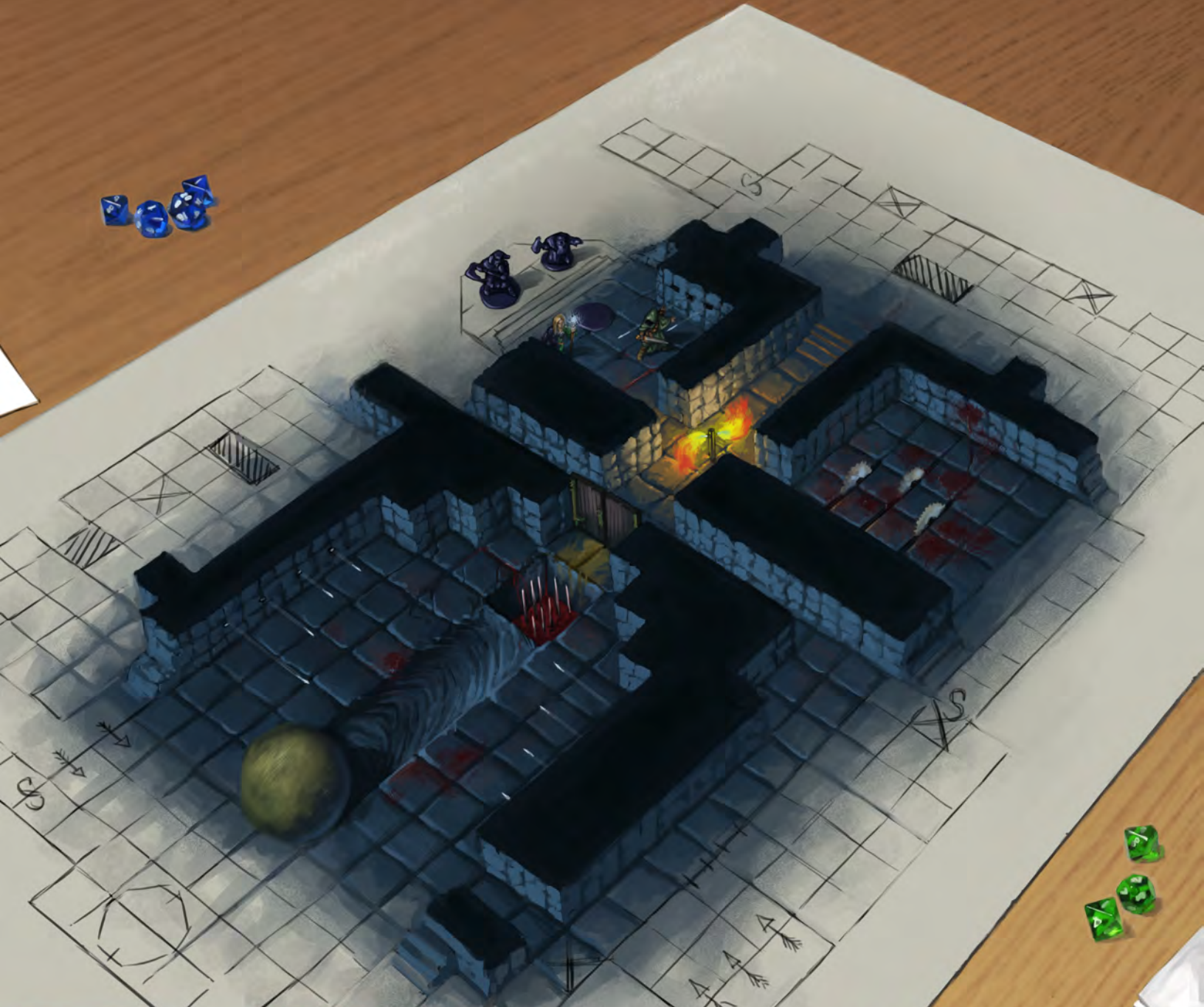


TRAP COMPENDIUM

TRAPS AND TOOLS TO BRING YOUR DUNGEONS TO LIFE



5E COMPATIBLE

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FOREWARD



WELCOME to the *Trap Compendium*! Before we dig into all the traps you'll be unleashing on your poor, unsuspecting players, let's take a moment to talk about traps themselves and how to best use them to enhance your game, rather than slow it down.

What is the purpose of a trap? Broadly speaking, each trap should enhance one or more of the three core pillars of a fantasy adventure roleplaying game: combat, exploration, or roleplaying. We'll talk about how a trap can enhance each of these in turn, and then discuss some potential pitfalls you can avoid.

Combat is where the traps in this book work very well - not necessarily as a combat encounter all by themselves, but as supporting elements in an existing encounter. Working together with monsters and villains, adding a few traps to an encounter can give the players more things to consider, more actions to take, and more reasons to stay mobile and use the environment to their advantage. All of this helps keep a fight from becoming a slugfest, where both parties stand next to each other and attack until someone is dead. This is a straightforward use of traps, and is the main purpose of the *Trap Compendium*. The next two types of traps, exploration and roleplaying, are a little more unusual, so we'll tackle them one at a time.

Exploration is an area where traps can really shine, making a dungeon or ruin feel like an inhabited area, or somewhere so dangerous that it's more believable the players are the first to successfully bypass its defenses and get the treasure within.

The main pitfall here is that traps encountered by themselves are rarely interesting. The players either find the trap, succeeding on their Perception checks, and then disarm it before moving on, or they blunder into it, take some damage, and then move on. This is a good way to drain their resources, but doesn't accomplish much else. It also offers little in the way of choice or excitement.

So how do we make a really cool, interesting and challenging exploration trap? There are a few techniques you can leverage to tweak the traps in this book to make them a better fit for an abandoned dungeon. First, you can make the trap (or parts of it) visible from the start. Your players will take notice when they see a pressure plate on the ground, a tripwire, or even glowing magical runes surrounding a doorway. This gives them the opportunity to investigate, make some skill checks, and use skills other than Perception and their Thieves' Tools. Second, you can have the trap require a skill challenge to defeat, giving it a set of complex mechanisms and multiple failure conditions, so the whole party gets involved. This ties into the third technique, and then we'll present an example trap that uses all three.

The third technique is to use consequences other than damage. The trap could block off an optional area, remove treasure, or make the final battle of the dungeon more difficult, rather than simply damaging the player. You can also add a time limit to the trap, making it worse over time, or giving the players a limited number of in-game rounds to try to disarm it.

Here's an example of an exploration trap:

The players step into a large room in a dungeon and see a pedestal with a treasure chest in the center of the room. As soon as they enter the room, the pedestal begins to descend into the floor. They have a limited amount of time to get the treasure or stop the mechanism before it retracts, which may lead to them acting recklessly, potentially triggering additional traps in the room around the treasure, or running into an ambush of nearby monsters. This is far more interesting than peppering them with arrows for 3d6 damage!

And what about roleplaying? How can traps enhance roleplaying? The main pitfall with roleplaying and traps is that players are mostly going to be dealing with traps through their skills, by rolling dice, while roleplaying is often (but not always) at its best when the dice aren't being rolled. There's no single best solution here, but there are a few tricks you can use to encourage your players to speak in character when the traps come out. First, you can add an NPC or two. What if that pit trap has someone already trapped in it when the players arrive? It can be a fellow adventurer, a monstrous creature, or a normally violent adversary who is suddenly willing to negotiate.

If you really want to give your players a hard choice, you can set up a trap like a pit with a massive stone block over it. The stone block completely seals the hallway the players need to travel down. Leave a small 1-inch gap in the floor so the players can speak to an NPC trapped in the pit. If the players release the stone block (which could be as easy as pulling a lever), they can proceed, but the NPC will be crushed. Maybe that NPC is someone they were sent to rescue, and now they have to figure out how to raise the stone block without accidentally dropping it.

As another option, you can add a riddle, puzzle, or other sentient creature involved in the trap. If the players mess up their interaction with the creature, whether that's getting the riddle wrong, making the wrong move in a puzzle, or insulting a capricious wizard, they suffer the effects of the trap. Perhaps the party's social characters need to distract a pompous villain while being dangled over a pit of sharks to buy time for the rogue to sneak around and figure out how to rescue them.

Hopefully these examples are inspiring, and you have a few ideas of your own for how to challenge your players with hard choices and interesting scenarios. The rest of this book details the construction of traps themselves, followed by a selection of 50 example traps you can drop directly into your games.

INTRODUCTION



WELCOME to the *Trap Compendium*. Here you'll find the tools needed to construct your own fiendish traps, with guidelines to make sure they're an appropriate challenge for your players. This is a somewhat complex system, but the goal is to make your life easier. If you read through the components and get an awesome idea for a trap, but can't find a way to build it using this system, ignore the rules. Build your dream trap! You should experiment, see what works and what doesn't. Above all else, have fun!

If you want to skip straight to some examples, check "Example Traps" at the end of this section for a set of 50 ready-to-use traps that can be scaled to match your party's level. At the back of this book you'll find a sheet of Trap Stats cards for you to photocopy and print out, making it easy to build your own traps and keep track of their stats and abilities during an encounter. You can also find a PDF of this sheet on our website, at www.2cgamimg.com/trapworkshop.

Designing traps for an encounter is much like picking monsters. First, you should figure out your party's average level. Then, look at the "Trap Budget Table" to find what tier of trap is appropriate. Finally, check the Total Cost column of the table to see what your trap budget is for this encounter. The Total Cost column gives a suggested range; using higher cost traps will be more of a challenge for your party, while traps on the lower end of that range will be less difficult. This represents one set of traps. Each trap component you select will have a

cost indicated; you can spread the total cost among several different traps, or use it all on one powerful trap. The XP Reward formula will tell you how many experience points the party should receive for surviving the encounter, in addition to what's gained from defeating monsters, and should be used in your encounter difficulty calculations. Each set of traps counts as an additional creature for the encounter difficulty multiplier, and the XP value of the traps give a rough idea of their challenge rating.

If you want an encounter with more traps than monsters, you can go through those steps a second, third, or fourth time, but make sure you keep the total costs for each set of traps separate. No individual trap should exceed the total cost suggested on the table, otherwise you're likely to put your players up against something that can kill them in a single hit. For example, if you're running a trap-heavy encounter for a party of 5th level characters, you might use three traps that each have a cost of 14. This represents approximately 4,200 XP of challenge (14 x 100 x 3), about the same as 3 monsters of challenge rating 5. You should not use a single trap with a cost of 42, because that's going to be far too dangerous for a 5th level party, and is more appropriate for a party of 14th to 16th level characters.

The XP listed here assumes the players are under some kind of threat while facing the traps. If the traps are simply in an empty corridor, and there's nothing stopping the party's rogue from taking as much time as they need to disarm all of them, you shouldn't award full XP for the traps. This

system works best as a way to add complications and interesting challenges to a combat encounter, a puzzle, or some other time-sensitive situation where the players have to make a difficult choice about whether to spend time dealing with the traps, or focus their efforts on their primary goals.

Trap Budget Table

TIER	PARTY LEVEL	TOTAL COST	XP FORMULA	ESTIMATED XP RANGE
1	1 - 2	1 - 6	50 * cost	50 - 300
2	3 - 4	7 - 13	75 * cost	525 - 975
3	5 - 7	14 - 21	100 * cost	1,400 - 2,100
4	8 - 10	22 - 30	120 * cost	2,640 - 3,600
5	11 - 13	31 - 40	140 * cost	4,340 - 5,600
6	14 - 16	41 - 51	160 * cost	6,560 - 8,160
7	17 - 20	52+	180 * cost	9,360+

BUILDING A TRAP

There are five steps to adding traps to your encounters with this system.

1. **Identify** the cost of the trap you'd like to create based on the "Trap Budget" Table.
2. **Determine** how hard to mitigate (detect and disarm) the trap is.
3. **Choose** one or more triggers for the trap, and consider their location.
4. **Choose** one or more targets or target areas for the trap.
5. **Add** one or more components to the trap.

