

ULTIMATE TRAPS DECKS



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LPJ9494



BARREL AND STAIR

CR 11

.....
A dusty spiral staircase ascends into the darkness. The landing above can barely be seen.
.....

Type mechanical; **Perception** DC 27; **Disable Device** DC 31
(failure triggers)

Trigger location (pressure plate on stair); **Reset** none

Effect

A pressure plate on one of the stairs triggers this trap. A barrel, with blades protruding from its sides, bounces down the stairs. When it hits the wall at the base of the stairs, it explodes.

Barrel blades Atk (+15 melee, 2d6+3 damage); multiple targets
(all targets on stairs)

Explosion Atk (5d6 fire damage, DC 25 Reflex save for half damage); multiple targets (all targets in 30-ft.-square area)



OPEN BOOK

CR 2

A black leather book with inlaid gold foil lettering is set, opened, on a small table. A red velvet bookmark is draped over the top of the book

Type magical; **Perception** DC 27 (to notice that the writing is illegible); **Disable Device** DC 31

Trigger proximity (visual); **Reset** automatic until disabled

Effect

The trap is triggered when a character looks at the pages of the book.

Spell Effect (illiteracy, character is illiterate for 1d4+1 days, DC 14 Will save negates). Illiteracy can be removed with remove curse.



CONFESSIONAL

CR 10

.....
This wide foyer is bathed in purple and blue light.
Small confessionals line the side walls.
.....

Type magical; **Perception** DC 25 (to notice that the light is focused on the confessionals); **Religion** or **Sense Motive** DC 25 (to notice the absence of the aura inside the confessionals)

Trigger proximity (alarm); **Reset** none

Effect

Once the last character enters the room, all exits will close and cannot be opened by normal means. A disembodied voice commands the characters to confess their sins. A visible aura illuminates the room. There are not enough confessionals for all the characters.

Aura Atk (3d6+6 negative energy damage, DC 20 Will save for half damage); multiple targets (all targets in room and not in confessional); multiple attacks (1/round).

Disable Aura (DC 25 Religion, Bluff or Diplomacy check, 4 successful checks, each as a full round action)



FALSE DOOR

CR 8

Two scorched, sturdy wooden doors are inset into one of the walls, spaced apart by about five feet.

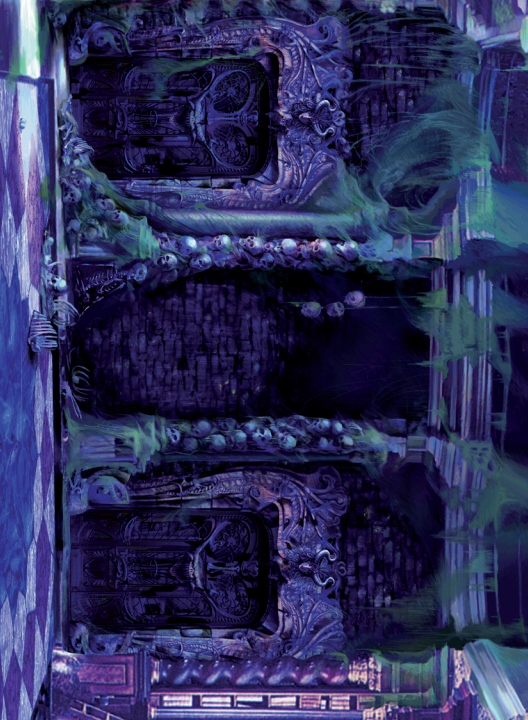
Type mechanical; **Perception** DC 25 (to discover the secret door between the two doors) DC 29 (to notice a wire connecting the top of all three doors); **Disable Device** DC 29

Trigger location (any door); **Reset** manual

Effect

Opening any of the doors triggers the trap. If both of the wooden doors are opened, the trap is circumvented, but not disarmed. The wooden doors are fake; there is a wall behind them. The secret door is real.

Electricity Arc (5d6 electricity damage, DC 25 Reflex save for half damage); multiple targets (all targets in 30-ft line).



FLOWER POT

CR 4

.....
*Dozens of potted iridescent flowers have been
haphazardly placed around this chamber.*
.....

Type natural; **Perception** DC 25 (to hear a high pitched hum);
Nature DC 25 (The plants release toxic spores, which are
dispersed by powerful sonic waves) DC 30 (to prevent the plants
from releasing spores and emitting sonic waves)

Trigger proximity (visual); **Reset** none

Effect

The trap is triggered when any character enters visual range.

