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Dungeon Dressing: Simple Magic Traps

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Dungeon Dressing: Simple Magic Traps

Tired of dungeons lacking in verisimilitude? Want to add cool little features of interest to your creations but don't have the time to come up with nonessential details? Want to make your dungeons feel more realistic? Then Dungeon Dressing is for you! Each instalment in the line focuses on a different common dungeon fixture such as stairs, pillars or pools and gives the harried GM the tools to bring such features to life with interesting and cool noteworthy features.

This instalment of Dungeon Dressing presents loads of great simple magic traps to add to your dungeon. Designed to be used both during preparation or actual play, Dungeon Dressing: Simple Magic Traps is an invaluable addition to any GM's armoury!

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The primary purpose of an alarm trap is to alert a dungeon's defenders to the presence of intruders. Most do this through sound and light while others also inflict damage to intruders.

GHOST SOUND TRAP CR 1 (400 XP)

Noise suddenly fills the room.

Search DC 25; **Type** magic (*ghost sound*)
Disarm DC 25 Disable Device (2d4 rounds); activates on DC 20 or less
Trigger proximity (*alarm*); **Reset** automatic (10 minutes)

Effect The trap activates a *ghost sound* spell (CL 1; duration 1 round [DC 11 Will disbelieves) on a warded object or location.

LIGHT TRAP CR 1 (400 XP)

Magical light suddenly fills the room.

Search DC 25; **Type** magic (*light*)
Disarm DC 25 Disable Device (2d4 rounds); activates on DC 20 or less
Trigger proximity (*alarm*); **Reset** automatic (10 minutes)

Effect The trap casts a *light* spell (CL 1; duration 10 minutes) on the ceiling in the centre of the room.

MAGIC MOUTH TRAP CR 3 (800 XP)

A mouth appears on the opposite wall and speaks.

Search DC 27; **Type** magic (*magic mouth*)
Disarm DC 27 Disable Device (2d4 rounds); activates on DC 22 or less
Trigger proximity (*alarm*); **Reset** automatic (10 minutes)

Effect The trap activates a *magic mouth* spell (CL 3;) on a warded object or location.

SOUND BURST TRAP CR 3 (800 XP)

A loud clamour stuns you.

Search DC 27; **Type** magic (*sound burst*)
Disarm DC 27 Disable Device (2d4 rounds); activates on DC 22 or less
Trigger Proximity (*alarm*); **Reset** automatic (10 minutes)

Effect The trap casts a *sound burst* spell (CL 3; 1d8 sonic damage and targets stunned for 1 round [DC 13 Fortitude negates stun]) on a warded object or location.

SHOUT TRAP CR 5 (1,600 XP)

A loud shout rips through the silence

Search DC 29; **Type** magic (*shout*)
Disarm DC 29 Disable Device (2d4 rounds); activates on DC 24 or less
Trigger Proximity (*alarm*); **Reset** automatic (10 minutes)

Effect The trap casts a *shout* spell (CL 7; 5d6 sonic damage and targets deafened for 2d6 round [DC 16 Fortitude halves and negates the deafness]) on a warded object or location.

GUARDS AND WARDS TRAP CR 7 (3,200 XP)

Thick, cloying fog suddenly surrounds you.

Search DC 31; **Type** magic (*guards and wards*)
Disarm DC 31 Disable Device (2d4 rounds); activates on DC 26 or less
Trigger proximity (*alarm*); **Reset** automatic (1 day)

Effect The trap casts a *guards and wards* spell (CL 12; duration 24 hours) in an area of effect up to 2,400 sq. ft.

BLASPHEMY TRAP CR 8 (4,800 XP)

A single shouted fell word spoken in some blasphemous tongue shatters the silence.

Search DC 32; **Type** magic (*blasphemy*)
Disarm DC 32 Disable Device (2d4 rounds); activates on DC 31 or less
Trigger proximity (*detect good*); **Reset** automatic (1 round)

Effect The trap casts *blasphemy* (CL 14; DC 20 Will partial) on multiple targets in a 40-ft.-radius spread, centred on the trap.
Note Activates when the trap detects good creatures within its area of effect.

EARTHQUAKE TRAP CR 9 (6,400 XP)

The ground suddenly starts to shake and dust sifts down from the ceiling.

