes, approximately 2 ft from the ground. The round after the trap is triggered, oil gushes out of the holes, spraying over the legs of the characters and rising until the oil is 1 ft deep (takes 1 round to reach this level).

The start of the round after the oil is deployed, a chute opens in the ceiling (hidden by the etchings), and something can be heard tumbling down... by the end of that round, an unlit torch drops out (by luck or poor maintenance, the torch didn't light).

Exiting the pit without pitons is difficult. Grappling hooks thrown over the lip have nothing to drag on and fall back down. PCs can however stand on each other's shoulder to form a human tower. The oil covered floor makes this a slippery affair, but PCs may use the wall to steady themselves. A Dex (Acro) check at a -2 penalty is required for the first person climbing up. The second person must also make a check but requires a great success.

With a three person tower, the PC at the top is about 16 ft high, and can use an axe or other hooked implement to pull themselves out of the pit (Str check). The escapee can then throw a rope down to assist others to escape.

If the oil pool is somehow lit, it burns for 3d6 damage per round for 1d3 rounds (perhaps sentries arrive and throw torches down, or maybe a torch falls out of the ceiling each round, with a 50% chance of being lit).

Countermeasures
In some ways countermeasures aren't needed for this trap as the torch fails to light, sparing the party from roaring flames. Even if the torch did light however, a Dex check would allow a PC to catch it before it reaches the oil.

The floor will not unlock until the party exits the pit and the oil is burnt away (the floor detects the weight change); it then reorients itself horizontally and relocks. PCs can use spikes or implements to jam the anchor, avoid the pressure plate, or ensure there is more weight on the far (safe) side of the pivot at any one time (eg by crossing one at a time).

Variants
Variants include adding sentries who might set the oil on fire with flaming arrows/torches, swapping the oil for acid or a *Black Pudding*, or having spears shoot out of the holes in the walls (causing damage and leg injuries; entry 3 on the *Injuries & Setbacks* table, LFG p.54).

(9) WHIRLPOOL OF REDUCTION

Setup
This 15 ft tall, 40 ft round chamber, has a floor set 2 ft lower than the entry door. The entire recess is filled with approx 18 inches of relatively clear water. In the centre of the room, a black, 1 ft rune circle can be made out (magical trap clue). Spaced evenly around the walls are six bronze anthropomorphic statues depicting (i) rain, (ii) wind, (iii) frost, (iv) thunder, (v) lightning, and (vi) fog (weather trap clues). *Detect Magic* reveals

strong transmutation magic in the water, teleportation magic on the runes, and evocation magic on the idols.

Trap
This entire chamber is protected by ancient and unpredictable magic. Part 1 of the trap is activated when a PC enters the room, whereupon the water begins to flow in a gentle swirling action, rotating around the central black runes.

Part 2 of the trap is triggered when a PC crosses the halfway point of the room. At that time any adventurers in the water are shrunk to 12 inches tall, including all equipment (*Luck* (Con) save at a -2 penalty resists). From this point, anyone entering the water while the trap is active must also save.

Whether or not any PCs fail their save, the whirlpool increases to fearsome speed. Shrunk victims are dragged around the chamber, fighting to avoid drowning as they are drawn into the centre. After 2d4 rounds the victim is sucked into the black runes and teleported to a dimension of the GM's choosing (no save).

Shrunk PCs are at the mercy of the whirlpool and cannot resist its pull. Normal size PCs may make a Str (Acro) check to maintain their balance and move up to 10 ft each round (on a great success, up to 15 ft).

Part 3 of the trap involves the six weather idols, which glow ice blue. At the beginning of each round after the whirlpool activates, roll 1d6 to invoke a random magical effect:

1. *Rain*: heavy rain makes it hard to see and hear (disad on related checks), and increases the speed of the whirlpool (reduce times to reach the centre by 1 round).

2. *Wind*: Gale force winds extinguish torches or unshuttered lanterns (*Luck* save resists), and threatens to suck PCs lingering in doorways into the room (*Luck* (Str) save resists).

3. *Lightning bolts* discharge across the chamber, causing 6d6 damage to anyone in the room and anyone in doorways (*Luck* (Dex) save for half, with advantage if in a doorway).