ATTACKING TRAPS

In general, any trap component can be attacked as long as the attacker can see the trap and is within the range of their attack. Unless otherwise specified, assume any attacks made against trap components hit automatically. Trap components have immunity to psychic and poison damage. The trap components fail Strength, Dexterity, and Constitution saving throws automatically, and are immune to any effects that require an Intelligence, Wisdom, or Charisma saving throw. Assume a trap component has 15 hit points per tier of the trap, unless otherwise specified. A destroyed component no longer functions. At your discretion, it might be repaired by the trap's owners if the party leaves them alone long enough. Generally a short rest, or one hour, should be sufficient to fully repair a trap, but if the area is poorly maintained or the owners are absent, the traps might remain disabled until the party finishes a long rest, or even be permanently out of action, allowing the players to gradually disarm the entire dungeon.

Triggers can be attacked and destroyed in a similar fashion, but only have 20 hit points. If a trigger takes damage, the trap it is attached to activates. This should be ample punishment for the reckless and direct approach. Once destroyed, a trigger no longer functions, no matter how much further damage it takes or what prodding with Thieves' Tools it endures. Destroyed triggers might be repaired in the same manner as components, but should generally take less time to fix, as they tend to be simpler mechanisms.

MITIGATING TRAPS

Detection

When it comes to detecting and disarming traps, all traps require a Perception check (or Investigation, at your discretion) starting with a base DC of 15 to locate the trap. When a character detects a trap, they typically find the trigger first; however, depending on where they are searching, they might find the components without knowing how they are triggered, or might locate the entire trap—triggers, components, and anything else related to it—all at once. Use your best judgment in determining what the party finds, as you don't want them to spend 30 minutes rolling dice every time they enter a new room. If the party hasn't found a trap when they walk into it, then all players in the group can see the location of the trigger one of them just hit, and when a trap activates, all players are aware of its components' locations as well. It's hard to keep hidden dart launchers a secret when they've begun shooting several volleys of darts.

Disarming

Disarming a trap must be done one piece at a time. Each trigger and component must be disarmed separately; however, disabling all the triggers or all the components is usually enough to keep the trap from being a threat. Like detecting a trap, the base DC for a Thieves' Tools check starts at 15. Disarming one piece of a trap requires an action, and the character making the attempt must be able to reach whatever they are trying to disarm. Much like using Investigation to detect traps, at your discretion you may allow your players to use something other than Thieves' Tools to disarm a trap. You might let the party Barbarian attempt to use Athletics to break open a locked pit trap, or allow the Wizard to use Arcana to disable a magical trap.

WHAT IS A "TRIGGER"?

Every trap begins with a trigger. An adventurer steps on a pressure plate, a thief walks into a magical sensor, or a cunning kobold pulls a lever, and something happens. By default, each trap activates only once, even if it has multiple triggers. You can upgrade them to be rearming (like spikes that shoot up each time someone steps on the trigger) or continuous (like swinging pendulum blades that, once activated, are a constant threat to anyone who enters the area). Each trigger can be assigned to one or more traps, if you want the same trigger to activate a whole arsenal of traps. Just remember to keep in mind the total cost of traps in the encounter.

The triggers provided are sorted by type, and the details of many of them are left intentionally vague. For example, if you select a Physical Trigger, the only mechanical constraint is that it occupies a 5 ft. square in the dungeon and is triggered whenever a creature enters the area. It's up to you whether that represents a pressure plate, a tripwire, a false floor panel that breaks open, or something else. You can upgrade the area of the trigger, add additional triggers (allowing the trap to be activated in multiple places or in different ways), or use the more advanced triggers available. You then have to place the trigger somewhere in your game. Once you've decided how the trap is activated, it's time to decide how the trap picks its targets.

WHAT IS A "TARGET"?

By default, each trap targets the location of the trigger that activated it. When a character steps on a pressure plate, arrows fly out of the walls at them. If the same trap has multiple triggers, it will aim at whichever one was triggered. So if three adventurers step on three different pressure plates, each one

would be shot at by arrows once—they wouldn't all be targeted three times. There are several options available to upgrade how your traps pick targets: you can increase the area that the trap can target, or give it a fixed target, such as a pit that opens at the same spot regardless of how it's triggered. Determining how the trap picks targets can be a little confusing at first, but some examples are provided that should help you on your way. If you're not comfortable with it, you can also safely ignore the more advanced options and stick with basic traps that target whoever triggers them. Apply the range increase upgrade if needed, and the rest will take care of itself. Do note that, if you've upgraded the target to include a wider area, you may, at your discretion, select sub-sections of that area for specific components. In this fashion, you'd be able to deal cold damage to half a room and fire to the other half, for example.

MAGICAL TRAPS

Some triggers and components are described as being “magical,” and as such, as vulnerable to many of the standard methods adventurers use to deal with magical obstacles. No magical traps can function in an *antimagic field*, and if a magical trigger or component has been detected, it can be targeted with *dispel magic*. This doesn't destroy the trigger or the trap, but does prevent it from functioning for 1d4 rounds. Make this roll in secret, because *dispel magic* is a blunt instrument compared to an experienced rogue's delicate touch. *Dispel magic* can only affect one component or trigger each time it is cast. Any creatures that have special defenses against magical effects such as advantage on saving throws also gain those benefits against magical traps, but creatures that have special protection from spells only (and not “magical effects”) do not benefit from those bonuses, as none of the magical traps are casting spells.

WHAT IS A “COMPONENT”?

Finally, you must select one to three components for your trap. While triggers cover how the trap is activated and the targets determine who should be worried when they hear that “click,” the components are what the trap actually does. All components are ranked in tiers from 1 to 7, with higher-tier components being more powerful, but with a higher cost. Components can do damage, apply effects, or even simulate spells. Some make attack rolls, while others require the targets to make saving throws, and others have automatic effects. A simple trap with one powerful component can be just as dangerous as a complicated one, but often adding a cheap secondary component for movement, difficult terrain, or a debilitating condition can really make the trap an interesting addition to your encounter. The limit of three components isn't absolute, but going beyond that can make your traps overly complex, requiring multiple attack rolls and saving throws every time they activate. Use with caution.

BALANCE & GAMEPLAY

When designing traps, you should consider the monsters these traps are paired with. If you place several rearming fireball traps in a room with a red dragon, fire elementals, or other creatures that are immune to fire damage, those traps are going to be much more dangerous than they would normally be if the monsters had to worry about taking damage from their own devices. On the other extreme, mummies or other creatures that are vulnerable to fire damage would have to be even more cautious than the players, making the traps a potential asset to the party instead of purely a hazard. As a rough guideline, if the traps and monsters go very well together, award double the XP for the trap. If the

Trap Mitigation

traps are more dangerous to the monsters than they are to the players, cut the trap's XP value in half. If you're following the encounter building guidelines in the *Dungeon Master's Guide*, factor the increased or decreased XP value into the encounter's difficulty calculation.

As always, if you want to kill your players, you can. You can easily make traps that will be downright lethal, brutally destroying those poor adventures with no chance of survival.

TRAP MITIGATION

Mitigation Universal Upgrades

Hard to Find (+2 cost): Increase the Perception DC to detect this trap by 3. This upgrade can be applied up to five times.

Hard to Disarm (+2 cost): Increase the Thieves' Tools DC to disarm this trap by 3. This upgrade can be applied up to five times.

Repairing (+2 cost): When this trigger is disarmed or destroyed, it magically repairs after 1 minute, returning to full function. This does not rearm the trap if it has already activated. This is a magical upgrade.

Rapid Repairing (+8 cost): When this trigger is disarmed or destroyed, it magically repairs at the end of the disarming or destroying creature's next turn, returning to full function. This does not rearm the trap if it has already activated. This is a magical upgrade.

TRAP TRIGGERS

All traps, by default, are single-use. They can be triggered once, and then they are disabled. The trap's

owners or maintainers can reactivate the trap, given time, but they aren't likely to activate again during a single encounter. Each trap can be upgraded to be re-arming or continuous. All Triggers have a base Perception DC of 15 to detect them, and a base Thieves' Tools DC of 15 to disarm them.

Trigger Universal Upgrades

Hairpin Trigger (+3 Cost): This trap is especially prone to going off at the worst possible time. When a character attempts to disarm a trap using Thieves' Tools or some other skill, if they fail the check by 5 or more, the trap activates immediately. This upgrade can be taken multiple times, and each time reduces the threshold for activation by 2. This means if you apply Hairpin Trigger three times, the trap will activate if the disarm check fails by 1 or more, guaranteeing the trap will activate on a failure.

Rearming (+5 cost): This trap can now activate once per round, resetting automatically at the end of the round and awaiting the next creature to activate one of its triggers.

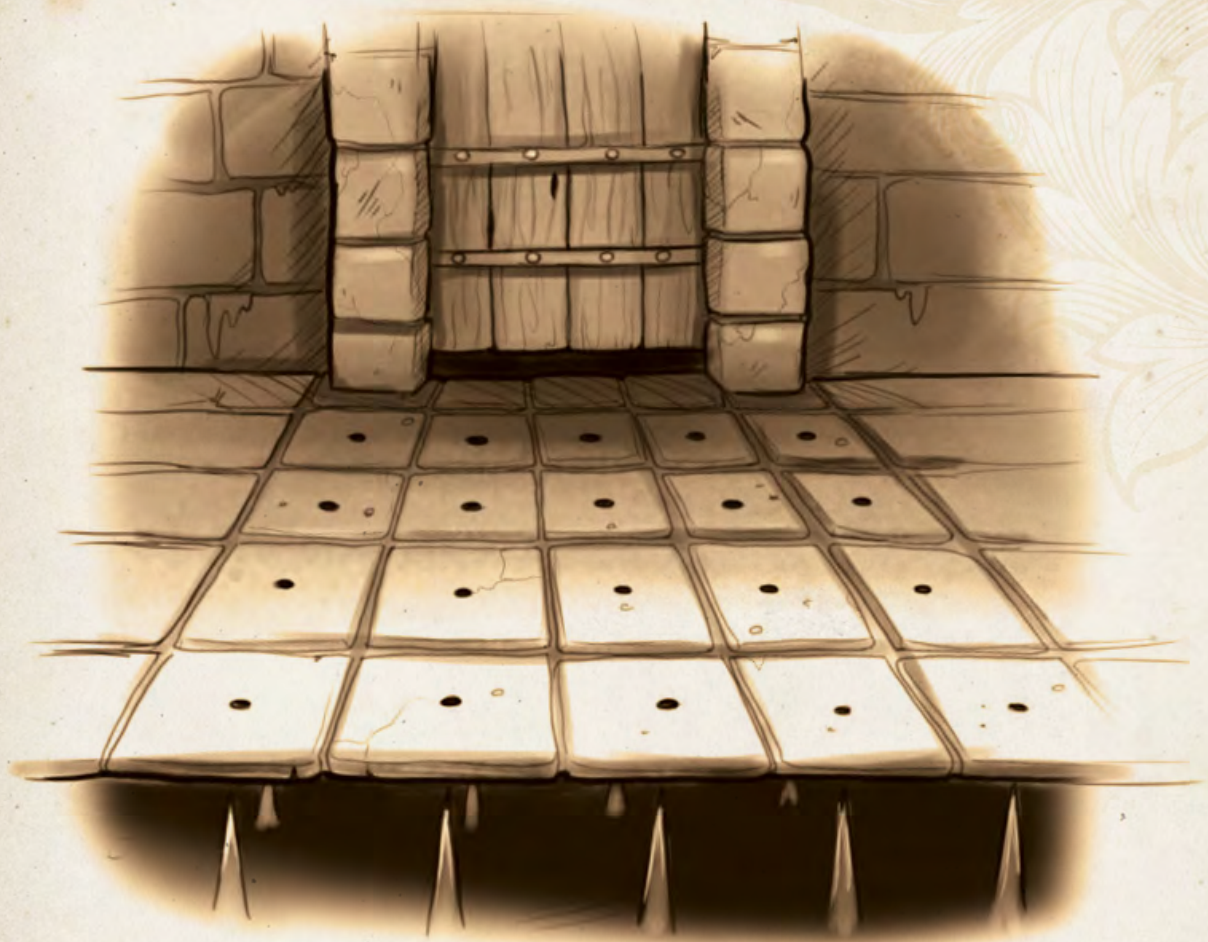
Physical Trigger

Size: 5 ft. square

Cost: 0

Description: This is the default trap trigger, covering things like pressure plates, tripwires, and other methods of detection that require physical interaction.