Search DC 33; **Type** magic (*earthquake*)
Disarm DC 33 Disable Device (2d4 rounds); activates on DC 28 or less
Trigger Pproximity (*alarm*); **Reset** —

Effect The trap casts an *earthquake* spell (CL 15; range 1,000 ft., 80 ft.-radius spread).
Note If placed underground, this trap could result in the PCs being unable to return the way they came.

Boons are a new kind of trap. Instead of inflicting harm or hindering, boons cast beneficial spell effects. They are intended to benefit opponents in adventures, or to provide handy story elements, rather than to benefit PCs. As such, they should benefit evil creatures, creatures of a particular (evil) race, and so on. PCs should not gain XP if they benefit from a boon, but should if they disarm or destroy a boon.

By adding *detect evil* to an object, a boon benefits only evil creatures; by adding *locate creature*, a boon benefits only creatures of a particular type/subtype etc. It should be easy to decide which group of creatures a boon helps. Various examples are provided below. A boon could also have *locate object* added to the trigger, so that it benefits people wearing a particular uniform, badge or ring, or even something as simple as having a candle or bell in their possession.

On the other hand, it is easy to imagine some good-aligned temples or shrines also have boons, and some examples are provided. Perhaps the temple has been built above an ancient necropolis and the boons help the clergy defeat the occasional undead horror emerging from the darkness below.

Alternatively, instead of having to touch a specific object or speak a certain word to activate this ability, the NPC may have to bathe in the waters of a certain fountain, clasp a sacred object and so on.

ENDURE ELEMENTS BOON CR 2 (600 XP)

After touching the object, you feel neither warmth or cold.

Search DC 26; **Type** magic (*endure elements*)
Disarm DC 26 Disable Device (2d4 rounds); activates on DC 21 or less
Trigger touch; **Reset** automatic (1 round)
Effect The boon casts an *endure elements* spell (DC 11 Will negates) on the target.

CURE MODERATE WOUNDS BOON CR 3 (800 XP)

As you touch the object, healing magic flows through your body.

Search DC 27; **Type** magic (*cure moderate wounds*)
Disarm DC 27 Disable Device (2d4 rounds); activates on DC 22 or less
Trigger touch (*detect evil*); **Reset** automatic (1 round)
Effect The boon casts a *cure moderate wounds* spell (CL 4; 2d8+4 healing) on the target.
Note Only evil creatures can benefit from the boon.
Variant In a dungeon filled with undead, an *inflict moderate wounds* spell is far more appropriate.

REMOVE DISEASE BOON CR 4 (1,200 XP)

As you touch the objects, the symptoms of the disease that has infested you start to fade away.

Search DC 28; **Type** magic (*remove disease*)
Disarm DC 28 Disable Device (2d4 rounds); activates on DC 23 or less
Trigger touch; **Reset** automatic (1 round)
Effect The boon casts a *remove disease* spell (CL 5; 14 Will negates) on the target.

HASTE BOON CR 4 (1,200 XP)

You start to move faster and faster.

Search DC 28; **Type** magic (*haste*)
Disarm DC 28 Disable Device (2d4 rounds); activates on DC 23 or less
Trigger touch (*locate creature*); **Reset** automatic (1 minute)
Effect The boon casts a *haste* spell (CL 6; DC 14 Will negates, duration 6 rounds) on the target and up to 5 other allies no two of which can be more than 30 ft. apart.

HEROISM BOON CR 4 (1,200 XP)

The skill and confidence of heroes fills your veins.

Search DC 28; **Type** magic (*heroism*)
Disarm DC 28 Disable Device (2d4 rounds); activates on DC 23 or less
Trigger touch (*locate creature*); **Reset** automatic (1 minute)
Effect The boon casts a *heroism* spell (CL 5; duration 50 minutes) on the target.

HEROES' FEAST BOON CR 7 (3,200 XP)

At your command, a sumptuous banquet appears.

Search DC 31; **Type** magic (*heroes' feast*)
Disarm DC 31 Disable Device (2d4 rounds); activates on DC 26 or less
Trigger proximity (*alarm, detect good*); **Reset** automatic (1 day)
Effect The boon casts a *heroes' feast* for 11 people [CL 11]).
Note This boon activates only if a good-aligned person speaks the command word whilst in the area.

HEROIC INVOCATION BOON CR 11 (12,800 XP)

At you approach, ancient words of power ring out.