4. *Fog:* thick fog limits vision to 10 ft.

5. *Thunder*; trapped PCs are assaulted with thunderous blasts, causing ear injuries (*Injuries & Setbacks* table entry 4).

6. *Frost:* Blood freezing cold causes 3d12 damage and imposes *System Shock* (*Injuries & Setbacks* table, entry 16, *Luck* (Con) save for half and negates injury).

Adventurers of normal size may assist their shrunken comrades by trying to snatch them out of the raging whirlpool, throwing them ropes/extending poles or weapon hafts to cling to, or improvised rafts to climb aboard (an empty waterskin, for example). Any of these acts will generally require a Dex check great success to land the object near the target, and the shrunk PC will need to make a Str check to cling on/climb aboard (and further checks each round to maintain such).

If the precise location of a PC being dragged about by the whirlpool needs to be known during a round, roll 1d4:

(i)   Right side, 2d10+10 ft from entry.
(ii)   Left side, 2d10+10 ft from entry.
(iii)   Close side, 2d10 ft from entry.
(iv)   Far side, 2d10+20 ft from entry.

After 3d6 rounds, the magic is spent; the water returns to normal, the idols stop functioning, and shrunk characters return to their usual size. Shrunk PCs that had to fight the whirlpool for more than a few rounds suffer 1d2 Str loss due to exhaustion (Con check at -1 penalty negates).
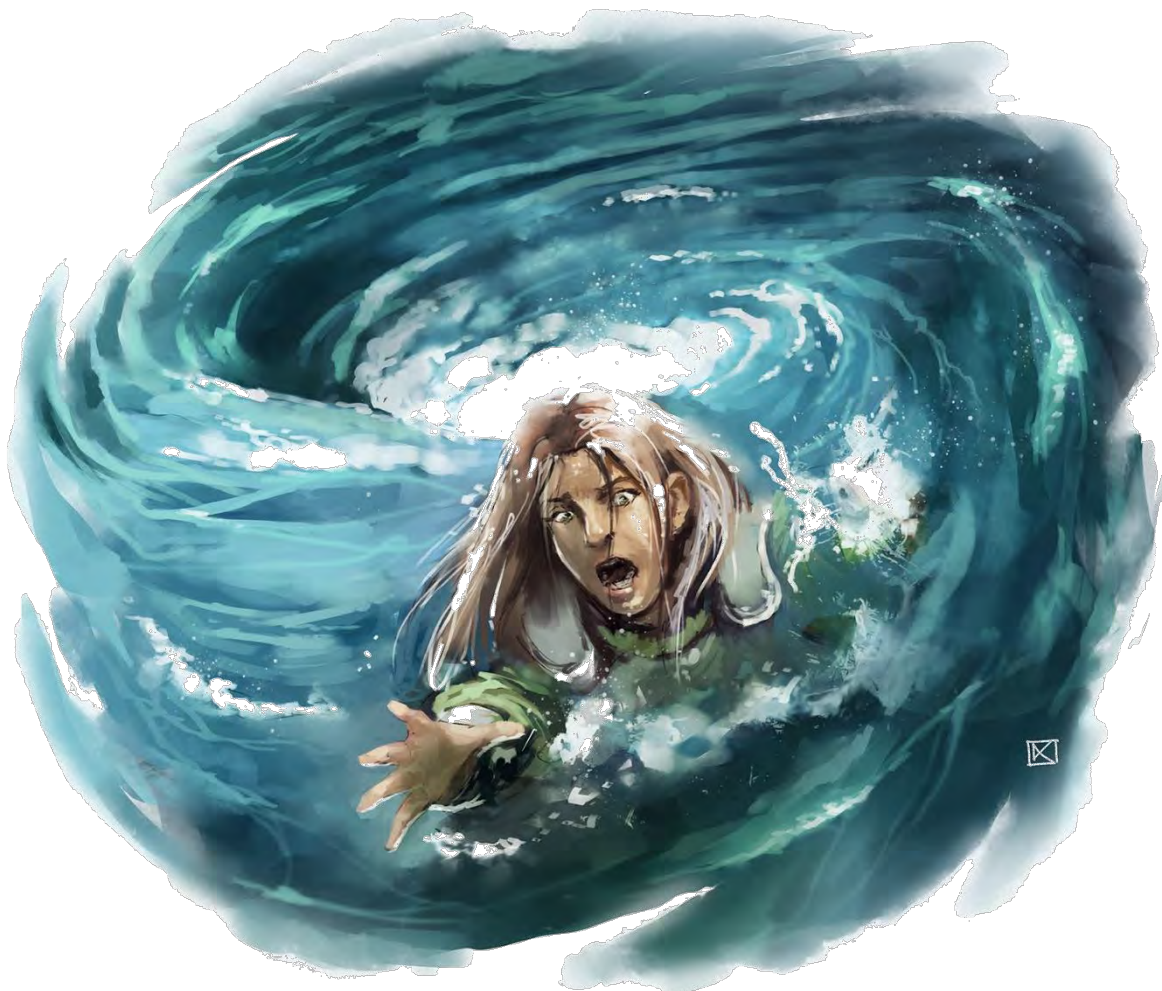
Countermeasures