Upgrades: Trapped Room (+2 cost): This trigger traps an entire room, up to a 60 ft. cube. You can place any number of Physical Triggers within that room, including making the entirety of the floor, walls, and ceiling a series of pressure plates, if you are so inclined.



The 'Trapped Room' upgrade.

EXAMPLE TRIGGERS

Since this system can be a little confusing, here are several examples that should help you navigate your way to expert trappingsmithing.

Let's take a room trapped with arrows for example:

One way to make the trap's trigger would be to select a Physical Trigger with the Trapped Room upgrade and the Rearming upgrade. This trigger would cost 7 points (Physical Trigger: 0, Trapped Room: 2, Rearming: 5; $0 + 2 + 5 = 7$).

Alternately, you could select the Magical Trigger and the Rearming upgrade, costing 9 (Magical Trigger: 4, Rearming: 5; $4 + 5 = 9$).

Each has advantages and disadvantages. Because the Trapped Room upgrade creates separate Physical Triggers, this trap could go off on different creatures during the same round. The Magical Trigger will activate only once per round and target the first creature it detects within the room.

Trap Triggers

Manual Trigger

Size: 5 ft. square

Cost: 0

Description: This is a variation on the Physical Trigger; it will only activate if a creature interacts with it, making it perfect for defensive traps. A creature must be within reach of the Manual Trigger to activate it. It is highly recommended you combine this trap with the Fixed Target upgrade in the Targeting section, otherwise whoever pulls the lever will get hit by the trap. On the other hand, you could include a trick lever that intentionally targets whoever pulls it, to punish the kind of intruders that pull every lever in sight.

Upgrades: Magical Lock (+2 cost): This trigger can only be activated by creatures that meet a specific criteria set by you. Good examples include: using a specific key; being a member of a certain class, race, or alignment; or saying a command word.

Magical Trigger

Size: up to a 60 ft. cube

Cost: 4

Passive Perception: 18

Description: Magical Triggers are activated when a creature the trigger can see or hear passes through its area of effect. Creatures attempting to sneak by must make a Stealth check against the trap's passive Perception of 18. They have advantage on their Stealth check if they can't be seen, or if they can't be heard. Creatures that are both invisible and silent (an invisible ghost, perhaps, or clever use of the spells *silence* and *invisibility*), can safely pass without triggering the trap, unless the trigger is upgraded with Truesight. This trigger doesn't function in an antimagic field but is otherwise not

vulnerable to *dispel magic*, *counterspell*, or similar effects.

Upgrades: Keen Senses (+2 cost): Increase this trigger's passive Perception by 5.

Discerning Trigger (+4 cost): This trigger can now specify certain conditions that must be met before the trap will activate, or certain conditions that prevent its activation. For ideas, consider a trap that won't activate if an undead is in its area (for the lich that prefers to avoid friendly fire), or a trap that only activates if three or more creatures are in its area (to maximize the impact of a single-use trap). You can also use this as a more expensive way to make a manual trap trigger with more flexibility, such as if the condition you set is a command word that must be spoken by a specific creature, be they friend or foe.

Truesight (+4 cost): This trigger gains Truesight, allowing it see clearly in darkness and detect invisible or ethereal creatures, as well as gaining all other benefits of Truesight.

Additional Trigger

Cost: same as trigger added + 1

Description: You can add multiple triggers to the same trap, allowing it to be activated in multiple ways or in multiple locations. You can use this to add a secondary trigger that will fool adventurers into thinking the trap is disarmed, or be especially devious and add a Magical Trigger that activates when the first trigger is disabled. These can be the same type as the base trigger, or different types, and they can be located adjacent to the existing triggers or far away from them. You must pay the cost for each additional trigger plus one. For example, adding an additional Magical Trigger would have a cost of 5 ($4 + 1 = 5$), while adding an additional Manual Trigger would have a cost of 1 ($0 + 1 = 1$).

TRAP TARGETS

Target Universal Upgrades

Precise Expansion (+1 cost): This upgrade adds three additional 5 ft. cubes to the trap's area, each adjacent to the trap's previous area. This upgrade cannot be selected in conjunction with the Bigger Area upgrade, but can be applied multiple times.

Bigger Area (+3 cost): This increases the area the trap can target by 5 ft. in every direction each time it is purchased. This means a 5 ft. cube becomes a 15 ft. cube, and if purchased again, it becomes a 25 ft. cube. You can also think of this as increasing the radius by 5 ft., or if you're playing with a grid and miniatures, visualize it as a single square becoming a 3x3 grid of squares, which then becomes a 5x5 grid. This upgrade cannot be selected in conjunction with the Precise Expansion upgrade, but can be applied multiple times.

Discerning Targeting (+8 cost): You can now choose certain creatures to protect from this trap's effects. This can be specific individuals, creatures of a certain type, or any other restriction you want. They are never targeted by the trap's attacks, and are immune to any damage and any effects created by this trap's components.

Basic Targeting

Cost: 0

Target Area: 5 ft. cube

Description: This target affects a 5 ft. area centered at the point where the trap was triggered. All creatures in the target's area are affected by the trap.

EXAMPLE TARGETS

Setting up the targeting for your trap can be a little tricky, so here are several examples to make the process more intuitive. First, remember that the standard behavior for a trap is to target whoever just triggered it. Most of these tweaks and upgrades build on that basic model, so we'll start by reviewing the one upgrade that doesn't. The Fixed Target upgrade is how you create pit traps, terrain hazards, and other effects that happen in a specific location, regardless of how they are triggered. You can use this to create a hallway with a barrage of arrows flying across it by adding the Bigger Area upgrade one or more times until the targeting area covers the whole hallway. Assuming you add it three times, this gives you a total cost of 15 (Fixed Target: 0; Bigger Area x 3: $3 \times 3 = 9$; $0 + 9 = 0$).

If you wanted to create a complex target—say, a maze with walls of fire—you could do it. It's not going to be cheap, so it's more appropriate for higher-level parties; for example, a party level 8-10 would give you 22-30 points to spend on a trap. If you combine Fixed Target with many Precise Expansion upgrades, you can build out the target area as much as you like. Add in a Continuous Trap upgrade (for that proper wall of fire effect), and some fire damage, and you have your maze! If you made thirty squares of walls, it would cost a total of 25 points: 10 for the walls (1 per 3 squares) and 15 for the continuous upgrade, leaving up to 5 points to spend on the fire damage. On the other hand, you could drop the Continuous upgrade down to Rearming, then spend 10 points on the walls, for a total cost of 15. This would allow you up to 15 points to pump up the fire damage, making it a nightmare for anyone who runs carelessly across the room. Add a few monsters with longbows to the mix, and you have a nasty encounter.

Trap Components

Fixed Targeting

Cost: 0

Target Area: 5 ft. cube

Description: This target affects a 5 ft. area centered at a fixed point. All creatures in the target's area are affected by the trap.

Magical Targeting

Cost: 2

Target Area: 5 ft. cube

Description: This target selects the nearest creature within 30 ft. as the target of the trap. The trap targets a 5 ft. cube centered on that point. All creatures in the target's area are affected by the trap.

Upgrades: Longer Range (+1 cost): This upgrade increases the range of the target by 30 ft. each time it is added.

Additional Target

Cost: same as target added + 1

Description: You can add multiple targets to the same trap, allowing it to target additional creatures or areas. When a trigger activates the trap, all targets associated with the trap will be targeted by the trap's effects. You must pay the cost for each additional target plus one. For example, adding an additional Magical Target would have a cost of 3 (2 + 1 = 3), while an additional Fixed Target would have a cost of 1 (0 + 1 = 1).

TRAP COMPONENTS

Component Universal Upgrades

Hard to Break (+2 cost): This upgrade doubles the hit points of one trap component, increasing them to 30 hit points per tier of the component instead of the usual 15.

Magical Mechanisms (+2 cost): All attacks made or effects caused by this trap are considered magical. This upgrade is suppressed in an antimagic field, but if the trap would normally function in such a field, it continues to do so.

Delayed Activation (+3 cost): This upgrade delays the activation of one component after it is triggered (minimum 1 round). There is no indication that the trap hasn't activated until it finally goes off, but if you have a trigger that "clicks" and nothing happens, your players may become suspicious.

Knockback (+3 cost): Each time a creature is hit by this component or fails a saving throw against it, that creature is pushed back 10 ft. You can add this upgrade multiple times; its effects stack.

Slowing (+4 cost): Each time a creature is hit by this component or fails a saving throw against it, that creature's speed is reduced by 10 ft. for 1 minute. This effect stacks, so if a creature is hit three times, their speed will be reduced by a total of 30 ft., though the duration remains 1 minute from the most recent hit. The speed reduction ends early if the creature regains hit points, even from non-magical healing. If a creature's speed is reduced to 0 it can no longer move, but it is not prevented from taking actions.

Invisibility (+5 cost): You can use this upgrade to make one component of a trap invisible. In addition to being hard to see, it gains advantage on all attack rolls that it makes while it is invisible. It remains invisible even after it attacks, but if the invisibility is removed through *dispel magic* or other means, it does not return until the trap is repaired. This is a magical upgrade.

Continuous (+15 cost): This trap, once activated, is on continuously, applying the effects of their components to any creature that enters the area for the first time on a turn, or starts their turn within it. When a creature enters a 5 ft. space affected by a continuous trap for the first time on a turn or ends their turn in such a space, they suffer the trap's effects. This means if a creature moves through 20 ft. of continuous trap, they'll suffer the effects of that trap four times, requiring four attack rolls or four saving throws as appropriate. Continuous traps typically run for 1 minute, then reset, and can be triggered again on the same turn they reset. At your discretion, the trap can run for longer (or indefinitely). If you choose to make the trap indefinite, you can have it already active when the party arrives.

CONTINUOUS VARIANT

If you don't want to roll a fistful of dice every time someone moves through 40 ft. of a continuous trap, you can use this alternate variant. It's a little more complicated to explain, but the core idea is pretty simple.

When a creature enters a space containing a continuous trap or if they start their turn in it, the trap targets them, as normal. Either the trap makes an attack targeting them, or they make a saving throw. The result of this attack or saving throw applies for the rest of the creature's turn. This means if the trap misses them or they succeed on their saving throw, they can use the rest of their movement to push ahead and potentially get safely to the other side. On the other hand, if the trap hits them or they fail their saving throw, every 5 ft. of movement they use will cause the trap to hit them again automatically, based on the result of the first roll. If a player really wants to get through to the other side, they can damn the consequences and charge forward, but they can also stop and hope for better luck on their next turn.

If a creature is pushed into a continuous trap when it's not their turn, make another roll for the attack or saving throw and apply that result for the current turn.

This variant speeds up the game when continuous traps are in use, but puts the players at the mercy of the dice, as if a trap rolls a 20 on its attack roll, every 5 ft. they move will mean another critical hit. Try it, and see which version works best at your table.