Search DC 34; **Type** magic (*heroic invocation*)
Disarm DC 34 Disable Device (2d4 rounds); activates on DC 29 or less
Trigger proximity (*alarm, detect evil*); **Reset** automatic (1 day)
Effect The boon casts a *heroic invocation* (CL 18; duration 3 hours) on up to 18 targets, no two of which can be more than 30 ft. apart.
Note This boon activates only if an evil-aligned person speaks the command word whilst in the area. Only evil creatures benefit from the *heroic invocation*.

Harming Traps

Harming traps are those that do not inflict direct hit point damage to a target, but otherwise harm or trouble invaders.

Bestow Curse Trap — CR 4 (1,200 XP)

Suddenly the object you touched crackles with necrotic energy.

Search DC 28; **Type** magic (*bestow curse*)

Disarm DC 28 Disable Device (2d4 rounds); activates on DC 23 or less

Trigger touch; **Reset** —

Effect The trap casts a *bestow curse* spell (Will DC 14 negates) on the target.

Enervation Trap — CR 4 (1,200 XP)

A bolt of black energy leaps forth toward you.

Search DC 29; **Type** magic (*enervation*)

Disarm DC 29 Disable Device (2d4 rounds); activates on DC 24 or less

Trigger proximity (*alarm*); **Reset** —

Effect The trap casts an *enervation* spell (CL 7; +8 ranged touch [range 40 ft.], 1d4 temporary negative levels, duration 7 hours) at the target.

Touch Of Slime Trap — CR 5 (1,600 XP)

Green slime suddenly coats your hand.

Search DC 29; **Type** magic (*touch of slime*)

Disarm DC 29 Disable Device (2d4 rounds); activates on DC 24 or less

Trigger touch; **Reset** automatic (1 round)

Effect The trap casts *touch of slime* (DC 16 Fortitude negates) on the target.

Baleful Polymorph Trap — CR 6 (2,400 XP)

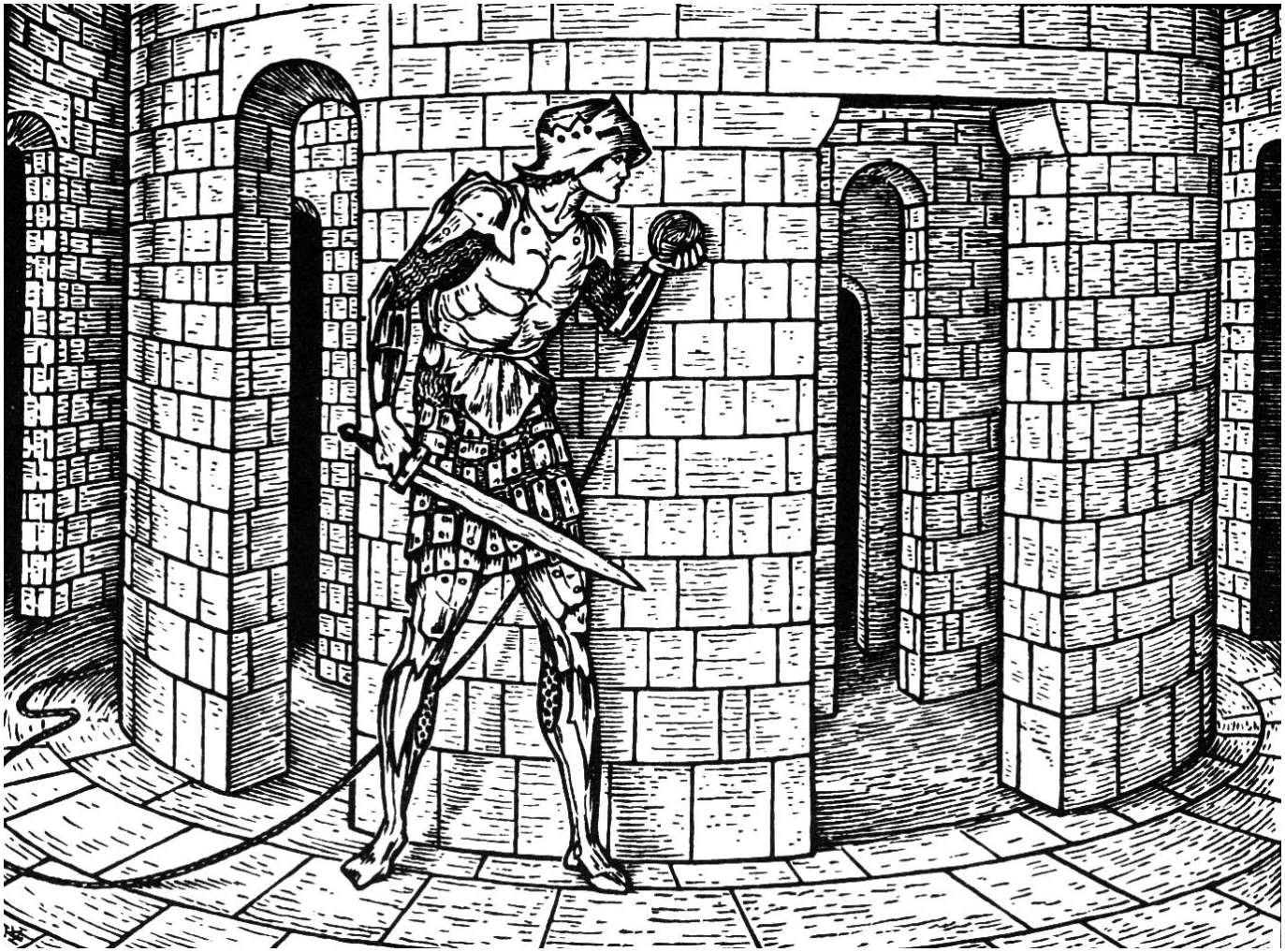
A magical affect begins to warp and shrink your body.