If the PCs are roped together when the trap springs, shrunken characters gain a *Luck* (Dex) save to cling to the rope before they drop into the whirlpool.

Weighted ropes (in the gusting winds) and long poles (or long handled weapons lashed together) might be offered to victims to fish them out. *Waterbreathing, Fly, Gaseous Form, Levitation* spells. Artificer *Breathing Mask*. Bypass via a magical password or object (perhaps inscribed on a talisman carried by an enemy, or found as loot elsewhere).

Variants

Sand or mud instead of water. Adding monsters such as small carnivorous fish or serpents (treat as *Giant Shark* or *Giant Serpent* vs shrunken PCs).

(10) TRANSMUTATION BRIDGE

Setup

This trap involves a 40 ft long, 10 ft wide stone arch bridge, spanning a 50 ft deep chasm. The PCs enter from the south. On the western side of the chamber is a small alcove containing three goblets, each marked with arcane runes (magic clue). Two 5 ft obsidian falcon statues (guardian clue) stand at both ends of bridge (four in total). The falcons face outwards, but the bird closest to the alcove has its face turned to look directly at the cups (bypass clue). On the northern side of the bridge is the way onwards (door, hallway, etc).

Trap

The stone arch bridge is enchanted and supposed to transform intruders into small rodents, which are then eaten (or dropped into the ravine) by the

falcon statues (which animate). The bridge's elder magic is unstable however, and the transformations highly unpredictable.

The three goblets are marked with identical wizard's runes (*Detect Magic* reveals transmutation auras). One cup is made of bronze, one of wood, and one of clay. Pouring some liquid into any of the goblets and drinking from them produces a magical effect, as follows:

1. *Bronze Goblet*: the drinker rolls on the transformation table below (no save).

2. *Clay Goblet*: the drinker is permanently immune to the trap's transformation effect (by cup, bridge or otherwise). Does not work if the drinker has *already* been transformed.

3. *Wooden Goblet*: the drinker is drained 1d2 levels until the end of the adventure (*Luck* (Will) save resists).

The goblets' do not function if they are removed from the chamber. Inspection of the underside of the bridge reveals eldritch runes similar to the goblets (Perc (Det) check or by player description).

Anyone crossing the bridge is subject to a magical attack at about the half way point, transformed into something other than themselves (*Luck* (Con) save resists). The enchantment is unravelling however, roll 1d6 to determine each polymorph effect:

1. Transforms into the opposite sex.

2. Transforms into another race (1d6: (i) Elf, (ii) Dwarf, (iii) Halfling, (iv) Gnome, (v) Skorn, (vi) Urgot).

3. Mind switches bodies with another random party member (including PCs, hirelings, etc; no save for the other party).

4. Mind is infused into an object the PC has, and it gains a semblance of movement (as the *Animate Object* spell). The PC's real body becomes mindless and non-responsive, but may be physically guided by others to eat, sit down, move about, etc).

5. Transformed into a rat (1 hp, Dex 14, advantage on stealth checks).

6. Transformed into a hybrid rat-man (as *Polymorph* spell, changed into a *Wererat*, LFG p.116, but stuck in hybrid form).

A transformed PC retains their personality and wits; only their physical form changes. The polymorph lasts 2d6 hours, or until ended by a *Cure Malady* spell. *Dispel Magic* suspends the effect for 2d6 rounds but does not end it.