Trap Components

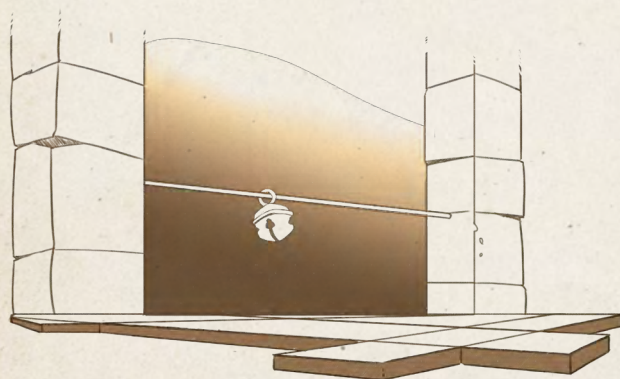
Alarm Component

TIER	AUDIBLE DISTANCE	COST
1	60 ft.	1
2	120 ft.	2
3	300 ft.	4
4	600 ft.	6
5	1/4 mile	8
6	1/2 mile	10
7	1 mile	12

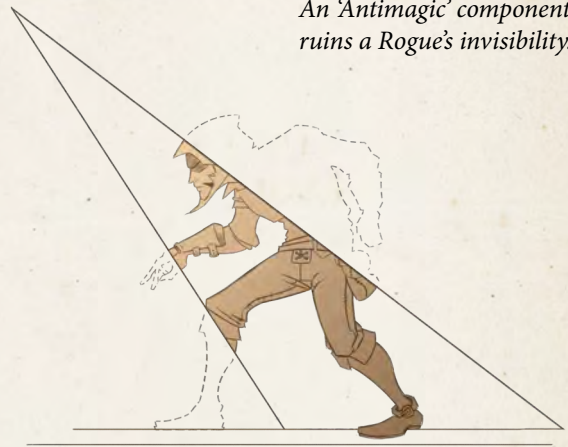
Description: Simple but effective, this component will sound the alarm and bring help running. Higher tiers improve the radius of the alarm; all creatures within the audible distance from the alarm are aware of it going off. The alarm doesn't transmit a message or directions, it simply broadcasts that it has been triggered, usually by ringing a bell or otherwise making a loud noise, though it may also involve lighting a signal fire or another visual cue. This is not a magical component.

Upgrades: Silent Alarm (+4 cost): The alarm is now telepathic, signaling only creatures you choose within the specified distance. They will awaken if they are sleeping. This upgrade makes the component magical.

The 'Alarm' component.



An 'Antimagic' component ruins a Rogue's invisibility.



Antimagic Component

TIER	AUTOMATIC DISPEL	DISPEL BONUS	COST
1	1 st Level	+2	1
2	2 nd Level	+2	2
3	3 rd Level	+3	4
4	4 th Level	+3	6
5	5 th Level	+4	8
6	6 th Level	+4	10
7	7 th Level	+5	12

Description: Designed to stymie spellcasters, an Antimagic component targets triggering creatures within the trap's target area with an effect similar to *dispel magic*. Spells of the indicated level or lower automatically end, and the component makes a check with the bonus listed when attempting to dispel higher level effects, rolling against a DC of 10 + the level of the spell. On a success, it ends the spell. An Antimagic component is immune to *dispel magic* and other effects that target spells or magical effects. This is a magical component.

Upgrades: Counterspelling (+0 cost): Instead of creating an effect similar to *dispel magic*, this component produces an effect similar to *counterspell*, following the same above rules for removing spells of certain levels.

To properly function as a reaction to a cast spell, this component must be paired with a Discerning Trigger upgrade.

Antimagic Zone (+8 cost): This component now creates a zone of partial antimagic instead of creating the *dispel magic* effect, suppressing the function or casting of spells of the listed level or lower within its area. This zone also suppresses magical items and other ongoing magical effects not created by spells. In a single-use trap, this lasts for 1 minute. Rearming traps with this upgrade refresh the duration each time they are triggered, and traps with the continuous upgrade maintain the zone until the trap is disabled.

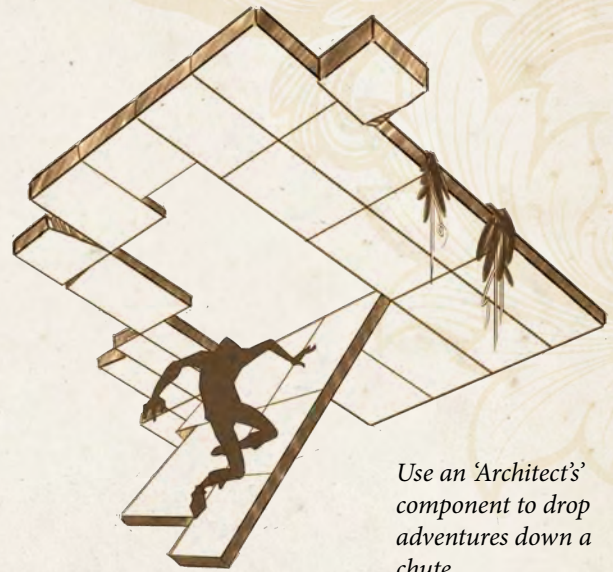
Architect's Component

TIER	ARCHITECT'S COMPONENT	COST
1	12	1
2	14	3
3	16	6
4	18	10
5	20	13
6	22	17
7	24	21

Description: This component moves walls, floors, and ceilings around in the dungeon. You can affect a number of square ft. of walls, floors, and ceilings equal to the area of the trap target.

The components move on initiative count 20, losing ties, moving at a rate of 10 ft. per round and terminating at a point of your choosing or when stopped.

When the component encounters a creature, that creature may elect to make a Strength saving throw (against the above-listed DC) to avoid being pushed by the wall and stop the component.



Use an 'Architect's' component to drop adventures down a chute.

If the moving component would push a creature into a stationary object, the creature so pushed is pinned (restrained), takes 11 (2d10) points of bludgeoning damage per tier of the component, and the component stops.

A rearming version of this component resets after 1 minute. A continuous version of this component moves back and forth between its starting position and the position where it terminates or is stopped. As such, stopping a continuous component simply causes it to revert along its previous path. This is not a magical component.

Upgrades: Quicksilver Mechanisms (+2 cost): The component activates immediately after the creature that activated the trap, rather than on initiative count 20. Additionally, the component moves 30 ft. per round instead of the previous 10 ft.

Locked Mechanism (+4 cost): When a component with this upgrade has finished moving into place, it locks there, increasing the Strength Save DC to move it by 5. A Thieves' Tools check against the (now-increased) Strength Save DC unlocks the component, allowing it to move freely.

Trap Components

Crushing Walls (+5 Cost): When stopped, the component begins moving again on its next turn instead of becoming inert. This cannot be paired with the Continuous upgrade.

Bludgeoning Component

TIER	ATTACK BONUS	DAMAGE	COST
1	+3	6 (1d10)	1
2	+4	11(2d10)	4
3	+5	22 (4d10)	8
4	+6	33 (6d10)	13
5	+8	55 (10d10)	19
6	+10	77 (14d10)	26
7	+12	99 (18d10)	34

Description: This trap component hits hard, but has poor accuracy. It deals bludgeoning damage to creatures in the trap's area. It might be hammers, mauls, or just big rocks. This is not a magical component.

Compulsion Component

TIER	WISDOM SAVE DC	COST
1	12	4
2	14	7
3	16	10
4	18	14
5	20	18
6	22	23
7	24	28

Description: When you stand on a high ledge and get the urge to jump, it might be one of these components at work. The Compulsion component is very similar to the spell *command*. It issues a short order, usually to do something that is a very bad idea, and creatures within the trap's target area must make a

Wisdom saving throw to resist the suggestion. The suggestion must be a single sentence, no longer than 10 words. This is a charm effect, thereby rendering creatures immune to that condition immune to this component. This is a magical component.

Upgrades: Implanted Suggestion (+5 cost): Rather than immediately commanding a creature to take an action, when a target fails their saving throw against this component they have a command implanted in their subconscious. At the time of the trap's creation, set both the trigger condition and the corresponding action. If the condition is met before the creature finishes a long rest, the creature suffers the effect of the command, compelling them to take the associated action. Creatures that fail their saving throw against this effect by more than 5 do not know they have a command implanted. Creatures that fail by fewer than 5 are aware, but do not know what the trigger condition is or what the command will be.

Insidious Magic (+5 cost): Instead of making a Wisdom saving throw, creatures targeted by this component must make a Charisma saving throw instead. This is no longer a charm effect.

Darkness Component

TIER	DURATION	DISPEL DC	COST
1	1 minute	11	3
2	1 minute	12	4
3	5 minutes	14	6
4	5 minutes	16	7
5	10 minutes	18	9
6	10 minutes	20	11
7	10 minutes	22	13

Description: The Darkness component is designed to make it harder to see things, obscuring the space within the trap's target area. This is usually to hide

Disabling Component

TIER	WISDOM SAVE DC	COST
1	11	3
2	12	5
3	14	8
4	16	12
5	18	16
6	20	20
7	22	25

other traps, monsters, or anything else you want to keep out of sight. The obscuring effect lasts for the specified duration when the trap is triggered.

A rearming trap will reset the duration each time it is triggered, and a continuous trap will make its duration permanent. A creature can attempt to remove this effect with *dispel magic* or a light spell (such as *daylight*), requiring a spellcasting ability check against the DC listed in the component table. Dispelling the component with such a light spell grants an additional bonus to the roll equal to the level of the light spell used.

Example: A wizard with an Intelligence bonus of +4 casting *daylight* (3rd level spell), would roll 1d20 + 7 against the darkness trap's DC. On a success, the darkness is removed.

Upgrades: Swirling Fog (+4 cost): The darkness is filled with sight-obscuring fog that distorts everything within. Creatures with Truesight or Devilsight or those who can otherwise see through magical darkness can only see the fog within. If your players object, tell them the fog seems specifically designed to foil Truesight. A light spell used to dispel this effect also dispels the fog.

A trap with the 'Disabling' component.



Description: This component attempts to disable creatures in its area; targets must succeed on a Wisdom saving throw or become incapacitated for 1 minute. Affected creatures can repeat the save at the end of each of their turns, ending the effect on a success. It can be upgraded to improve the severity of the effect. This is a magical component.

Upgrades: Insidious Magic (+2 cost): Instead of making a Wisdom saving throw to resist the effects of this component, targets must make a Charisma saving throw instead.

Stunning (+4 cost): Instead of becoming incapacitated, creatures that fail their Wisdom saves against this component are stunned for 1 minute. They may still repeat the save at the end of each of their turns, as normal.

Paralysis (+8 cost): Instead of becoming incapacitated, creatures that fail their Wisdom saves against this component are paralyzed for 1 minute. They may still repeat the save at the end of each of their turns, as normal.

Disease Component

TIER	CONSTITUTION SAVE DC	COST
1	11	3
2	13	6
3	15	10
4	17	14
5	19	18
6	21	23
7	23	29

Description: The filth and squalor of a dungeon make it a natural place to encounter diseases, whether through creatures or exposure in the environment, but the most malicious of trapmakers will deliberately lay snares to infect and contaminate trespassers. The tier of the trap component determines how difficult the disease is to resist, and upgrades add additional effects that diseased creatures suffer. By default, creatures that fail their saving throws do not manifest symptoms until the end of their next long rest, but you can use a shorter or longer period at your discretion. At the end of each long rest, diseased creatures suffer the effects of the disease and must repeat the saving throw, with success reducing the Save DC by 1d6 and failure increasing it by 1. If the DC is reduced to 0, that creature is cured of the disease. Magic such as *lesser restoration* can cure most diseases, but some are harder to deal with.

The base Disease component imposes any one of the following: disadvantage on ability checks, disadvantage on saving throws made with a single ability, or disadvantage on attacks. The disease can be upgraded to include additional effects. This is not a magical component.

Upgrades: Ghoul Rot (+4 cost): When a creature fails a saving throw against this component, their

maximum hit points are reduced by 1d6 per tier of the component. If the creature's hit points are reduced to 0 in this fashion, it dies. Their hit point maximum returns to normal as soon as this disease is cured.