Search DC 30; **Type** magic

Disarm DC 30 Disable Device (2d4 rounds); activates on DC 25 or less

Trigger proximity (*alarm*); **Reset** automatic (1 round)

Effect The trap casts a *baleful polymorph* spell (CL 10; range 50 ft., DC 17 Fort negates, DC 17 Will partial) to transform the target into rat.



IMPEDING TRAPS

Impeding traps are those that slow down invaders' progress through a location.

GREASE TRAP CR 2 (600 XP)

Suddenly, the floor beneath your feet becomes wet and slippery.

Search DC 26; **Type** magic (*grease*)
Disarm DC 26 Disable Device (2d4 rounds); activates on DC 21 or less
Trigger proximity (*alarm*); **Reset** —

Effect The trap casts a *grease* spell (CL 2; range 30 ft.; duration 2 minutes); on all targets in a 10-ft. square.

LITANY OF SLOTH TRAP CR 2 (600 XP)

A malign feeling of lethargy overcomes you.

Search DC 26; **Type** magic (*litany of sloth*)
Disarm DC 26 Disable Device (2d4 rounds); activates on DC 21 or less
Trigger proximity (*alarm*); **Reset** automatic (1 round)

Effect The trap casts a *litany of sloth* spell (CL 2; range 30 ft., duration 1 round) on a random target.
Note This trap is best used in conjunction with opponents, it is pointless otherwise.

CONFUSION TRAP CR 5 (1,600 XP)

Confusion suddenly clouds your mind.

Search DC 29; **Type** magic (*confusion*)
Disarm DC 29 Disable Device (2d4 rounds); activates on DC 24 or less
Trigger proximity (*alarm*); **Reset** automatic (1 minute)

Effect The trap casts a *confusion* spell (CL 8; duration 8 round, DC 16 Will negates) on all targets in a 15-ft. radius burst, centred on the trap.

HEIGHTENED ENTANGLE TRAP CR 5 (1,600 XP)

The plants around your feet begin to writhe and curl about your legs.

Search DC 27; **Type** magic (*entangle*)
Disarm DC 27 Disable Device (2d4 rounds); activates on DC 22 or less
Trigger proximity (*alarm*); **Reset** automatic (4 minutes)

Effect The trap casts an *entangle* spell (CL 7; range 35 ft., duration 7 minutes, DC 16 Reflex partial) against multiple targets in a 40-ft. radius spread, centred on the trap.

BLACK TENTACLES TRAP CR 5 (1,600 XP)

A field of rubbery black tentacles bursts forth from the floor.

