Devious Traps

A SMALL COLLECTION OF
SIMPLE BUT DEVIOUS TRAPS

DEVIOUS TRAPS

by Robert W. Thomson

LEGAL

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OTHER PRODUCTS BY ROBERT W. THOMSON
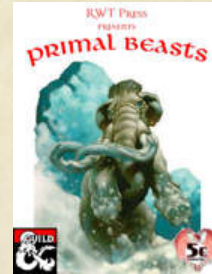
Primal Beasts

The Village of Berol

Compatible

Devious Traps

Among the rarer and more insidious traps that adventurers might run into are those that are generally referred to as "devious traps." These are magical traps of a specific nature, placed by perverted, demented, or just plain evil individuals. Traps like these are not meant solely for titilation, but are designed to leave characters in a vulnerable state deep in a dungeon or in the middle of the wilds.

This type of content is not for everyone. If this isn't, as Austin Powers would say, "your bag," then don't use it.

Player Consent is Essential

Before introducing any sort of adult material to your game, discuss it with your players first. This sort of content is not for everyone. Ask your players if they want such content in the game. If even one player is uncomfortable with it, you should not introduce it. If everyone is comfortable with it, then you can introduce this sort of material.

If everyone is new to this type of game content, but are comfortable with the idea, give it a trial run. It is entirely possible that someone might be willing to try this type of content only to find themselves uncomfortable with it after it has been introduced. If this happens, do not continute to subject that player to such material.

Remember, *consent is essential*. Even if a character might not be consenting, that character's player should always give their consent for what happens to their character.

The Traps

The Cloud of Pleasure Trap
simple trap (level 11-16, deadly threat)

Opening the trapped coffer triggers a cloud of pleausre to fill the area.

Trigger. Opening the lid of trapped coffer.

Effect. When the trap is triggered it unleashes an altered *cloudkill* effect in the area, using a 9th level spell slot. The effect is identical to *cloudkill* except instead of being a poisonous, yellow-green fog that deals poison damage, the cloud is reddish-pink and fills everyone with feelings of euphoria as they experience visions of immense pleasure. The euphoria leaves characters stunned and possibly exhausted.

Countermeasures. Creatures affected by the trap must make a DC 20 Constitution saving throw to avoid the effects of the cloud. Those that fail the save are stunned as they experience euphoric visions of pleasure. Those that make the saving throw can safely exit the cloud on their next turn. Those that fail can make a new saving throw each round. Anyone that spends the entire duration of the spell (10 minutes) gains 1 level of exhaustion.

Special. Nearby creatures could take advantage of the stunned characters to attack them with missile weapons or ranged spell attacks.

All traps in this work are simple traps, of a magical nature, built using the guidelines in Xanathar's Guide to Everything. A trap template is provided below so that you can easily create traps - devious or not - of your own.

Trap Template
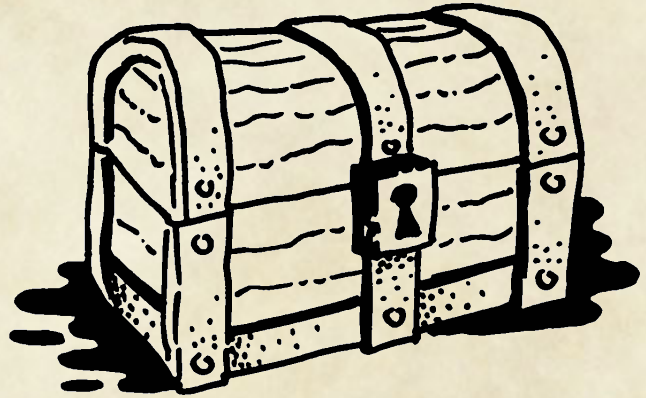### Trap Name
simple trap (trap level, type of threat)

< trap description >

Trigger. What triggers the trap.

Effect. What does the trap do?

Countermeasures. How to disarm/bypass the trap.

Special. Any lasting effects of the trap.

The Naked Trap
simple trap (level 1-4, deadly threat)

When the lid of the chest is lifted, it unleashes a magic effect that causes clothing and armor to vanish, leaving the adventurerers naked.

Trigger. Opening the trapped chest.