Hard to Cure (+5 cost): The component's effect can only be ended by *remove curse*, *greater restoration*, or *wish*. It otherwise lasts until a creature naturally fights off the disease. This upgrade makes the component magical.

Bodywrack Sickness (+6 cost): While diseased, creatures have disadvantage on all saving throws, attack rolls, and ability checks.

Exhausting (+6 cost): Each time a creature fails their saving throw against this component (including initial infection), they gain 1 level of exhaustion. Creatures afflicted by this disease cannot reduce levels of exhaustion by taking long rests. A creature cured of this disease is also cured of all exhaustion imparted by the disease.

Magic Phage (+8 cost): While diseased, creatures must succeed on a Constitution saving throw against the disease's save DC each time they attempt to cast a spell. On a success, they cast the spell normally, otherwise the spell is cast, but has no effect.

Energy Damage Component

TIER	ATTACK BONUS	DAMAGE	COST
1	+5	4 (1d6)	2
2	+6	7 (2d6)	5
3	+8	14 (4d6)	10
4	+10	21 (6d6)	16
5	+12	35 (10d6)	23
6	+14	49 (14d6)	31
7	+16	63 (18d6)	39

Description: This trap component deals fire, acid, cold, lightning or thunder damage to creatures in the target area. The damage is caused by burning fuel, a vial of acid, or some other mundane attack; as such, this is not a magical component.

Upgrades: Saving Throw (+3 cost): This component no longer makes an attack roll; instead, all creatures in the trap's area must make a saving throw (Dexterity or Constitution, your choice) against a DC of 8 + the trap's attack bonus, taking half damage on a success.

Lingering Burn (+6 cost): When a creature is hit by this component or fails a saving throw against it, they must make a Dexterity or Constitution saving throw (your choice when you create the trap) at the start of their next turn against a DC of 8 + the component's attack bonus or take 1d6 damage per tier of the component. This damage is of the same type as the component. If a creature is hit by this component or fails a saving throw against it again, the ongoing damage increases by a further 1d6 per tier of the trap. This effect continues to stack until a successful save at the start of the creature's turn removes all the ongoing damage.

Example: A creature takes damage from a Tier 2 Acid component. At the start of their next turn they must make a saving throw against a DC of 14. They fail the saving throw and take 2d6 acid damage. The Tier 2 Acid component hits them again, and on their next turn they must make that same DC 14 saving throw. If they fail, they'll take 4d6 acid damage. If they succeed, they take no ongoing damage.



A 'Fire' component in a door-activated trap.

Gas Component

TIER	DURATION	DISPEL DC	COST
1	1 minute	11	2
2	1 minute	12	3
3	1 minute	13	6
4	1 minute	14	9
5	5 minutes	16	12
6	5 minutes	18	15
7	5 minutes	20	20

Description: This component releases a cloud of gas in the trap's target area. By default, this cloud obscures vision through the affected area, but it can be upgraded to add several different negative effects. When a creature enters the component's area for the first time on a turn or starts its turn there, it suffers the component's effects.

Dispersing the cloud with a spell like *gust of wind* requires a spellcasting ability check, similar to using *dispel magic* on a higher-level spell, against the gas cloud's DC. If natural wind is present, a weak wind has no effect, moderate wind makes an unmodified d20 roll, and strong wind makes the check with a +2 bonus. The gas cloud otherwise lasts for the specified duration after the trap is

Trap Components

triggered, then disperses naturally. A rearming trap can release another cloud of gas (which will reset the duration) each time it is triggered, and a continuous trap will make the gas cloud persist until the trap is deactivated or disabled. This is not a magical component.

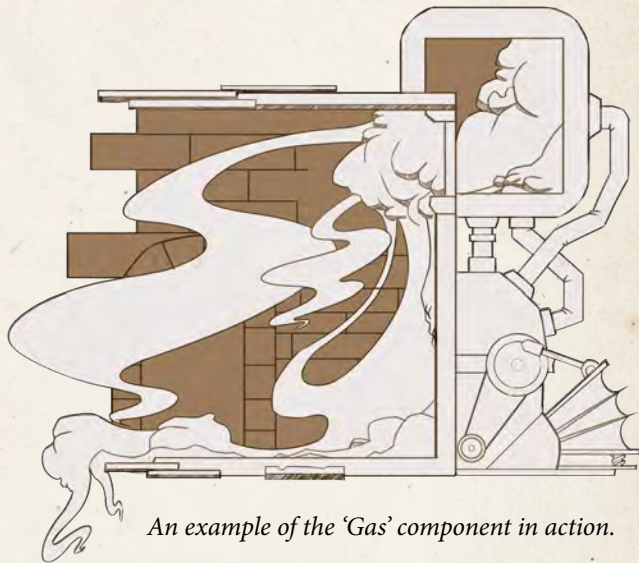
Upgrades: Poisonous Gas (+0 Cost, Special): Add a Poison component to this trap. You must pay the cost of the Poison component as normal; e.g. a Tier 1 Poison component gives this upgrade a cost of 2. This does not count toward the maximum number of components you can place on a trap.

Diseased Gas (+0 Cost, Special): Add a Disease component to this trap. You must pay the cost of the Disease component as normal; e.g. a Tier 1 Disease component gives this upgrade a cost of 3. This does not count toward the maximum number of components you can place on a trap.

Flammable Gas (+2 cost): If a creature within the gas or the gas cloud itself takes fire damage, the cloud of gas ignites, dealing 2d6 fire damage per tier of the Gas component to all creatures within the gas cloud. There is no saving throw to reduce this extra damage, and the gas cloud is destroyed if it burns in this way.

Translucent (+3 cost): The gas can't be seen, smelled, or otherwise detected unless a creature succeeds on a DC 25 Perception check, or has Truesight.

Choking Gas (+5 cost): Creatures within the gas are silenced, and can't speak or cast spells with verbal components. Creatures in the area must hold their breath or begin suffocating.



An example of the 'Gas' component in action.

Geas Component

TIER	DURATION	WISDOM SAVE DC	COST
1	1 day	13	5
2	1 week	15	12
3	2 weeks	17	20
4	3 weeks	19	28
5	1 month	21	36
6	3 months	23	42
7	A year and a day	25	50

Description: Intended for roleplaying and story use more than making a combat encounter more difficult, the Geas component gives a character a new bond (determined at the trap's creation), something they must do their best to follow through on. It is similar to the spell of the same name, but more subtle in nature.

Targeted creatures must make a Wisdom saving throw against the listed DC to avoid acquiring this new bond. A creature failing this save believes this bond to be an integral part of their character and will resist attempts to remove the bond. Such creatures do not know they have been magically influenced.

Healing Component

TIER	HEALING	COST
1	5 (1d8)	3
2	9 (2d8)	6
3	18 (4d8)	10
4	26 (6d8)	14
5	36 (8d8)	19
6	45 (10d8)	24
7	63 (14d8)	30

The bond cannot be one that would clearly bring harm to the afflicted creature (such as “jump off the nearest cliff” or “stab yourself”), but any such other bond should be considered.

While under the effects of the geas, a creature may attempt to resist its effects, suppressing the bond for 1 minute with a successful Wisdom saving throw against the listed DC. A creature failing this save cannot attempt another such save for the next 10 minutes.

The geas effect lasts for the listed duration, but can be ended early by *dispel magic*, *break enchantment*, *remove curse*, and any other spells that end mental compulsions. Creatures that are immune to charm effects are immune to this component. This is a magical component.

Upgrades: Hard to Break (+5 cost): This effect can now only be ended by *remove curse*, *greater restoration*, or *wish*. It otherwise lasts for the full duration.

Insidious Magic (+5 cost): Instead of making a Wisdom saving throw, creatures targeted by this component must make a Charisma saving throw instead. This is no longer a charm effect.

The Price of Disobedience (+5 cost, special): By paying the cost of another component increased by 5, you can add that component to the Geas. If a character passes their saving throw when they attempt to suppress the bond, they are targeted by that component. It will only ever target them, never affecting any creatures around them. This does not count toward the maximum number of components you can place on a trap.

Description: Healing may seem like a strange choice for a trap, but it’s an excellent defensive choice that can keep a small force in fighting shape during a long battle. The healing component heals all creatures in the target area, unless you upgrade the trigger or targeting of the trap to be more selective, so it must be used with caution or it will help intruders just as much as the defenders. This is a magical component.

Upgrades: Lesser Restoration (+5 cost): This component can also cure a single disease, or remove the poisoned, blinded, deafened, or paralyzed condition from any creatures it targets, functioning like the spell *lesser restoration*.

Greater Restoration (+20 cost): This component can also reduce exhaustion by one level or end one of the following negative effects: charm, petrification, curse, reduction to the target’s ability scores, or a reduction to the target’s hit point maximum. This functions like the spell *greater restoration*.

Trap Components

Illusion Component

TIER	INVESTIGATION DC	DURATION	COST
1	13	1 minute	1
2	15	5 minutes	3
3	17	5 minutes	5
4	19	5 minutes	8
5	22	10 minutes	11
6	24	10 minutes	13
7	26	10 minutes	16

Description: This component creates an illusory copy of any other component within the trap's target area. It is totally non-real, and can't do any damage by itself; but as a distraction or decoy, it can really put someone in a bad spot. You can also use this component to create a more standard illusion, such as a creature or object. Creatures or objects mimicked in this fashion cannot exceed the target area for the trap, but can move out of the area. Without upgrades, the illusion is purely visual; it does not replicate other sensory effects.

A *dispel magic* spell can dispel the illusions created by this component. Treat the illusion as a spell of level equal to its tier.

Characters can attempt to discern that the illusion isn't real with an action to make an Investigation check against the listed DC. A single-use illusion lasts for the listed duration, while a rearming one refreshes the duration each time the trap is triggered. A continuous illusion is active until the trap is disarmed or manually reset. This is a magical component.

Upgrades: Smell (+1 cost): The illusion now replicates smell as well as other standard or upgraded sensory components.

Sound (+2 cost): The illusion now replicates sound as well as other standard or upgraded sensory components.

Touch (+5 cost): The illusion replicates touch as well as other standard or upgraded sensory components, though it does not represent other senses such as pain or heat, and does not provide effects associated with the item the illusion is mimicking. For example, illusory lava would have the texture and consistency of lava, but deal no damage. An illusory wall would block movement. If a creature is aware that a physical illusion is an illusion, they can choose to interact with it or ignore it.



An illusory bridge created by an 'Illusion' component.

Immobilizing Component

TIER	SAVE DC	COST
1	11	1
2	12	2
3	14	4
4	16	6
5	18	9
6	20	12
7	22	16

Liquid Component

TIER	DEPTH	COST
1	5 ft.	1
2	10 ft.	3
3	20 ft.	5
4	40 ft.	7
5	60 ft.	9
6	80 ft.	11
7	100 ft.	13

Description: This component creates difficult terrain in the trap's target area. It can be used on floors, walls, or even ceilings, which is best coupled with a forced movement effect that pushes creatures into the affected areas. The Save DC column reflects the save needed to avoid the upgrade effects below.

This is not a magical component.

Upgrades: Knockdown (+1 cost): Creatures that enter the area or start their turn in it must make a Dexterity save against the component's DC or be knocked prone.

Adhesive (+3 cost): Creatures that enter the area or start their turn in it must make a Dexterity save against the component's DC or become restrained. They can use their action to make a Strength check against the save DC, ending the effect on a success. A creature restrained by this component is stuck to something, such as a wall, the ceiling, or some other surface. If the surface this component is on moves for any reason, creatures restrained by this component move with it.

Suffocating Snare (+10 cost): Creatures that enter the area or start their turn in it must make a Dexterity save against the component's DC or become restrained. They can use their action to make a Strength check (at disadvantage) against the save DC, ending the effect on a success. A creature within 5 ft. of the snared creature may use its action to make a Strength check against the save DC, ending the restrained effect on a success.