Search DC 29; **Type** magic (*black tentacles*)
Disarm DC 29 Disable Device (2d4 rounds); activates on DC 24 or less
Trigger proximity (*alarm*); **Reset** automatic (1 minute)

Effect The trap casts a *black tentacles* spell (CL 10; CMB +15, CMD +20, duration 10 rounds); multiple targets (all targets in a 20-ft. radius spread) centred on the trap.

HEIGHTENED SLOW TRAP CR 7 (3,200 XP)

A strange lethargy begins to creep over your limbs.

Search DC 31; **Type** magic (*slow*)
Disarm DC 31 Disable Device (2d4 rounds); activates on DC 26 or less
Trigger proximity (*alarm*); **Reset** automatic (2 minutes)

Effect The trap casts a *slow* spell (CL 12; range 85 ft., duration 12 rounds; DC 19 Will negates) against multiple targets (up to 12 creatures, no two of which can be more than 30 ft. apart), centred on the trap.

TAR POOL TRAP CR 7 (3,200 XP)

The ground beneath your feet transforms into sticky, black tar.

Search DC 31; **Type** magic (*tar pool*)
Disarm DC 31 Disable Device (2d4 rounds); activates on DC 26 or less
Trigger proximity (*alarm*); **Reset** automatic (1 minute)

Effect The trap casts a *tar pool* spell (CL 12, range 55 ft., duration 12 rounds, DC 19 Reflex partial); multiple targets (all targets in a 20-ft. radius burst) centred on the trap.

MASS HOLD PERSON TRAP CR 8 (4,800 XP)

A magical immobility sweeps over you.

Search DC 32; **Type** magic (*mass hold person*)
Disarm DC 32 Disable Device (2d4 rounds); activates on DC 27 or less
Trigger proximity (*alarm*); **Reset** automatic (1 minute)

Effect The trap casts a *mass hold person* spell (CL 13; range 230 ft., duration 13 rounds; DC 20 Will negates); multiple targets (up to 13 creatures, no two of which can be more than 30 ft. apart) centred on the trap.

MAZE TRAP CR 9 (6,400 XP)

Suddenly you are somewhere else. Corridors of obvious magical construct lead away in all directions.

Search DC 33; **Type** magic
Disarm DC 33 Disable Device (2d4 rounds); activates on DC 28 or less
Trigger proximity (*alarm*); **Reset** automatic (1 round)

Effect The trap casts a *maze* spell (C 16; range 105 ft.)

MAGE'S DISJUNCTION TRAP CR 10 (9,600 XP)

Your wards and other extant magic mysteriously fail.

Search DC 34; **Type** magic (*mage's disjunction*)
Disarm DC 34 Disable Device (2d4 rounds); activates on DC 29 or less
Trigger proximity (*detect good*); **Reset** none

Effect The trap casts *mage's disjunction* (CL 18; range 115 ft., DC 23 Will negates; duration 18 minutes) on all targets (all magical effects and magic items) in a 40-ft. radius burst.
Note Activates when the trap detects good creatures within its area of effect.

Protective traps are those that either create effects that protect the location or object, or simply block movement. Note that *forbiddance* also achieves this, but does not have to be created as a trap.

SPIKED PIT TRAP — CR 4 (1,200 XP)

A pit – its bottom lined with spikes – appears beneath you.

Search DC 28; **Type** magic (*spiked pit*)
Disarm DC 28 Disable Device (2d4 rounds); activates on DC 23 or less
Trigger proximity (*alarm*); **Reset** automatic (1 minute)
Effect The trap casts a *spiked pit* spell (CL 7; range 170 ft., duration 8 rounds; DC 13 Reflex negates) under multiple targets (10-ft.-by-10 ft. hole, 30 ft. deep).

WALL OF STONE TRAP — CR 6 (2,400 XP)

A wall of stone suddenly appears.

Search DC 30; **Type** magic (*wall of stone*)
Disarm DC 30 Disable Device (2d4 rounds); activates on DC 25 or less
Trigger Proximity (*alarm*); **Reset** —
Effect The trap casts a *wall of stone* spell (CL 9; range 190 ft.) which creates a stone wall whose area is up to nine 5-ft. squares.

ANTILIFE SHELL TRAP — CR 7 (3,200 XP)

A faintly glowing hemispherical shield sudden fills the area.

