

TWO DOZEN DANGERS TRAPS



Traps have been a part of fantasy role playing since the beginning of the hobby, and all veteran players can tell stories of characters killed by ingenious and sadistic machines. Here are two dozen new death-dealers for the Pathfinder Roleplaying Game, all intended to kill adventurers in the most interesting and spectacular ways possible. The new traps in this short sourcebook are designed to be more interesting and interactive, and to challenge even the most jaded rogues.

ACIDIC VINES (CR 8)

These delicate jungle vines grow everywhere, and are filled with dangerously acidic sap, which wards off predators. An adventurer blazing a trail through an uncharted rainforest can easily run afoul of acidic vines, as even brushing against them is enough to rip

the vines loose and spray acidic sap everywhere. The vines must be exactly moved aside and drained of their sap to disable this 'trap.'

Type: natural hazard; **Perception:** DC 20; **Disable Device:** DC 28

Trigger: touch; **Duration:** instant; **Reset:** none

Effects: shower of acid (4d6 acid damage, Reflex DC 20 for half damage); multiple targets (all targets in a 10 ft square)

BARRAGE OF NEEDLES (CR 5)

Dozens of concealed crossbows hidden behind a thin fresco fire in a randomly determined sequence, skewering intruders when they least expect it.

TRAPS	PAGE	TRAPS	PAGE
Acidic Vines (CR 8)	1	Reverse Gravity Tenderizer (CR 9)	3
Barrage of Needles (CR 5)	1	Rolling Boulder Trap (CR 15)	3
The Chainwinder (CR 7)	2	The Sadist's Pendulum (CR 8)	4
Door Bomb (CR 8)	2	Sand Fall (CR 11)	4
Fight for Life (CR 13)	2	Sevenfold Scalpels (CR 25)	4
Flying Sandbags (CR 1)	2	Slow Crusher (CR 13)	4
The Forge of Hell (CR 15)	2	Stinger Book (CR 9)	4
Hunter's Snare (CR 1)	3	Swinging Log Trap (CR 2)	5
Log Fall (CR 3)	3	Teleportal Stone (CR 10)	5
Origami Guillotine (CR 10)	3	Vanity's Rainbow (CR 18)	5
Origami Starblade Guillotine (CR 17)	3	Vengeful Chest (CR 11)	5
Petrifaction Rain (CR 9)	3	Well of Sorrows (CR 6)	5



LPJ9545

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.



Type: Mechanical trap; **Perception:** DC 24; **Disable Device:** DC 20

Trigger: Touch (trigger square); **Duration:** 3 rounds; **Reset:** Manual

Effects: Attack +10 ranged (1d3 piercing/x3). Multiple Targets (all targets in a 20 ft square room are attacked by the trap 1d4+1 times each round.)

THE CHAINWINDER (CR 7)

This trap is a mechanical wonder, an articulated steel pylon that blasts out from beneath a well concealed false tile in the floor. The rotating pylon is wound with light anchorchain, which lashes out like a whip, albeit one heavy enough to cleave through a knight in full armor. Then the chainwhip winds itself to the pylon again, possibly crushing anyone unfortunate enough to be caught in its coils.

Type: Mechanical trap; **Perception:** DC 24; **Disable Device:** DC 24

Trigger: Touch (trigger square); **Duration:** 1d4 rounds; **Reset:** Automatic reset 1 hour after its cycle concludes.

Effects: Attack +15 melee (4d6 slashing/x2 plus targets are considered grappled) Targets must attempt a CMB check to break free of the grappled: the Chainwinder is considered to have a +15 bonus to CMB for the purpose of this check. Characters who fail to break free take 4d6 points of crushing damage per round, for the following 1d4 rounds. The Chainwinder deactivates at the end of 1d4 rounds, releasing whatever (if anything) is left of its captive and descends back into its storage slot.

DOOR BOMB (CR 8)

This hollow false door is made of heavy wood or brittle metal, and the inner void is filled with volatile chemicals. The doors' excellent lock is coated with highly combustible reagents. A careless touch from a lockpick can ignite the primer, which in turn detonates the alchemists' fire within the door and turns the door itself to deadly shrapnel.

Type: Mechanical trap; **Perception:** DC 25; **Disable Device:** DC 30

Trigger: Touch (doorknob or lock mechanism); **Duration:** Instant; **Reset:** None

Effects: fireball with shrapnel (5d6 fire and 3d6 slashing, Reflex DC 24 half), Multiple Targets (all targets within a 20 ft radius)

FIGHT FOR LIFE (CR 13)

This complex magical trap is a multi-stage danger. Walls near the trap site are covered in silver filigree, which forms mystical summoning diagrams. The magical device glows with stored power as the trap builds to its ultimate detonation. Vials of noxious alchemical chemicals boil as the device prepares to unleash its deadly gas cloud.