While so restrained, at the start of each of its turns, the creature must succeed on a Constitution saving throw against the trap's save DC or begin to suffocate, meaning after a number of rounds equal to their Constitution modifier (minimum 1), they will drop to 0 hit points and begin dying. They cannot be restored to more than 0 hit points until they are no longer suffocating.

Description: If you need a water hazard, this component has you covered. This component covers the trap's target area with water of maximum depth noted on the above table. A single-use liquid trap creates the liquid only once, while rearming traps can replenish the liquid each time they are activated. A continuous liquid trap projects a steady flow, quickly filling up even a large space. This component can be upgraded to add liquids other than water to the trap. This is not a magical component.

Upgrades: Acid Bath (+5 cost): This component now creates acid, which deals 2d6 points of acid damage per tier of the component to any creature that comes into full contact with it. For example, a Tier 4 Liquid component with this upgrade would deal 8d6 acid damage. Any part of the body the size of a hand or larger that is submerged is sufficient to take full damage, while lightly touching the acid should deal 1 point of damage as a warning.

Lava Bath (+15 cost): This component now creates lava, which deals 2d6 points of fire damage per tier of the component on contact (no save), and 5d6 points of fire damage per tier on full contact (no save). A Tier 5 Liquid component with this upgrade would deal 10d6 fire damage to a creature that touched the lava, and 25d6 fire damage to anyone that fell in.

Trap Components

Madness Component

TIER	WISDOM DC	DURATION	COST
1	13	1d6 rounds	3
2	15	2d6 rounds	6
3	17	3d6 rounds	10
4	19	4d6 rounds	15
5	21	1d4 minutes	20
6	23	1d8 minutes	26
7	25	2d6 minutes	32

Description: This component assaults the mind and sensibilities of its targets, driving them mad. A creature that fails a Wisdom saving throw against this component gains one effect from the Short-Term Madness table. The effect lasts for the amount of time listed in the Duration column, but the affected creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. *Lesser restoration* or more powerful healing magic is sufficient to cure the character. This is a magical component.

Upgrades: Hard to Break (+3 cost): This effect can only be ended by *remove curse*, *greater restoration*, or *wish*. It otherwise lasts for the full duration or until a creature succeeds on their saving throw.

Magical Paradox (+5 cost): Instead of making a Wisdom saving throw, creatures targeted by this component must make an Intelligence saving throw instead.

Controlled Insanity (+8 cost): Instead of rolling on the Short-Term Madness table, you can pick an effect each time a creature fails their saving throw against this component.

Magical Damage Component

TIER	SAVE DC	DAMAGE	COST
1	11	4 (1d6)	6
2	12	7 (2d6)	10
3	14	14 (4d6)	15
4	16	21 (6d6)	23
5	18	35 (10d6)	31
6	20	49 (14d6)	40
7	22	63 (18d6)	49

Description: This trap component deals radiant, necrotic or force damage to creatures in the area, allowing the affected creature a Constitution saving throw against the listed Save DC. This is a magical component.

Upgrades: Psychic Effect (+3 cost): This component deals psychic damage instead of the other damage types. Instead of a Constitution saving throw, the component requires an Intelligence, Wisdom or Charisma save (your choice), taking half damage on a success.

Lingering Magic (+8 cost): When a creature fails a saving throw against this component, they must repeat their saving throw at the start of their next turn or take 1d6 damage per tier of the component. This damage is of the same type as the component. If a creature fails a saving throw against the component again, the ongoing damage increases by a further 1d6 per tier of the component. This effect continues to stack until a successful save at the start of the creature's turn removes all the ongoing damage.

Example: A creature takes damage from a Tier 3 Radiant component. At the start of their next turn they must make a saving throw against a DC of 14. They fail the saving throw and take 3d6 radiant damage. The Tier 3 Radiant component hits them again, and on their next turn they must make that same DC 14 saving throw. If they fail, they'll take 6d6 radiant damage. If they succeed, they take no ongoing damage.

Movement Component

TIER	SAVE DC	MOVEMENT DISTANCE	COST
1	11	15 ft.	1
2	12	25 ft.	3
3	14	35 ft.	5
4	16	45 ft.	7
5	18	60 ft.	10
6	20	75 ft.	13
7	22	90 ft.	17

Description: When activated, this component pushes or pulls creatures in the target area up to a certain distance in a straight line; determine the direction at the time of the trap's creation. A Strength or Dexterity saving throw—your choice at the time of the trap's creation—negates this effect. This movement can be caused by a moving floor, a rope snare that retracts, or some other non-magical method of moving a creature against its will. It can be used aggressively, to push intruders off cliffs, or defensively, to help reinforcements arrive more quickly. It can even be used to launch creatures vertically, either knocking them into something dangerous above them, dealing falling damage, or both. This is not a magical component.

Upgrades: Random Movement (+0 cost): This component now moves creatures in a random direction. You can roll 1d8, with 1 being North, 2 being North-East, 3 being East, and so on. Make this roll each time a creature is targeted by this trap.

Telekinetic Slide (+5 cost): This component can slide characters along any path, so long as the total distance moved does not exceed the listed distance. This upgrade makes the component magical.

Teleporting (+8 cost): This component now requires a Wisdom saving throw against the listed DC instead of a Strength or Dexterity saving throw. Creatures failing this save are either teleported a relative distance from their current location or to a specified position. In either case, the total distance teleported cannot exceed the Movement Distance indicated in the table. Attempting to teleport the creature to an occupied space moves that creature to the closest unoccupied space instead.

Use caution when teleporting creatures out of their line of sight, as a trap that teleports a creature into a stone coffin with 30 ft. of stone on a side is extremely dangerous and likely infuriating to your players.

Piercing Component

TIER	ATTACK BONUS	DAMAGE	COST
1	+5	4 (1d6)	1
2	+6	7 (2d6)	4
3	+8	14 (4d6)	8
4	+10	21 (6d6)	13
5	+12	35 (10d6)	19
6	+14	49 (14d6)	26
7	+16	63 (18d6)	34

Description: This trap component is the most accurate but the least damaging of the physical

Trap Components

damage traps. It deals piercing damage to creatures in the trap's area. It might be arrows, darts or a ballista bolt. This is not a magical component.

Pit Component

TIER	DEPTH	SAVE DC	COST
1	10 ft.	10	1
2	20 ft.	12	2
3	30 ft.	14	4
4	40 ft.	16	6
5	50 ft.	18	8
6	60 ft.	20	11
7	70 ft.	22	14

Description: A Pit component drops creatures within its target area into its waiting embrace, usually dealing a bit of damage in the process. Creatures standing in the pit's area when it activates must succeed on a Dexterity save to avoid falling. Creatures that succeed on their saving throw move to the nearest unoccupied safe space adjacent to the pit. If there are no unoccupied spaces adjacent to the pit, that creature falls in, even if they succeeded on their saving throw. Attempting to climb out of the pit requires an Athletics check against the Save DC. A rearming pit trap can close and reopen once per round, while a continuous pit trap will always open and immediately close again every time it is triggered. This is not a magical component.

Upgrades: Greased Walls (+1 cost): All checks made to climb out of the pit are made with disadvantage.

Relocking Door (+2 cost): When a creature triggers the trap, the pit closes again after they fall in, trapping them until someone successfully disables the trap.

Poison Component

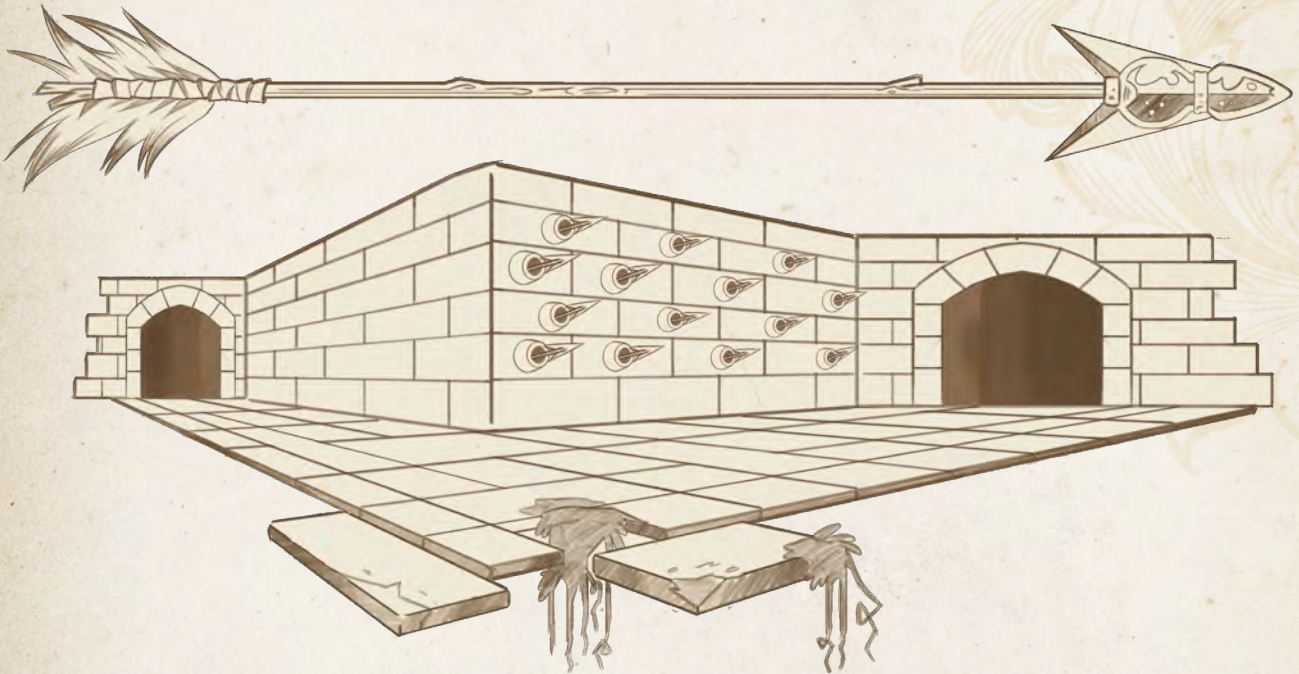
TIER	SAVE DC	DAMAGE	COST
1	11	4 (1d6)	2
2	12	7 (2d6)	3
3	14	11 (3d6)	6
4	16	14 (4d6)	9
5	18	21 (6d6)	12
6	20	28 (8d6)	15
7	22	35 (10d6)	20

Description: This component poisons creatures in the area; all creatures within take poison damage, and must succeed on a Constitution saving throw or become poisoned for 1 minute. A successful saving throw prevents the poisoned condition and reduces the damage by half. Affected creatures can repeat the save at the end of each of their turns, ending the poisoned effect on a success. This is not a magical

Upgrades: Blinding Poison (+3 cost): While a creature is poisoned by this trap, they are blind.

Knightsbane Poison (+6 cost): While a creature is poisoned by this trap, they become vulnerable to piercing, slashing and bludgeoning damage.

Stone Toxin (+8 cost): While poisoned by this trap, creatures begin turning to stone. They are immediately restrained, and must continue to repeat their saving throw at the end of each of their turns. If they succeed three times, this effect ends. If they fail three times, they become petrified until the condition is removed by another creature. The successes and failures do not need to be consecutive.



Trap with both 'Piercing' and 'Poison' components.

Rolling Boulder Component

TIER	SAVE DC	DAMAGE	SPEED	COST
1	12	11 (3d6)	30 ft.	3
2	14	21 (6d6)	40 ft.	6
3	16	32 (9d6)	50 ft.	10
4	18	42 (12d6)	60 ft.	14
5	20	53 (15d6)	70 ft.	19
6	22	63 (18d6)	80 ft.	24
7	24	74 (21d6)	90 ft.	30

Description: The classic rolling boulder trap. It's big, it likes to move, and it's going to cause a real headache for anyone in its way.