Effect. When the trap is triggered, it unleashes a unique *scatter* spell effect centered on the chest, affecting a maximum of 5 creatures, and using an 11th level slot. The magic only affects the clothing and armor of those within range of the spell. Clothing reappears 30 feet away, neatly folded. Armor also appears 30 feet, neatly stacked or piled.

Countermeasures. Creatures affected by the trap can make a DC 10 Wisdom saving through to keep their clothing from disappearing. A seperate DC 10 saving throw is made for armor (shields are unaffected). Any magical items of clothing (cloaks, boots, etc.) get a seperate saving throw at advantage. Magical armor also receives advantage on the saving throw.
   A successful DC 20 Wisdom (Perception) check spots the trap (something slightly unusual about the lid of the chest). A successful DC 20 Intelligence (Arcana) check within 5 feet of the chest disables the trap. Failing the Arcana check by 10 or more triggers the trap. A successful *dispel magic* (DC 16) cast on the chest disables the trap.

Special. Creatures must take the time to redress and to don their armor again. Nearby monsters or foes could take advantage to attack the creatures in their unarmored state.

The Restraints Trap
simple trap (level 11-16, dangerous)

When the door is opened, it unleashes a magic effect that removes characters clothing and replaces them with random restraints.

Trigger. Opening the trapped door.

Effect. When the trap is triggered, it unleashes a unique *scatter* spell effect centered on the character that opened the door, affecting a maximum of 5 creatures, and using an 11th level slot. The magic only affects the clothing and armor of those within range of the spell. Clothing and armor affected vanish entirely.
   Those whose clothes and armor vanish find it replaced with 1d3 random restraints. Determine the types of restraints on the tables below, rerolling identical results. Restraints are detailed at the end of this supplement.
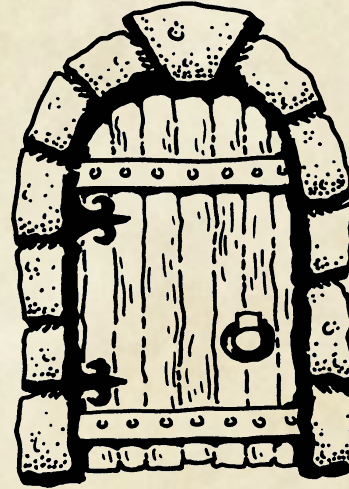
Credit: Daniel F. Walthall, used with permission

Random Restraints: Female (or Female Identifying)

d6	Restraint Type
1	Restrictive Corset
2	Iron Collar
3	Wrist Manacles
4	Leg Manacles
5	Slave Harness
6	Rope Armbinding

Random Restraints: Male (or Male Identifying)

d6	Restraint Type
1	Iron Mask
2	Gag
3	Wrist Manacles
4	Leg Manacles
5	Iron Collar
6	Rope Armbinding

   For intersex characters or genderfluid characters, inquire with the player which table they would like you to roll on. Give them the list of possible restraints if that helps them.

Countermeasures. Creatures affected by the trap can make a DC 15 Wisdom saving through to keep their clothing from disappearing. A seperate DC 15 saving throw is made for armor (shields are unaffected). Any magical items of clothing (cloaks, boots, etc.) get a seperate saving throw at advantage. Magical armor also receives advantage on the saving throw.
   Each affected character also receives a DC 15 Dexterity saving throw to avoid the restraints. For a more insidious trap, make a seperate saving throw for each restraint per character. Even if the characters avoid the restraints, they are still left without clothing and/or armor. At the DM's discretion, the missing clothing and armor might be found in another room of the dungeon or complex.

A successful DC 25 Wisdom (Perception) check spots the trap (something slightly unusual about the door frame). A successful DC 25 Intelligence (Arcana) check within 5 feet of the door disables the trap. Failing the Arcana check by 10 or more triggers the trap. A successful *dispel magic* (DC 16) cast on the chest disables the trap.

Special. Naked characters must try to find their clothes and/or armor or replacements for them. Restrained characters must try to find a way out of their restraints. If hands are bound, it may not be easy to pick any locks.

The Tentacle Trap
simple trap (level 5-10, dangerous threat)

When a pressure plate is stepped on it unleashes a *black tentacles* spell.