Attempting to jump, fly, climb down the chasm or otherwise bypass the bridge to reach the other side of the room invokes the same magical attack. Damaging any of the falcon statues causes them to immediately animate and attack.

A transformed character crossing the bridge (only) causes the 4 falcon statues to animate and attack them (as *Giant Eagles*, LFG p.106). On a Nat 19, the falcon drops the victim into the chasm. The original magic intended the falcon guardians to kill polymorphed rodents; they will face much tougher opposition in the PCs.

Falling into the chasm, either by being pushed off or dropped, causes 5d6 damage. Climbing out is possible, there are many rough handholds, but requires a *Dex* (Athletics) check each 15 ft (automatic with climbing gear).

Countermeasures
Drinking from the Clay Goblet is the bypass that allows safe passage; this information might be extracted from a resident enemy or gleaned from a journal, etc.

Placing nets, ropes or chains around the falcon statutes effectively renders them harmless. Characters roped together might negate any chance of being knocked off the bridge (or at least halting any fall).

Variants
This trap may or may not be a serious threat to the party depending on their transformation rolls and whether the falcons are dealt with prior to crossing the bridge (if they use the bridge at all). Being transmuted into an object or rat could have serious repercussions in mid dungeon however.

Adding more statutes, swapping the falcons for gargoyles, adding lava or spikes at the bottom of the chasm, etc, will make the trap more deadly. Reducing the number of falcons, the depth of the pit, and removing the wooden goblet, will make things easier.

(11) CHRONOMANCY CURSE

Setup
This circular room has nine archways pointing in all directions. Apart from the arch the party entered through, the remainder are opaque, filled with an undulating silver fog (obvious magic). The floor of the chamber is made of smooth, dark purple stone (red herring, or see below).

Trap
This round chamber is a false treasury, intended to punish tomb robbers. One of the archways leads onto the real treasury (or other location), the remainder contain minor treasure, false treasure, or a cursed item.

Only a living creature (together with their carry gear) may pass through the fog, emerging into a small alcove beyond, containing one or more treasures. Poking an item such as a weapon, pole or grapple rope through the fog doesn't work; the object simply rebounds from the mist.

Entering an archway reveals a 5 ft alcove and an item (roll 1d8, reroll repeats except #8):

1. 1d6 turquoise stones worth 7d10 gp each.

2. An electrum urn with stars & serpent motif worth 120 gp.

3. An intricate steel helm, set with a small sapphire worth 1d4 x 100 gp.

4. A brass bracer with a hawk icon (5d10 gp). The bracer is enchanted, allowing the wearer to snatch arrows out of the air (Dex check). The bracer's magic is malfunctioning however; any successful catch automatically generates a *Dark & Dangerous Magic* check.

5. A pair of (false) "cold iron" gauntlets, ostensibly worth 1d6 x 400 gp (if carefully scrutinized, a great success Int check reveals the truth: iron gauntlets worth 10 gp).

6. An antique silver necklace studded with small peridots (1d4 x 100 gp).

7. A fine cloak with golden filigree, depicting a world tree with colossal roots (1d3 x 100 gp).

8. Two blades, one *cold iron* sword with a dragon motif, the other a *silvered* dagger with a curling guard. The blades are enchanted and cannot be removed from the alcove.

   If a PC wants to touch either weapon, have them inform you secretly of which one, and respond in kind. Holding both weapons simultaneously does not trigger any effects.

   Picking up the dragon sword automatically teleports the PC to the real treasure room or other chamber (without the sword). A *Stone Golem* (LFG p.112) or other guardian awaits.

Handling the dagger causes it to glow, and suspends the dragon sword's teleport effect for 1d3 rounds (after which the glow ends).

Whether the PC can return to alcove #8 is for the GM to determine (there might be a small circle of purple stone, like the archway chamber floor, that if stood upon teleports them back).