Spore Atk (1 Con damage plus sonic attack, DC 20 Fortitude save
negates); multiple targets (all targets within visual range)

Sonic Atk (1d6 sonic damage, DC 20 Fortitude save for half
damage); multiple targets (all targets hit by Spore attack)



IRON HANDS

CR 5

.....
*Black leather gloves adorn a set of iron hands.
The fingers of the gloves are flexed, as if they are
reaching for you.*
.....

Type magical; **Perception** DC 27; **Disable Device** DC 27 (failure triggers)

Trigger touch; **Reset** none

Effect

Glove Atk (1d4 damage and target is held, DC 25 Reflex save negates).

Once held, the character can be freed with a successful DC 25 Strength or Escape Artist check. Failed checks deals 1d4 damage. The hands can be destroyed. They are AC 15 with 50hp. Each damaging attack against the hands deals 1d4 damage to the held character.



WARPED MIRROR

CR 6

.....
The door is covered with a tarnished, warped silver mirror. You can barely make out your own reflection.
.....

Type magical; **Perception** DC 25 (to notice reflections are warped and sinister, provides a +2 bonus to the Will save vs. the mirror's attack); **Disable Device** DC 29

Trigger proximity (alarm); **Reset** none

Effect

This trap activates when a character observes the mirror from five feet away or less.

Mirror Atk (1 Charisma damage plus character is paralyzed, DC 17 Will save negates); multiple attacks (1/round until successful save)



PIPE ORGAN

CR 5

.....
A magnificent ebony pipe organ completely dominates the back of this room. Surreal music begins to play from the pipes as the bursts of air gently blow some sheet music to the floor.
.....

Type mechanical; **Perception** DC 20 (to notice that the organ is playing the score on the sheet music); **Bluff** or **Perform** DC 20 (three consecutive full round checks are required to silence the organ by singing the lyrics from the sheet music)

Trigger proximity (alarm); **Reset** none

Effect

Organ Atk (1d3 Wisdom damage, DC 17 Will save negates); multiple targets (all targets within a 30-ft.-square); multiple attacks (1/round until silenced).

Sound altering spells or abilities can temporarily disrupt the organ.



NOT SO SECRET DOOR

CR 7

.....
Green slime coats most of the wall. The faint outline of a door is barely discernable through the dripping slime.
.....

Type magical; **Perception** DC 27; **Arcana** or **Dungeoneering** DC 27 (the slime is vulnerable to fire)

Trigger touch; **Reset** none

Effect

Slime Atk (1d4 Con damage and target is stuck to slime, DC 20 Fortitude save negates); multiple attacks (1/round until slime is destroyed or target is unstuck).

Character can escape the slime with a DC 25 Strength or Escape Artist check. Burning the slime will also destroy it and free the character, dealing 1d6 damage to any stuck character. The door is fake.



SLIMY ROOM

CR 6

The walls and floor of this room are covered in green slime. The dank smell of mold and mildew permeates the air.

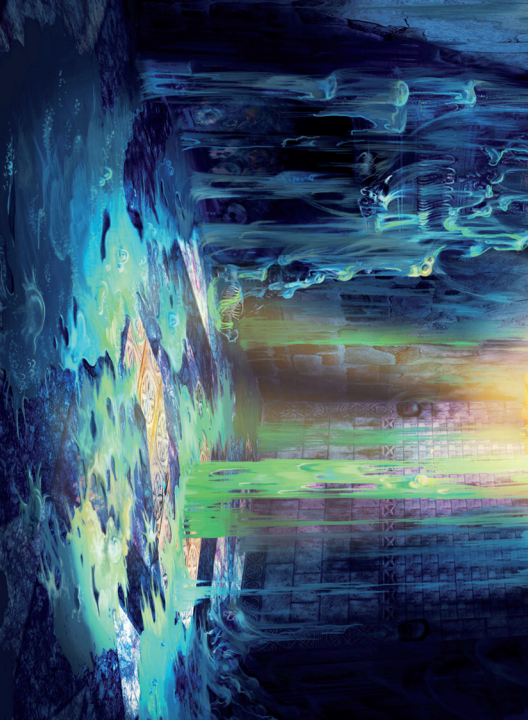
Type mechanical; **Perception** DC 25; **Disable Device** DC 27

Trigger location; **Reset** none

Effect

The slime in the room conceals a pit in the center of the room. When it is stepped on, the slime falls into the pit, dragging nearby characters into the pit as well.

Pit Atk (3d6 damage and character(s) are knocked prone, DC 18 Reflex save negates); multiple targets (all targets within a 25-ft. square area).



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