Type: magic trap; **Perception:** DC 12; **Disable Device:** DC 26

Trigger: proximity (*alarm*); **Duration:** 3 rounds, *cloudkill* persists for 10 minutes; **Reset:** none

Effects: Initially, the trap summons 1d4+1 Deinonychus using Summon Monster VII. If all the summoned dinosaurs are not destroyed within 3 rounds, at Initiative Count 0 on the 3rd round, the second stage of the trap casts *Cloudkill*, which fills the 40 ft square chamber. If the dinosaurs are defeated within 3 rounds, *cloudkill* is not cast.

FLYING SANDBAGS (CR 1)

As soon as a tripwire is pulled, half a dozen heavy sandbags come swinging down from concealed ports high up in the rafters. They kick like a mule and can blacken eyes and knock out teeth, but rarely kill, making them an ideal training tool for thieves' guilds across the world.

Type: Mechanical trap; **Perception:** DC 20; **Disable Device:** DC 12

Trigger: Touch (tripwire); **Duration:** Instant; **Reset:** Manual

Effects: Attack +10 melee (1d8+2 subdual/x2) Multiple Targets (all targets in a 20 ft room)

THE FORGE OF HELL (CR 15)

A huge vat of molten steel sits above the trapped chamber, so hot that the air in the chamber below seems to shimmer with heat. The vat slowly begins to tilt, ready to pour its white hot cargo onto everything below.

Type: Mechanical; **Perception:** DC 10; **Disable Device:** DC 25

Trigger: Proximity (*alarm*); **Duration:** Instant; **Reset:** None

Effects: Never Miss (When the trap actually pours: 10d6 fire damage, onset time 1d4+1 rounds) Never Miss (2d4 fire damage per round until trap actually triggers from ambient heat, no onset); Multiple Targets (all targets within a 20 ft square room)

HUNTER'S SNARE (CR 1)

A rope noose buried under leaves, garbage or other camouflage snaps taught when a tripwire is crossed, ensnaring the victim and leaving them trussed upside down from the ceiling. Often used by hunters, these traps usually break the legs or ankles of small prey animals, but are little more than an annoyance to human rogues.

Type: mechanical; **Perception:** DC 22; **Disable Device:** DC 12

Trigger: Touch (tripwire); **Duration:** Instant; **Reset:** Manual

Effects: Anyone triggering the trap is ensnared, and jerked upside down to hang 20 ft above the ground (2d6 falling damage). A DC 20 Reflex Save avoids the trap entirely.

LOG FALL (CR 3)

When a tripwire yanks loose a support, dozens of logs balanced precariously come crashing down, slamming into their targets, bowling them over and shattering their bones.

Type: Mechanical Trap; **Perception:** DC 20; **Disable Device:** DC 20

Trigger: Touch (tripwire); **Duration:** Instant; **Reset:** Manual

Effects: Attack +20 melee (4d6 crushing/x2) Multiple Targets (all targets in a 30 ft cone from the trap's point of origin)

ORIGAMI GUILLOTINE (CR 10)

This bladed trap consists of four sheets of adamantite, each as thin as a sheet of parchment and as deadly as a razor. Each of these huge razors is designed to thrust inward, to form a three dimensional cross pattern within the trapped room when all blades are fully extended. By design the trap should slice a target into neat halves or quarters, whether that target be man or Halfling-sized.

Type: Mechanical trap; **Perception:** DC 22; **Disable Device:** DC 29

Trigger: Touch (tripwire); **Duration:** Instant; **Reset:** Manual

Effects: 10d6 slashing (Reflex DC 28 half. Special: due to the tight conditions within the trapped room, all creatures within the trapped room suffer a cumulative -1 circumstance penalty on Reflex Saves against the trap for each Small or larger creature after the first within.) Multiple Targets (all creatures within a 10 ft square room)

ORIGAMI STARBLADE GUILLOTINE (CR 17)

This refinement of the already lethal trap incorporates an additional eight blades, set at diagonal angles to the main four blades. These smaller blades prevent thieves from finding any void within the deadly trap, ensuring that anyone stepping into the Guillotine dies there, sliced into eighths.

Type: Mechanical trap; **Perception:** DC 22; **Disable Device:** DC 34

Trigger: Touch (tripwire); **Duration:** Instant; **Reset:** Manual

Effects: 14d6 slashing ; Never Miss (onset 1 round) ; Multiple Targets (all creatures within a 10 ft square room)

PETRIFACTION RAIN (CR 9)

Hidden nozzles on the ceiling of the chamber slide open and spill out a sickly grey liquid that turns anything below into granite.