Trigger. A pressure plate on the floor.

Effect. When the trap is triggered, it unleashes a unique *black tentacles* spell, using a 9th level spell slot. The effect is identical to the spell.

Countermeasures. Creatures affected by the trap succeed on a Dexterity saving throw or else take 10 (3d6) bludgeoning damage and become restrained by the tentacles until the effect ends (1 minute). A creature that starts its turn in the area affected by the tap and is already restrained by the tentacles automaticlly takes 10 (3d6) bludgeoning damage.

A creature restrained by the tentacles can use an action to make a Strength or Dexterity check (player's choice) against DC 15. On a success, the creature frees itself.

A successful DC 20 Wisdom (Perception) check spots the trap (a slight discoloration in the pressure plate). A successful DC 20 Intelligence (Arcana) check within 5 feet of the pressure plate disables the trap. Failing the Arcana check by 10 or more will trigger the trap. A successful *dispel magic* (DC 14) cast on the pressure plate destroys the trap.

Special. Creatures nearby might take advantage of trapped characters and fire arrows, crossbow bolts, or ranged spells at them.

Alternate Tentacle Trap
If your players are into such things and everyone consents, you can choose to have the trap forgo the damage in exchange for the black tentacles becoming hentai tentacles. Characters should receive the standard Strength or Dexterity check to break free of the tentacles.
DO NOT USE THIS ALTERNATE VERSION ON UNSUSPECTING, NON-CONSENTING PLAYERS
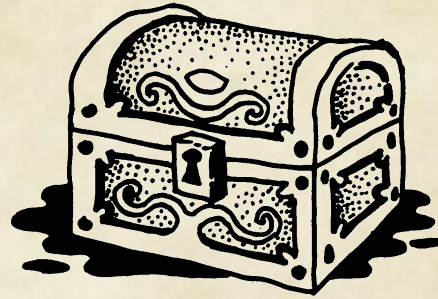
Credit: Daniel F. Walthall, used with permission

Restraints

Note: all restraints described are for Small or Medium creatures. For larger or smaller creatures, difficulties to pick locks may be easier or harder. if larger or smaller creatures are affected by a trap that puts them in restraints, the DM should adjust the maximum number potential victims. For example, as is, the restraints trap can affect a maximum of 5 creatures, assuming all are Small or Medium. For every Small or Medium creature, the trap can affect two Tiny creatures. Every Large or larger creature affected counts as two Small or Medium creatures.

Gag. The gag is a wooden rod or dowel that fits in the mouth. An iron connecting collar fits around the back of the head, near the base of the skull, and can be locked where it connects. While a gag is in place, a character cannot talk and cannot cast spells that require somatic components.

Escaping the gag requires a successful DC 25 Dexterity check. Breaking them requires a successful DC 20 Strength check. Each gag comes with one key. Without the key, a creature proficient with thieves' tools can pick the gag's lock with a successful DC 20 Dexterity check. Gags have 15 hit points.

Iron Collar. An iron collar fits around the neck and locks at the back. Most have an attached loop at the front to which a leash or rope could be attached. A more insidious type of collar is not locked in place, but welded in place. Wearing the collar does not impart any penalties, but others might think someone wearing one is an escaped slave.

Escaping the iron collar cannot be done with a Dexterity check. Breaking them requires a successful DC 20 Strength check (DC 25 for the welded type). Each iron collar comes with one key. Without the key, a creature proficient with thieves' tools can pick the collar's lock with a successful DC 15 Dexterity check. An iron collar has 15 hit points.

Iron Mask. The iron mask is a two-part, hinged mask. It has eye holes, nostril holes, and, if lucky, a mouth opening so they can eat and drink. The iron mask locks on the side opposite the hinges. Some more insidious masks are welded shut instead of locked. Wearing an iron mask imparts disadvantage on all Wisdom (Perception) checks. An iron mask without a mouth opening that isn't removed soon enough can lead to a character suffering from thirst and starvation. See the rules in the *Player's Handbook* for food and water needs. Also, a mask without a mouth opening requires others to make a Wisdom (Perception) checkt to understand the masked creature, even in close quarters.