Handling the treasures from Areas 1 – 7 does not cause any issues until/if the PC carries them back through the fog. At that point, a curse is triggered (*Luck* (Will) save resists). The chronomancy curse is meant to age the target 200 years, rendering flesh to dust, but the magic has destabilised over long centuries. Roll 1d4 to determine the curse effect:

1. Reduced to 1d8+2 years of age, lasts 2d6 hours.

2. Increased to 2d10+80 years of age, lasts 2d6 hours.

3. Permanently aged 3d10 years, and gains a serious madness (LFG p.91).

4. Target's weapons (50%), armour (25%) or both (25%) age thousands of years, cracking, splitting or crumbling (effectively destroyed). Magical objects are damaged and unfit for use until repaired instead of destroyed.

Countermeasures
Knowing which archway is the true path is the bypass that allows safe passage; this information might be extracted from a resident enemy, gleaned from a note, cryptic research clues, etc.

Detect Magic radiates transmutation magic from the fog, and abjuration magic from the items (except the serpent sword, which radiates teleportation magic). *Dispel Magic* on the archways or blades suspends their effects for 2d6 rounds.

Variants
Variants include adding lesser guardians that emerge from the archways the round after a PC returns with treasure. The archways might require adventurers to leave an item in place of the original item in order to pass back through the fog. Leaving an item of greater value than the original might avoid the chronomancy curse altogether.

5e Conversion Notes
Note that the traps are intended for levels 1-10.

(i) Replace all *Luck* saves with the appropriate Attribute save (eg a *Luck* (Dex) save becomes a Dex save).

(ii) For simple traps, DCs are set by threat level. For Minor threat the DC is 10, for Moderate threat 15, and for Major threat 20. For complex traps, DCs are set at 20.

(iii) For a "great success", the PC rolls with disadvantage, or must beat the DC by 5 or more (GM's call).

(iv) For *Injuries & Setbacks*, use the DMG p.272 *Lingering Injuries* rule.

Dark & Dangerous Magic

The *Midlands* p.30 Dark & Dangerous Magic table is reproduced here for convenience.

1d100	DARK & DANGEROUS MAGIC
01-02	Nothing happens (50%) or you are secretly possessed by a cunning alien entity for 1d10 hours (50%). The GM will tell you which covertly. Have fun.
03-04	*Foul Beard*: You grow a beard of short rubbery tentacles that you can't control. They shrivel up and drop off after 1d3 days.
05-06	Your fingers turn into tentacles, serpents, leeches or something similarly creepy for 1d6 minutes. You cannot cast spells during this time. You count as fighting with two weapons and cause 2d6 acid or poison based damage on a hit.
07	*Strange potency*: Your next single target spell affects two targets instead of one (within 24 hours).
08	*Tusks*: You sprout 2 inch, blackened tusks from your jaw, making eating and speech awkward. They recede after 1d6 days.
09	*Tenuous Connection*: Your spell lasts half as long as usual (or your next spell with a duration other than instant within 24 hours).
10	*Heartless*: You have no discernible heartbeat, and do not bleed. The effect lasts 1d12 months.
11-12	An enraged, random[1] *Aberrant Terror*, *Demon* or *Undead* monster controlled by the GM appears within close range (1d4 x 5 ft). It vanishes after 1d4 minutes.
13-14	All plant life within 60 ft withers and dies.
15-16	You gain a random minor madness trait. If you are already suffering madness, it increases in severity instead.
17	*Spirit Rend*: You have advantage on your spell damage roll (if this spell does not cause damage, then your next damaging spell within 24 hours).
18	*Tentacled:* A random arm transforms into a branching, flesh coloured tentacle (Str 15). The tentacle can hold items but is incapable of spell casting. It returns to normal after 1d6 days.
19	*Dazed*: You have disadvantage on your spell damage roll (if this spell does not cause damage, then your next damaging spell within 24 hours).
20	*Breathless*: You do not breathe and cannot mimic breathing. If subject to drowning or asphyxiation, you enter a dormant state rather than die. The effect lasts 1d12 months.
21-22	An enraged, random[1] *Aberrant Terror*, *Demon* or *Undead* monster controlled by the GM appears within close range (1d4 x 5 ft). It vanishes after 1d4 minutes.
23-24	*Mucus*: Your skin oozes a foul smelling mucus for 1d3 days.
25-26	You cast a random[2] spell. There is a 50% chance the spell targets you or is

[1] **Roll 1d12**; (1) *Maelheim*; (2) *Shade*; (3) *Lemure*; (4) *Doppelganger*; (5) *Infernal Minotaur*; (6) *Gibbering Terror*; (7) *Chull*; (8) *Grey Ooze;* (9) *Invisible Stalker*; (10) *Tentacle Spawn*; (11) *Manipede*; (12) *Spectre*.