Type: Magical trap; **Perception:** DC 22; **Disable Device:** DC 25

Trigger: Proximity (alarm); **Duration:** Instant; **Reset:** None

Effects: Petrification as per the *flesh to stone* spell (FORT DC 19 negates); Multiple targets (all targets within a 20 ft square room).

REVERSE GRAVITY TENDERIZER (CR 9)

Anyone stepping into this long, shadowy hallway finds themselves flung up into the vaulted ceiling, as gravity reverses itself.... and into the wrought iron spikes hidden by the ceiling's shadows. The next round, normal gravity reasserts itself and the victims fall to the ground.

Type: Magic trap; **Perception:** DC 28; **Disable Device:** DC 27

Trigger: Visual (*arcane eye* on the ceiling); **Duration:** 1 round; **Reset:** None

Effects: 20 ft reverse gravity fall (2d6 falling damage, Reflex DC 20 avoids) plus pit spikes (attack +10 melee (1d4 spikes per target, 1d4+2 damage each); 20 ft fall (2d6 falling damage, Reflex DC 20 half) ; Multiple Targets (all targets in a 30 ft line)

ROLLING BOULDER TRAP (CR 15)

A mostly round boulder the size of a rests at the apex of a long slope, the end point of which is right where you're standing. As soon as the boulder's support buckles, it will come rumbling towards you like a juggernaut, crushing anything in its path to paste.

Type: Mechanical trap; **Perception:** DC 20; **Disable Device:** DC 22

Trigger: Touch (tripwire); **Duration:** Instant; **Reset:** Manual

Effects: 18d6 bludgeoning damage; Never Miss (onset 1 round) Multiple Targets (all targets in a 40 ft line)

THE SADISTS PENDULUM (CR 8)

This trap is really two related traps, triggered simultaneously and designed in such a way as to use the victim's quick reflexes against him. As the victim dodges the first blade (which inflicts only superficial damage), he rarely sees the lethal secondary trap activate....a trap the unwary adventurer is leaping headlong into.

Type: Mechanical Trap; **Perception:** DC 24; **Disable Device:** DC 28

Trigger: Proximity (*alarm*); **Duration:** Instant; **Reset:** Manual

Effects: First stage: 2d6 slashing (Reflex DC 12 half); Secondstage: 10d6 slashing (Base Reflex DC 18 half) The target suffers a penalty on the second Reflex Save equal to the amount he or she beat the first stage's Reflex Save by. If the target chooses not to make a Reflex Save against the first stage, or fails the save the Reflex DC of the second stage is DC 18.

SAND FALL (CR 11)

Enormous and heavy drifts of sand pour into the chamber from spigots high on the ceiling.

Type: mechanical; **Perception:** DC 12; **Disable Device:** DC 31

Trigger: Touch (tripwire or trigger stone); **Duration:** Instant; **Reset:** Manual

Effects: 20 ft square room fills entirely with sand, causing suffocation; never miss (onset delay 1d3 rounds). Creatures within the room are *slowed* by the heavy sand until the room completely fills. Multiple Targets (all targets in a 20 ft square room).

SEVENFOLD SCALPES (CR 25)

The Sevenfold Scapels trap may be the masterpiece of the trapmaker's art. An entire hallway is fitted with extending blades driven by steam powered pistons. Tuned and positioned so that each of the razor-sharp blades deals an exactly measured ration of agony, the Sevenfold Scalpels inflict predictable but steadily increasing damage upon intruders. With each stage in the trap's sequence, more and more blades erupt from concealed sheathes in the

walls, floors and ceilings. By the time the trap springs for the seventh and final time, anything unfortunate enough to have been caught within is rendered down to bloody giblets.

Type: Mechanical Trap; **Perception:** DC 20; **Disable Device:** DC 34

Trigger: visual (*arcane eye*); **Duration:** 7 round sequence; **Reset:** Automatically resets after one minute

Effects: This trap activates seven times, for seven consecutive rounds at Initiative Count 10. Each time the damage inflicted doubles and the Reflex Save for half damage increases. Each time the trap springs it does so with as an attack +10 melee. This trap cannot score a critical hit. Multiple Targets (all targets within a 60 ft long corridor)

Damage is as follows:

- First round: 2 slashing (Reflex DC 12)
- Second Round: 4 slashing, (Reflex DC 14)
- Third round: 8 slashing (Reflex DC 16)
- Fourth round: 16 slashing (Reflex DC 18)
- Fifth round: 32 slashing (Reflex DC 20)
- Sixth round: 64 slashing (Reflex DC 22)
- Seventh round: 128 slashing (Reflex DC 24)

SLOW CRUSHER (CR 13)

A crushing trap for genuine sadists, who like to give their victims plenty of time to contemplate their impending horrible deaths. The slow crusher is a pneumatically powered device that pushes the walls, floor and ceilings together, eventually turning anything into the chamber to thin paste.