The boulder is no larger than a 5 ft. diameter sphere per tier. It originates from a point within the trap's target area and moves in a straight line toward a point you designate within 100 ft. per tier, determined at the time of the trap's creation.

When the trap is activated and at the end of each of the triggering character's future turns (excluding the turn the trap was activated), the boulder moves its speed from its point of origin toward the destination, affecting creatures and objects in its path as described below until stopped.

If the boulder would enter a creature's space, that creature must make either a Strength or Dexterity saving throw (their choice) against the listed DC. On a successful Dexterity saving throw, the creature moves to one side of the boulder, taking no damage. On a successful Strength saving throw, the creature takes half the listed damage and the boulder stops.

If either saving throw fails, the creature takes full damage and is knocked prone in their square as the boulder rolls over them, continuing on its path. If the boulder encounters an immovable obstacle (such as a wall), it is stopped. This is not a magical component.

Trap Components

Upgrades: Rolling Component (+3 cost, Special): By paying the cost of another component increased by three, you can add that component to the boulder itself. It activates continuously while the boulder is rolling, targeting all creatures within 20 ft. of the boulder. Once the boulder stops, that component stops activating as well. This additional component does not count against the maximum number of components that can be placed on a trap.

Impact Component (+0 Cost, Special): By paying the cost of another component, the boulder now activates a second component when it is stopped, targeting all creatures within 30 ft. of the stopped boulder. This additional component is always single-use, activating only once. This additional component does not count against the maximum number of components that can be placed on a trap.



A 'Rolling Boulder' component with the 'Rolling Component' upgrade.

Slashing Component

TIER	ATTACK BONUS	DAMAGE	COST
1	+5	4 (1d6)	1
2	+6	7 (2d6)	4
3	+8	14 (4d6)	8
4	+10	21 (6d6)	13
5	+12	35 (10d6)	19
6	+14	49 (14d6)	26
7	+16	63 (18d6)	34

Description: This trap component is a balance of accuracy and damage. It deals slashing damage to creatures in the trap's area. It might be scythes, sawblades, or even a guillotine. This is not a magical component.

Sphere of Annihilation Component

TIER	SAVE DC	FORCE DAMAGE	COST
1	13	11 (2d10)	5
2	14	22 (4d10)	10
3	15	33 (6d10)	16
4	16	44 (8d10)	22
5	17	66 (12d10)	29
6	18	88 (16d10)	36
7	19	110 (20d10)	45

Description: A staple of devious dungeons for a long time, this component adds an imitation sphere of annihilation to the dungeon placed within the trap's area. Unlike the actual artifact, these cannot be controlled, and cannot move unless upgraded. A creature coming in contact with the sphere must make a Dexterity saving throw against the listed DC to avoid the listed damage. A creature ending its turn within the sphere takes maximum damage from the sphere (no save).

Variant: Spellcasting Component

SPELL LEVEL	ATTACK BONUS	SAVE DC	COST
1	+3	11	3
2	+4	12	7
3	+5	13	12
4	+6	14	20
5	+7	15	28
6	+8	16	37
7	+9	17	46
8	+10	18	54
9	+11	19	60

Initially we had a component that cast spells, aptly named the Spellcasting component. However, due to just how diverse spells are, even those of the same level, we ultimately decided it just wasn't a good fit for the *Trap Compendium*. We're including some options for Spellcasting components here as a variant, but they are very likely to cause problems, be imbalanced, and generally be a pain to use. If you're feeling brave, give it a try.

Description: This trap component casts a spell when triggered, affecting creatures in the target area with the spell. This component does not follow the normal progression of 7 tiers—instead, the cost of this trap is entirely based on the level of the spell used. Unsurprisingly, this is a magical component.

Notes: If this trap component casts a spell that requires concentration, the trap component is considered to be concentrating on it. If the trap component takes damage, it must make a saving throw to maintain concentration on the spell. Roll 1d20 and use the trap's attack bonus as its saving throw bonus for this roll. If any other spell effect requires a roll that uses the spellcaster's casting stat (such as a trap that casts *dispel magic*), add the same bonus to that roll.

This trap can cast cantrips, using the same cost and stats as though it were casting a 1st level spell. You can also cast lower level spells at higher levels, but must pay for the higher level trap. So a trap that casts a 5th level *magic missile* would cost as much as a trap that casts *cone of cold* or any other 5th level spell.

The Sphere of Annihilation component appears within the trap's target area. It is always active; it doesn't need a trigger, it doesn't need a target, and it can never be rearming or continuous—it simply

Upgrades: Hunting Sphere (+5 cost): At initiative count 20 each round, the sphere moves 10 ft. toward the nearest creature within 60 ft. of it. If there are no creatures within 60 ft. it remains stationary. The sphere can enter other creature's spaces.

Maiming Sphere (+10 cost): Creatures that take damage from the sphere must make a Constitution saving throw against the listed DC or suffer a lingering injury, as listed in the table in the *Dungeon Master's Guide*.

Summoning Component

TIER	CHALLENGE RATING	COST
1	1	5
2	2	10
3	3	15
4	4	20
5	6	26
6	8	32
7	11	40

Description: The Summoning component allows you to call in reinforcements when and where you need them. It creates a single creature up to the listed Challenge Rating, which obeys either a preset

Trap Components

list of commands or the commands of the trap's owners. It may also be totally rogue, attacking the nearest creatures with no real strategy or plan. The component maintains concentration on the summoned creature, allowing a single active activation of the trap at a time. Continuous versions of this trap summon another creature immediately after concentration is lost on the first or the summoned creature dies. This is a magical component.

Upgrades: Berserker (+3 cost): The summoned creature makes attacks with advantage.

Multiple Summons (+5 cost): Components with this upgrade can summon any number of creatures as long as their total challenge rating is lower than one and a half times the challenge rating listed in the component table (rounded down to the nearest whole number). The component cannot create any one creature of a higher challenge rating than the component's tier.

Example: A Tier 6 Summoning component can summon creatures such that their sum total challenge rating is 12 or lower and none of their individual challenge ratings exceeds 6.

Lifelink (+6 Cost): Whenever a creature summoned by this trap would be reduced to 0 hit points but not killed outright, it is instead reduced to 1 hit point. This effect lasts until this trap is disabled or destroyed.



A monster summoned by a 'Summoning' component.

Swarm Component

TIER	CONSTITUTION SAVE DC	COST
1	12	1
2	14	3
3	16	5
4	18	8
5	20	12
6	22	16
7	24	20

Description: The Swarm component conjures a writhing horde of tiny beasts, which function like terrain effects, turning the target area into difficult terrain. Creatures starting their turn in the area or entering it for the first time on a turn must make a Constitution saving throw against the listed DC or be Poisoned for 1 minute. Creatures starting their turn in the swarm make this save at disadvantage. Poisoned creatures can repeat the saving throw at the end of each of their turns, ending the effect on a success.

You can combine multiple upgrades, potentially creating a horrible wasp-spider-leech hybrid. It's ultimately up to you what the swarm looks like; the rules here only govern the mechanics of the trap. This trap is not magical.

Upgrades: Aquatic (+1 cost): This swarm and trap can function underwater.

Snakes (+2 cost): Creatures that fail a saving throw against this component take 2d6 poison damage per tier of the component. A successful save reduces this damage by half.

Leeches (+3 cost): While poisoned by this component, creatures lose hit points equal to the component's tier at the start of each of their turns. Hit points lost in this fashion also reduce the creature's maximum hit points by the same amount. This reduction lasts until the creature finishes a long rest.

Tenacious (+3 cost): A creature failing its save against the swarm is afflicted by the swarm even if the creature leaves the swarm's space. The affected creature may spend its action to make a saving throw against the swarm, ending the effect on a success.

Wasps (+5 cost): This component completely fills the targeted areas. All creatures make saves against the swarm's effects at disadvantage.

Web-weavers (+5 cost): While poisoned by this component, creatures are restrained.

Potent Venom (+10 cost): While poisoned by this trap, creatures are paralyzed.

Wall Component

TIER	DEXTERITY	WALL HEIGHT	COST
1	12	5 ft.	1
2	14	10 ft.	2
3	16	15 ft.	3
4	18	20 ft.	5
5	20	25 ft.	7
6	22	30 ft.	9
7	24	35 ft.	11

Description: The Wall component creates impassible terrain within the target area. The walls it creates are difficult to move or destroy, and can be upgraded to further impede characters that try to bypass

A 'Swarm' component on a trapped chest.



Trap Components

through magical means. Finally, the walls created by this component are a great place to put additional traps, and can be manipulated by an Architect's component. This trap can create any number of walls within the target area. The height of the walls cannot exceed 5 ft. per tier, as per the table.

Walls created by this component have an AC of 14, and 15 hit points per tier of this component for each 5 ft. section. They have resistance to non-magical damage and immunity to psychic damage. They are otherwise treated like normal objects.

When the wall is first created, a creature within 5 ft. of the wall may use their reaction to make a Dexterity saving throw against the listed DC to move to either side of the created wall.

Walls created in this fashion retract 1 minute after their creation. This component is not magical. If you apply the Discerning Targeting upgrade to a trap with a Wall component, creatures you designate can pass freely through walls created by this component. This functions similarly to the *passwall* spell, creating a temporary opening just large enough for them to move through and then closing once they pass to the other side. A creature adjacent to one such temporary opening can use its reaction to make a Dexterity saving throw against the component's save DC to leap through one of these doorways before it closes. On a failure, they hit the wall and stop their movement.

Upgrades: Ethereal Barrier (+2 cost): The walls extend into the ethereal plane, blocking travel for creatures on that plane as well. This upgrade makes the component magical.

Fast Walls (+3 Cost): Creatures attempting Dexterity saving throws to move to either side of a wall make their save at disadvantage.

Dimensional Anchor (+4 cost): The walls block magical travel, preventing characters from bypassing them with *misty step*, *passwall*, or other magic unless the creature attempting succeeds on a Charisma saving throw against a DC of 11 + the component's tier. This upgrade makes the component magical.

Web Component

TIER	DEXTERITY SAVE DC	COST
1	12	2
2	14	4
3	16	6
4	18	8
5	20	11
6	22	14
7	24	18

Description: Like the spell of the same name, this component conjures webbing out of nothingness, restraining creatures within and impeding movement through the trap's target area. Creatures that start their turn in the webbing or enter the area for the first time on a turn must make a Dexterity saving throw against the listed DC or become restrained. They can use their action on each of their turns to attempt a Strength check against the same DC, freeing themselves on a success. The webbing is flammable. Each 5 ft. section burns away in 1 round if exposed to fire, and creatures within take 2d4 fire damage per tier of the component. Once created, the webbing lasts until it is destroyed. Each 5 ft. section has 10 hit points per tier of the component. This is a magical component.

Upgrades: Flame Resistant (+1 cost): The webbing created by this component is no longer flammable; it does not burn away when exposed to flame.

SAMPLE TRAPS

Dark Blades

TIER 1 **COST** 5 250 XP

MITIGATION Perception DC 15 Disarm DC 15

TRIGGER Physical Trigger (Cost 0)

TARGETS Fixed Targeting (Cost 0)

Upgrades: Precise Expansion (+1 Cost)

COMPONENTS Slashing—Tier 1 (Cost 1)

Darkness—Tier 1 (Cost 3)

Description: Sometimes the best traps are simple. This trap does damage and creates an area of darkness; what more do you need? For a low-level party, this is likely to be the scariest thing they've seen in a while. First they get hurt, then they can't see!

Game Notes: This trap, set in a 10 ft. by 10 ft. corridor, is triggered by simple pressure plate. When activated, blades extend from the walls on either side of a 10 ft. square including the one occupied by the triggering creature. All creatures in this space suffer an attack (+4 to hit), taking 5 (1d8) slashing damage on a hit.

Additionally, the trap conjures a 10 ft. by 10 ft. area of darkness directly behind the triggering creature. This darkness lasts for 1 minute or until dispelled.