Search DC 31; **Type** magic (*antilife shell*)
Disarm DC 31 Disable Device (2d4 rounds); activates on DC 26 or less
Trigger proximity (*alarm*); **Reset** —
Effect The trap casts an *antilife shell* spell (CL 12; duration 12 minutes, 10 ft. radius emanation) centred on the trap.

WALL OF THORNS TRAP — CR 7 (3,200 XP)

A spiky wall of thorns springs into existence.

Search DC 30; **Type** magic
Disarm DC 30 Disable Device (2d4 rounds); activates on DC 25 or less
Trigger Proximity (*alarm*); **Reset** automatic (90 minutes)
Effect The trap casts a *wall of thorns* spell (CL 9; range 190 ft., duration 90 minutes); whose area is nine 10-ft. cubes, centred on trap.

ANTIMAGIC FIELD TRAP — CR 8 (4,800 XP)

As you walk forward, your magical protections suddenly fail.

Search DC 31; **Type** magic (*antimagic field*)
Disarm DC 31 Disable Device (2d4 rounds); activates on DC 26 or less
Trigger Proximity (*alarm*); **Reset** automatic (2 hours)
Effect The trap casts an *antimagic field* spell (CL 12; range 10 ft., duration 2 hours), in a 10 ft. radius emanation, centred on the trapped location.

REPULSION TRAP — CR 7 (3,200 XP)

An invisible force begins to slow your movement.

Search DC 31; **Type** magic (*repulsion*)
Disarm DC 31 Disable Device (2d4 rounds); activates on DC 26 or less
Trigger proximity (*alarm*); **Reset** automatic (15 rounds)
Effect The trap casts a *repulsion* spell (CL 13; range 130 ft., duration 13 rounds, DC 19 Will negates) as a 130 ft. radius emanation centred on the trap.

BLADE BARRIER TRAP — CR 8 (4,800 XP)

A whirling barrier of blades springs into existence.

Search DC 31; **Type** magic (blade barrier)
Disarm DC 31 Disable Device (2d4 rounds); activates on DC 26 or less
Trigger proximity (*alarm*); **Reset** automatic (12 minutes)
Effect The trap casts a *blade barrier* spell (CL 11; range 210 ft., duration 11 minutes, DC 19 Reflex halves or negates). The area of effect depends on whether the trap creates a wall or ringed wall.
Note The trap's creator must choose whether a wall or ringed wall effect is created when the trap is made.

FORCECAGE TRAP — CR 8 (4,800 XP)

An invisible wall stops you moving forward.

Search DC 32; **Type** magic (*forcecage*)
Disarm DC 32 Disable Device (2d4 rounds); activates on DC 27 or less
Trigger Proximity (*alarm*); **Reset** automatic (2 minutes)
Effect The trap casts a *forcecage* spell (CL 13; range 85 ft., duration 13 rounds, DC 20 Reflex negates), centred on a protected item.
Note The trap's creator must choose whether a barred cage or windowless cell effect is created when the trap is made.

REVERSE GRAVITY TRAP — CR 8 (4,800 XP)

Without warning you start to fall up to the ceiling.

Search DC 32; **Type** magic (*reverse gravity*)
Disarm DC 32 Disable Device (2d4 rounds); activates on DC 27 or less
Trigger proximity (*alarm*); **Reset** automatic (2 hours)
Effect The trap casts a *reverse gravity* spell (CL 15; range 250 ft., duration 15 rounds) with an area of effect of fifteen 10-ft. cubes.

WALL OF LAVA TRAP — CR 9 (6,400 XP)

A wall of roiling lava suddenly appears.

Search DC 30; **Type** magic (*wall of lava*)
Disarm DC 30 Disable Device (2d4 rounds); activates on DC 25 or less
Trigger Proximity (*alarm*); **Reset** Automatic (15 rounds)
Effect The trap casts a *wall of lava* spell (CL 15, range 250 ft., duration 15 rounds); whose area is fifteen 5-ft. squares, centred on the trap.

Wounding traps are those that inflict hit point damage on invaders, but some may have secondary effects such as stunning.

ACID ARROW TRAP CR 3 (800 XP)

An arrow of magical acid shoots toward you.

Search DC 27; **Type** magic (*acid arrow*)
Disarm DC 27 Disable Device (2d4 rounds); activates on DC 22 or less
Trigger proximity (*alarm*); **Reset** automatic (1 minute)

Effect The trap casts an *acid arrow* spell (CL 3; +10 ranged touch, range 520 ft.; 2d4 acid pus 2d4 more one round later) once a round for five rounds at the same target.