[2] **Roll 1d8**; (1) *Darkness 15 ft radius*; (2) *Fear*; (3) *Contact Other Plane*; (4) *Confusion*; (5) *Blindness*; (6) *Hideous Laughter*; (7) *Feeblemind*; (8) *Flesh to Stone*.

	centred on you. If the spell affects you it lasts a minimum of 1 minute.
27	*Time is Mutable*: You automatically go first in initiative next round.
28	*Whisperer:* You speak only in a sibilant whisper for 1d12 months.
29	*Time Slip*: Your spell takes 2 actions to cast instead of 1.
30	*Called from Below:* Whenever you linger on earthen soil, worms, beetles or other insects squirm to the surface. The effect lasts for 1d12 months.
31-32	An enraged, random[1] *Aberrant Terror*, *Demon* or *Undead* monster controlled by the GM appears within close range (1d4 x 5 ft). It vanishes after 1d4 minutes.
33-34	All liquids within 30 ft turn to salt, ash, dust or slime (GM discretion). A large body of liquid such as a pool or lake is only affected up to a depth of 2 feet.
35-36	A random creature within sight or hearing gains a random minor madness trait. If the target is already suffering madness, it increases in severity instead.
37	*Inscrutable Boon*: Your spell does not expend a spell use/slot.
38	*Mute:* Your mouth fuses shut, preventing speech and spellcasting. It returns to normal in 2d12 hours.
39	*Eldritch Interference*: Your spell expends two spell uses/slots instead of one.
40	*Shadowless*: You cast no shadow. The effect lasts 1d12 months.
41-42	An enraged, random[1] *Aberrant Terror*, *Demon* or *Undead* monster controlled by the GM appears within

	close range (1d4 x 5 ft). It vanishes after 1d4 minutes.
43-44	*Third Eye*: You grow a fishlike eye in one palm, in the centre of your forehead or at the end of your tongue (GM discretion). If the eye is uncovered, it grants *Darkvision* up to 60 feet. The eye rots away after 1d10 days leaving behind a runic scar.
45-46	You cast a random[2] spell. There is a 50% chance the spell targets you or is centred on you. If the spell affects you it lasts a minimum of 1 minute.
47	*Forbidden Lore*: You regain one expended spell use/slot.
48	*Shedding:* Over the next hour, all of your head and body hair falls out. It grows back as normal.
49	*Forgotten*: You unlearn a random spell for 1d6 days.
50	*Devil Eyes*: Your eyes turn white, black or another colour for 1d12 months.
51-52	An enraged, random[1] *Aberrant Terror*, *Demon* or *Undead* monster controlled by the GM appears within close range (1d4 x 5 ft). It vanishes after 1d4 minutes.
53-54	*The Claw*: One of your hands transforms into a chitinous claw. You may use an action to make a melee attack (1d10+2 damage). The claw flakes away and returns to normal after 2d12 hours.
55-56	You gain a random moderate madness trait. If you are already suffering madness, it increases in severity instead.
57	*Favour of the Ancients*: Your spells ignore magic resistance for 24 hours.

58	*Soulless:* You feel no emotions for 1d4 months; no fear, no love. Nothing.
59	*Life Aegis*: Living targets are immune to your magic for 24 hours.
60	*Darkening*: Small open flames such as candles and torches are automatically extinguished within 30 feet of you. The effect lasts 1d12 months.
61-62	An enraged, random[1] *Aberrant Terror*, *Demon* or *Undead* monster controlled by the GM appears within close range (1d4 x 5 ft). It vanishes after 1d4 minutes.
63-64	*Speaker of the Void*: You speak only in a disturbing alien chittering that no-one understands. You may still cast spells. The effect ends in 1d4 months.
65-66	You cast a random[2] spell. There is a 50% chance the spell targets you or is centred on you. If the spell affects you it lasts a minimum of 1 minute.
67	*Bend Reality*: You may change the damage type of any spell you cast to any other damage type for 24 hours.
68	*Rotting:* Your surface flesh begin to rot, starting with your extremities and spreading inwards. The effect is painful but otherwise cosmetic. It fades away after 1d6 months.
69	A wave of dissonance resonates outwards from you. All creatures in a 20 foot radius (inc you) must make a *Luck* (Con) save or be knocked prone.
70	*Bestial Fear:* For 1d12 months, small and medium sized animals (eg cats and dogs) within 30 feet instinctively fear you, entering fight or flight mode.
71-72	An enraged, random[1] *Aberrant Terror*, *Demon* or *Undead* monster