Type: Mechanical trap; **Perception:** DC 20; **Disable Device:** DC 30

Trigger: Touch (trigger square); **Duration:** 10 rounds; **Reset:** Manual

Effects: 20d6 bludgeoning damage ; Never Miss (onset 1d3 rounds) ; Multiple Targets (all targes within a 30 ft square room). The Slow Crusher maintains full pressure once the onset time is passed for 10 rounds, before releasing the pressure and slowly sliding apart.

STINGER BOOK (CR 9)

A clockwork device modeled on a scorpion's sting is concealed within the spine and frontpiece of an expensive tome. Anyone carelessly browsing the book risks injection with a deadly toxin.

Type: Mechanical; **Perception:** DC 30; **Disable Device:** DC 20

Trigger: Touch; **Duration:** Instant; **Reset:** Automatic (stinger cocks itself again after 1 minute)

Effects: Attack +10 melee (1 point of damage + *death-blade* poison)

SWINGING LOG TRAP (CR 2)

This simple but devastatingly effective trap is merely a sharpened spike of lumber set to swing from a fulcrum. Its own weight and momentum allows the sharpened log to kill multiple men with a single swing!

Type: mechanical; **Perception:** DC 20; **Disable Device:** DC 14

Trigger: Touch (tripwire); **Duration:** Instant; **Reset:** Manual

Effects: Attack +15 melee (2d8+6 piercing/x3); Multiple Targets (all targets in a 10 ft line)

TELEPORTAL STONE (CR 10)

This magical stone is inscribed with a rune of teleportation. Anyone touching this particular floor stone finds themselves teleported somewhere distinctly unpleasant: a dungeon's deepest oubliette if they're lucky, the heart of a sun if they're not!

Type: magic trap; **Perception:** DC 31; **Disable Device:** DC 20

Trigger: Touch; **Duration:** instant; **Reset:** none

Effects: Teleport (Greater) spell teleports the trap's target to a predetermined location (WILL DC 20 negates)

VANITY'S RAINBOW (CR 18)

This arcane trap is hidden in plain sight, concealed within a crystal chandelier with a king's ransom. When the trap activates, the clear and milk white crystals glow golden, like a warm sunset, and then unleash their magical weapons on those caught below.

Type: Magical Trap; **Perception:** DC 30; **Disable Device:** DC 24

Trigger: visual (*arcane eye*); **Duration:** Instant; **Reset:** None

Effects: ten *magic missiles* dealing 1d4+1 points of damage, may be targeted at one target or up to 10 targets, none of which can be more than 15 ft apart; Never Miss (no onset); Multiple Targets (all targets within a 20 ft square room)

VENGEFUL CHEST (CR 11)

When tampered with, this iron-shod treasure chest splits apart upon previously hidden seams. With a clanking of gears, the treasure chest becomes a spider-like construct bent on a thief's annihilation.

Type: magic trap; **Perception:** DC 22; **Disable Device:** DC 30

Trigger: Touch; **Duration:** instant; **Reset:** automatically returns to chest form 1 hour after combat ends

Effects: Casts *Animate Object* upon the treasure chest, which becomes a Medium Animated Object and immediately attacks the character who triggered the trap.

WELL OF SORROWS (CR 6)

The trapped chamber is a round room with a floor made from heavy and ornate stained glass, depicting a horrific religious scene. Anyone stepping onto the wrong piece of glass shatters the entire floor, pitching them and anyone else in the chamber into a cavernous pit.... While magically animate shards of glass slice them to ribbons on the way down!

Type: Magical trap; **Perception:** DC 20; **Disable Device:** DC 20

Trigger: touch (trigger square of glass); **Duration:** Instant; **Reset:** None

Effects: Attack +20 melee (8d6 slashing, x3), 60 ft deep pit (6d6 falling damage, Reflex DC 20 avoids) Multiple Targets (all targets within a 30 ft square room)

Written by Chris A. Field

Artwork by Forge Studios

All content is copyright 2010 Louis Porter Jr. Design Inc. The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned. This book is compatible with 3rd Edition and Revised 3rd Edition rules. This edition of adventure planner is produced under version 1.0a and/or draft versions of the Open Game License and the System Reference Document by permission of Wizards of the Coast. Subsequent versions of this product will incorporate later versions of the license and document.

Designation of Open Game Content: All Text

OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Two Dozen Dangers: Traps, Copyright 2010, Louis Porter Jr. Design, Inc.