OBSIDIAN FLOW TRAP CR 5 (1,600 XP)

The floor suddenly transforms into molten glass.

Search DC 29; **Type** magic (*obsidian flow*)
Disarm DC 29 Disable Device (2d4 rounds); activates on DC 24 or less
Trigger Proximity (*alarm*); **Reset** automatic (1 minute)

Effect The trap casts an *obsidian flow* spell (CL 8; range 65 ft., 4d6 fire damage [DC 16 Reflex partial]), at all targets in a 20-ft. radius spread, centred on the trap.

FIRE SNAKE TRAP CR 6 (2,400 XP)

A sinuous line of fire springs up all around you.

Search DC 30; **Type** magic (*fire snake*)
Disarm DC 30 Disable Device (2d4 rounds); activates on DC 25 or less
Trigger Proximity (*alarm*); **Reset** automatic (2d4 rounds)

Effect The trap casts a *fire snake* spell (CL 10; 10d6 fire [DC 17 Reflex halves]) at all targets in a ten 5-ft. square area centred on the trap.

MASS INFLICT LIGHT WOUNDS TRAP CR 6 (2,400 XP)

Dark energy shrivels your life force.

Search DC 30; **Type** magic (*mass inflict light wounds*)
Disarm DC 30 Disable Device (2d4 rounds); activates on DC 25 or less
Trigger proximity (*alarm*); **Reset** automatic (1 minute)

Effect The trap casts a *mass inflict light wounds* spell (range 65 ft. [at CL 9]; 1d8+9 negative; Will DC 17 half) five times, once a round for five rounds on the same targets, multiple targets (up to 9 creatures, no two of which can be more than 30 ft. apart).

KI SHOUT TRAP CR 8 (4,800 XP)

A guttural bark unleashes a save of sonic energy.

Search DC 32; **Type** magic (*ki shout*)
Disarm DC 32 Disable Device (2d4 rounds); activates on DC 27 or less
Trigger Proximity (*alarm*); **Reset** automatic (1 minute)

Effect The trap casts a *ki shout* spell (CL 13; range 85 ft., 13d6 sonic and stun 1 round, [DC 20 Fortitude halves and negates stun]) once a round for three rounds on the same target.

MASS INFLICT SERIOUS WOUNDS TRAP CR 8 (4,800 XP)

Dark energy shrivels your life force.

Search DC 32; **Type** magic (*mass inflict serious wounds*)
Disarm DC 32 Disable Device (2d4 rounds); activates on DC 27 or less
Trigger Proximity (*alarm*); **Reset** automatic (1 minute)

Effect The trap casts a *mass inflict serious wounds* spell (CL 13; range 85 ft., 3d8+13 damage [DC 20 Will halves]) once a round for three rounds on the same targets, (up to 13 creatures no two of which can be more than 30 ft. apart).

STORMBOLTS TRAP CR 9 (6,400 XP)

Lightning bursts forth to consume you.

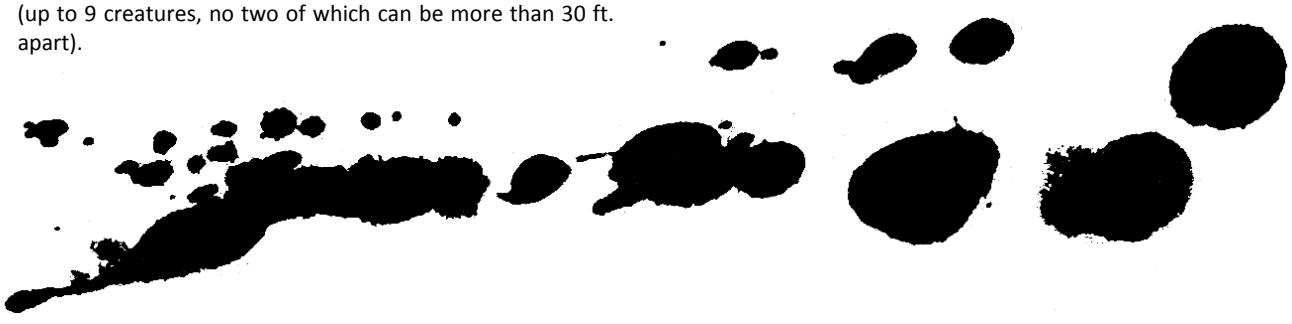
Search DC 33; **Type** magic (*stormbolts*)
Disarm DC 33 Disable Device (2d4 rounds); activates on DC 28 or less
Trigger proximity (*alarm*); **Reset** automatic (1 minute)
Effect The trap casts a *stormbolts* spell (CL 15; 15d6 electricity damage and stun 1 round, [DC 22 Fortitude halves and negates stun) on all targets in a 30-ft. radius spread, centred on the trap.