	controlled by the GM appears within close range (1d4 x 5 ft). It vanishes after 1d4 minutes.
73-74	*Winged*: You sprout large membranous wings from your back, elbows, neck or ears (GM discretion). You can fly at your normal speed. The wings wither and slough off after 2d12 hours.
75-76	A random creature within sight or hearing gains a random moderate madness trait. If the target is already suffering madness, it increases in severity instead.
77	*Harness the Void*: Your spell causes 50% extra damage (if this spell does not cause damage, then your next damaging spell within 24 hours).
78	*Gender Shift:* You slowly change sex over the next 24 hours, including build, voice, facial features, etc. The effect lasts 1d12 months.
79	*Weakened*: Your spell causes 50% less damage (if this spell does not cause damage, then your next damaging spell within 24 hours).
80	*Hollow*: You are never hungry or thirsty, and cannot abide food or drink. Even the smell makes you nauseous. The effect lasts 1d12 months.
81-82	An enraged, random[1] *Aberrant Terror*, *Demon* or *Undead* monster controlled by the GM appears within close range (1d4 x 5 ft). It vanishes after 1d4 minutes.
83-84	*Jaws*: You grow to 8 feet tall, your jaws and limbs distending to grotesque proportions. You gain a powerful urge to devour your enemies. If possible you must use your move action to close with an enemy. If in melee you

	must use your action to make a bite attack causing 2d6+3 damage. On a natural 19-20 attack roll you sever a target's limb or head (GM discretion). After 1 minute, you return to normal.
85-86	You cast a random[2] spell. There is a 50% chance the spell targets you or is centred on you. If the spell affects you it lasts a minimum of 1 minute.
87	*Insidious Call*: Your next spell with a *Luck* save (within 24 hours) causes the target to roll with disadvantage.
88	*Regurgitator:* You develop a wet, hacking cough, imposing disadvantage on Athletics related checks. From time to time you cough up grubs, worms, etc. The cough subsides after 1d6 days.
89	*Wyrd Fading*: For 24 hours, targets making *Luck* saves against your spells roll with advantage.
90	A random limb turns black, rots and drops off over the next 1d20 hours (roll 1d4: (i) foot, (ii) lower leg, (iii) hand, (iv) forearm). The rot cannot be stopped once it starts, but a *Regenerate* spell restores the lost appendage.
91-92	An enraged, random[1] *Aberrant Terror*, *Demon* or *Undead* monster controlled by the GM appears within close range (1d4 x 5 ft). It vanishes after 1d4 minutes.
93-94	You transform into a *Gibbering Terror* for 1d4 minutes. Your personality is suppressed and substituted with the sentience of a *Gibbering Terror* until the effect ends.
95-96	You and all creatures within 60 ft gain a random serious madness trait. If a

	target is already suffering madness, it increases in severity instead.
97-98	*The Stars Align*: Your next spell (within 24 hours) causes maximum damage and/or affects the maximum number of targets.
99	*Marked:* Gain the following table effect *permanently*; Roll 1d10: (i) Heartless, (ii) Breathless (iii) Called From Below (iv) Shadowless (v) Regurgitator, (vi) Darkening (vii) Bestial Fear, (viii) Hollow (ix) Whisperer, (x) Devil Eyes. No magic known to mankind can remove this effect.
100	*Claimed*: Gain the following table effect *permanently*; Roll 1d8: (i) Foul Beard, (ii) Mucus (iii) Third Eye (iv) The Claw (v) Winged, (vi) Jaws, (vii) Tentacled, (viii) Rotting. No magic known to mankind can remove this effect.

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