Escaping the iron mask cannot be done with a Dexterity check. Breaking one open requires a successful DC 20 Strength check (DC 25 for the welded type). Each iron mask comes with one key. Without the key, a creature proficient with thieves' tools can pick the mask's lock with a successful DC 15 Dexterity check. An iron mask has 20 hit points.

Leg Managcles. These metal restraints bind a creature's legs at the ankles. The manacles are connected with a short chain. While wearing leg manacles, a character's movement is halved, they cannot take the Dash action, and all Dexterity (Acrobatics) checks or any other check requiring fine control of movement (such as a Charisma (Performance) check for a dance) are at disadvantage.

Escaping the manacles requires a successful DC 20 Dexterity check. Breaking them requires a successful DC 20 Strength check. Each set of manacles comes with one key. Without the key, a creature proficient with thieves' tools can pick the manacles' lock with a successful DC 15 Dexterity check. Manacles have 15 hit points.

Restrictive Corset. The restrictive corset is an insidious device that locks in the back and uses such stiff, metal boning that it forces a creature into spectacularly good posture. While wearing such a device, the creature finds it hard to breathe, so anything that could cause some exertion - running, combat, etc. - results in the bound creature gaining one level of exhaustion after the incident is over. Should the character engage in another exerting incident before recovering from the exhaustion, they move to the next level of exhaustion.

Escaping the corset requires a successful DC 25 Dexterity check. Breaking the lock requires a successful DC 20 Strength check. Each restrictive corset comes with one key. Without the key, a creature proficient with thieves' tools can pick the corset's lock with a successful DC 15 Dexterity check. The creature locked in the corset cannot pick their own lock because of where it is located. A restrictive corset has 15 hit points.

Rope Armbinding. Rope armbinding is when the arms are brought behind the body and then wrapped with rope from elbow to wrist and tied tightly. Having the arms bound in such a way makes casting spells that require somatic components impossible and any Dexterity checks requiring mine motor control - such as picking a lock - are at disadvantage.

Escaping the armbidning requires a successful DC 20 Dexterity check (no disadvantage). Breaking them requires a DC 17 Strength check (whether the rope is silk or hempen). Obviously, there is no lock with these items and so nothing to pick open. A character other than the one bound could make a DC 17 Wisdom (Survival) check to figure out how to untie the rope - or just cut the ropes apart. With the coils of the rope so close together, it increases the amount of damage the rope can take from the standard 2 hp to 10 hp.

Slave Harness. A slave harness is an artical of clothing (to use the term loosely) that consists of leather strap webbing connected by a series of metal rings or buckles. The straps are far enough apart that a character wearing a slave harness might as well not be wearing anything at all. Slave harnesses have a lock in the back that holds two bucles or rings together and the harness will not easily come off unles the lock is opened. Wearing a slave harness imparts no actual penalties, but someone that is wearing one might be assumed to be an escaped slave.

Credit: Liftarn

Escaping the harness requires a successful DC 25 Dexterity check. Breaking the lock requires a successful DC 20 Strength check. Each harness comes with one key. Without the key, a creature proficient with thieves' tools can pick the harnesses' lock with a successful DC 15 Dexterity check. The creature wearing the harness cannot be the one to pick the lock. A slave harness has 10 hit points.

Wrist Manacles. These metal restraints bind a creature's wrists. The manacles may be locked directly together - wrist-to-wrist - or they may be connected with a short chain. If the manacles are of the wrist-to-wrist variety, any Dexterity checks requiring mine motor control - such as picking a lock - are at disadvantage.

Escaping the manacles requires a successful DC 20 Dexterity check. Breaking them requires a successful DC 20 Strength check. Each set of manacles comes with one key. Without the key, a creature proficient with thieves' tools can pick the manacles' lock with a successful DC 15 Dexterity check. Manacles have 15 hit points.

Even More Devious

For even more insidious restraints, consider having the restraints cursed so that any clothing or armor the character tries to wear over the restraints simply won't go on. Whether the items disappear immediatly after donning them, a repulsion field prevents the character from pulling the items on, or a compulsion affects their mind so they no longer wish to put clothing on, cursed restraints add greatly to a characters difficulties.