WIDENED ACID FOG TRAP CR 10 (9,600 XP)

You are suddenly surrounded by fog that burns at your eyes and skin.

Search DC 31; **Type** magic (*acid fog*)
Disarm DC 31 Disable Device (2d4 rounds); activates on DC 26 or less
Trigger proximity (*alarm*); **Reset** automatic (2 minutes)

Effect The trap casts a Widened *acid fog* spell (CL 17; duration 17 rounds) against multiple targets (fog spreads in a 40-ft. radius, 40-ft. high area) centred on the trap.



Compiled Trap List

For the GM's convenience, this table lists by CR and category all the traps presented in *Dungeon Dressing: Simple Magic Traps*.

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8	*Blade barrier* trap	Protective	6
8	*Forcecage* trap	Protective	6
8	*Reverse gravity* trap	Protective	6
8	*Ki shout* trap	Wounding	7
8	*Mass inflict serious wounds* trap	Wounding	7
9	*Earthquake* trap	Alarm	2
9	*Maze* trap	Impeding	5
9	*Wall of lava* trap	Protective	6
9	*Stormbolts* trap	Wounding	7
10	*Mage's disjunction* trap	Impeding	5
10	Widened *acid fog* trap	Wounding	7
11	*Heroic invocation* boon	Boon	3

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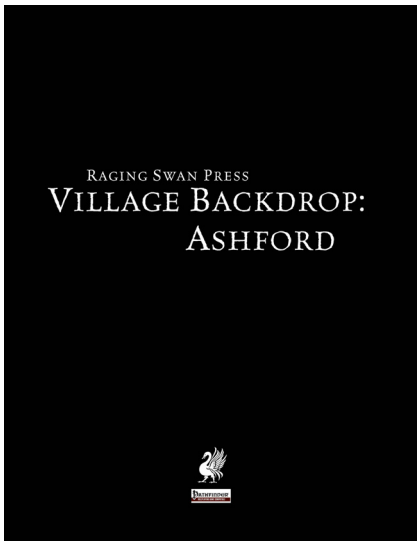

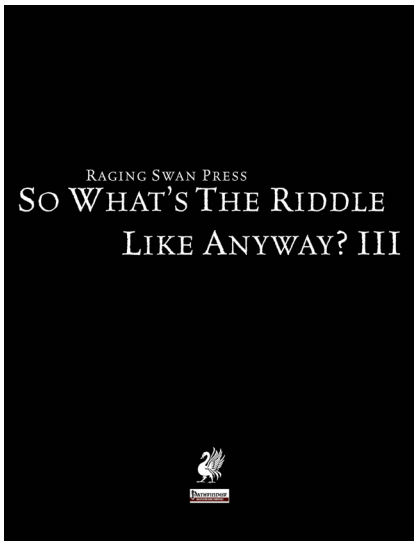

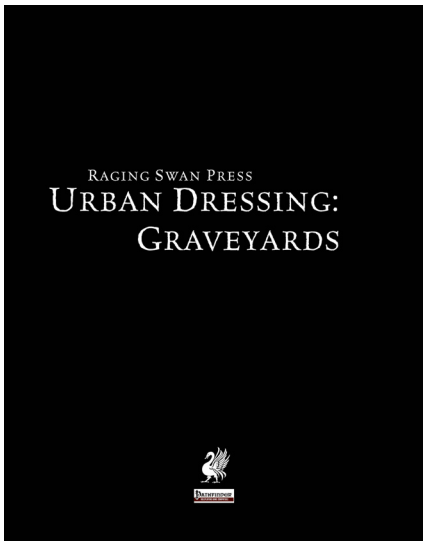

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