Scaling Suggestions: Scaling this trap upward in difficulty is easy. You can add more damage by upgrading the Slashing component, including additional debilitating components such as Disabling or Immobilizing, or even send a Swarm component or Summoning component coming out of the darkness at the group.

Reducing the difficulty of this trap is difficult, as it's already pretty bare bones. You can reduce the area to 5 ft. by 5 ft., meaning it won't hit the whole party anymore, but at that point, it's a very mild scare. If you do this, place it in a very narrow corridor so it still feels threatening.

A Touch Of Madness

TIER 1 **COST** 6 300 XP

MITIGATION Perception DC 15 Disarm DC 15

TRIGGER Physical Trigger (Cost 0)

Upgrades: Hairpin Trigger (+3 Cost)

TARGETS Fixed Targeting (Cost 0)

COMPONENTS Madness—Tier 1 (Cost 3)

Description: A good trap doesn't need to be complicated, it just needs to make things complicated. This trap is very easy to set off, and is likely to hit the party's rogue, a class not known for its good Wisdom saving throws.

Game Notes: The creature triggering this trap must make a Wisdom saving throw against DC 13 or suffer a random effect from the Short-Term Madness table for 1d6 rounds.

When attempting to disable this trap, if the Thieves' Tools check fails by 5 or more, the trap activates, targeting the creature attempting the check.

Scaling Suggestions: You can easily make this trap more dangerous by upgrading the Madness component, but it's more interesting to add

Sample Traps

additional magical targets so the trap might hit more than one party member even if they're standing back while the rogue works on the trap. You can also upgrade the Disarm DC so the Hairpin Trigger is more likely to be set off.

Removing the hairpin trigger is the best way to tone down this trap, as if you remove the madness component... there isn't a trap anymore. It's only a Cost 6 trap, so if you're toning it down you must be feeling very kind.

Dr. Jones' Dilemma

TIER 1 **COST 6** 300 XP
MITIGATION Perception DC 15 Disarm DC 15
TRIGGER Physical Trigger (Cost 0)
TARGETS Fixed Targeting (Cost 0)
COMPONENTS Rolling Boulder—Tier 2 (Cost 6)

Description: A small treasure rests on a pedestal. When removed, the trap activates, sending a massive boulder down the corridor towards the pedestal. You've probably seen this one before.

Game Notes: When this trap is activated, a 10 ft. diameter boulder begins rolling towards the triggered location, moving at a speed of 40 ft. per round on initiative count 20 (losing ties).

If the boulder would enter a creature's space, that creature may suffer 21 (6d6) bludgeoning damage and be knocked prone, mitigated by a Strength or Dexterity check against DC 14. A successful Strength check reduces the damage by half, prevents the prone condition, and stops the boulder's movement. A successful Dexterity check negates the damage, prevents the prone condition, and moves the creature out of the boulder's path (if applicable).

Scaling Suggestions: The Rolling Boulder component has a lot of fun upgrades available. Besides just adding damaging components to it while it rolls or on impact, you can add an Immobilizing component with the Adhesive upgrade that will restrain anyone the boulder passes, then drag them along with it. If you're making this trap very high level, consider adding a Compulsion component to the pedestal that forces whoever grabs the treasure to stand still and wait for the boulder to crush them.

The only option for toning down this trap is to reduce the tier of the rolling boulder to 1, but just like the previous trap, you're toning down a Cost 6 trap. It's okay to beat up your players a bit, they'll survive.

Poisoned Whispers

TIER 1 **COST 6** 300 XP
MITIGATION Perception DC 15 Disarm DC 15
TRIGGER Physical Trigger (Cost 0)
TARGETS Fixed Targeting (Cost 0)
COMPONENTS Gas—Tier 1 (Cost 2)
Upgrades: Poisonous Gas
(+0 Cost, additional cost below),
Flammable (+2 Cost)
Poison—Tier 1 (Cost 2)

Description: Another simple trap that pairs gas and poison to make an unpleasant experience for anyone of a poor Constitution. This is best positioned to catch the back line of the party during a fight, as they're most likely to succumb to its toxins.

Game Notes: The triggered creature is surrounded by a 5 ft. cloud of gas within their space. The cloud is opaque and requires creatures first entering it or beginning their turn within it to make a Constitution saving throw against DC 11 or take

4 (1d6) poison damage and become poisoned for 1 minute. Affected creatures can repeat this saving throw at the end of each of their turns, ending the Poisoned condition on a success.

The gas is flammable, exploding on contact with open flame, which deals 7 (2d6) fire damage to creatures within the gas, which is then removed.

Scaling Suggestions: The most obvious way to scale up this trap is to add some fire damage to ignite the gas cloud. You could also go a different route and expand the area of the cloud, or place this trap in a pit, either of which makes it harder to avoid.

To make this trap less dangerous, you can remove the Flammable upgrade or the Poisonous Gas, but not both. The Flammable upgrade has a chance to be a very surprising explosion if the person who triggers the trap is carrying a torch, and depending on your style, that may be good or bad.

Amnesia

TIER 2 COST 9 675 XP

MITIGATION Perception DC 15 Disarm DC 15

TRIGGER Manual Trigger (Cost 0)

Upgrades: Rearming (+5 Cost)

TARGETS Basic Targeting (Cost 0)

COMPONENTS Compulsion—Tier 1 (Cost 4)

Description: This one is more for fun than a serious threat, but if you put it on the only exit of a very dangerous room, that laughter may soon turn to tears. This trap makes a door hard to open. Very hard. It compels whoever opens the door to push it closed again—before they've gone through it.

Game Notes: When a creature opens this door, the trap activates, compelling them to close it again unless they make a successful Wisdom saving throw against DC 12. Whenever the door is closed, the trap rearms.

Scaling Suggestions: One possible variant would be to compel the triggering creature to step through the door, closing and holding it shut behind them. If this is the party's barbarian, it's likely to make things very difficult. If it's the scrawny rogue, it'll be easy for them. You can also upgrade this trap to compel the character to run away from the door, making it even harder to get through.

To make this trap easier, you can remove the Rearming upgrade. That's about it, as there's not much else to the trap.

Lead Boots

TIER 2 COST 10 750 XP

MITIGATION Perception DC 15 Disarm DC 15

TRIGGER Physical Trigger (Cost 0)

TARGETS Basic Targeting (Cost 0)

COMPONENTS Pit—Tier 2 (Cost 2)

Immobilizing—Tier 2 (Cost 2)

Upgrades: Adhesive (+3 Cost)

Liquid—Tier 2 (Cost 3)

Description: A pit with a twist, this one takes anyone who falls into it and sticks them to the ground, then dumps water on them. Characters with a low Strength will struggle to escape, and someone may have to dive in and rescue them.

Game Notes: When this false floor is stepped on, it drops the offending character into a 20 ft. pit. A creature may attempt a Dexterity saving throw against DC 12 to catch the ledge, avoiding the fall. When the creature strikes the bottom, it lands prone, taking 7 (2d6) bludgeoning damage.

The creature must immediately attempt a Strength saving throw against DC 12 to avoid becoming restrained, stuck to the floor of the pit. A creature may use its action on its turn to make a

Sample Traps

Strength ability check against the same DC, ending the restrained effect on a success.

When the creature strikes the floor, the pit fills with 10 ft. of water in one round.

Scaling Suggestions: Adding a Poison or Disease component will make this pit much more difficult to escape, and a Relocking Door upgrade on the pit itself can really make it a headache if the rogue is the one who gets stuck.

Removing the Liquid component is enough to make this trap less deadly, but it also removes most of the fun factor. A good adjustment is to reduce the tier of the Immobilizing component, making it easier for a trapped character to escape.

The Straw Army

TIER 2 **COST** 10 750 XP

MITIGATION Perception DC 15 Disarm DC 15

TRIGGER Manual Trigger (Cost 0)

TARGETS Fixed Targeting (Cost 0)

Upgrades: Bigger Area (+3 Cost)

COMPONENTS Illusion—Tier 3 (Cost 5)

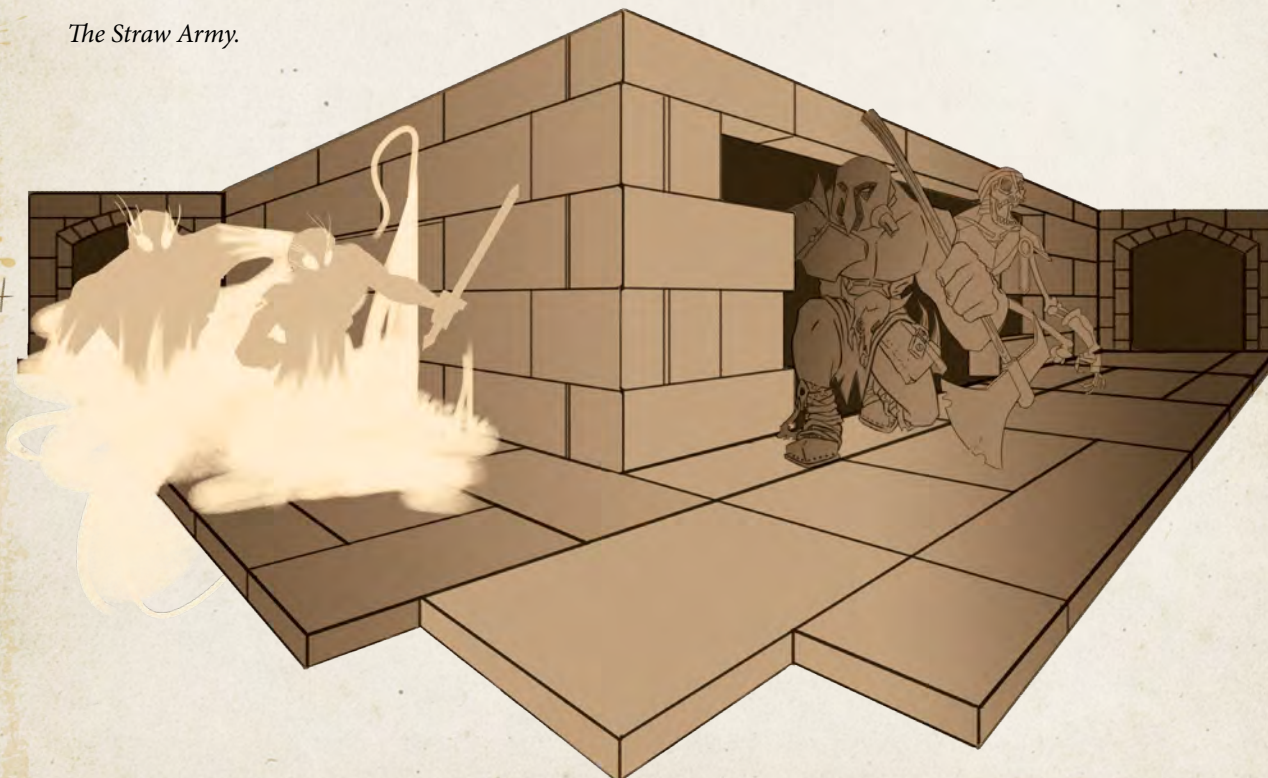
Upgrades: Smell (+1 Cost)

Architect's—Tier 1 (Cost 1)

Description: This trap only works if it's paired with monsters. It conjures an illusion, designed to trick the party into moving in one direction, while simultaneously opening a back door, allowing the real threats to move in from the other side. Without that other threat, this trap does very little.

Game Notes: When the lever is pulled, an illusory copy of the creatures within a 15 ft. cube centered on the lever appear in the nearby hallway. These creatures move to attack the closest creatures.

The Straw Army.



Simultaneously, the trap opens a side passageway in the nearby room, allowing the actual creatures to either escape or re-position.

Scaling Suggestions: Further additions depend on the use of the trap. If it's intended to let the copied creatures escape, the trigger may lay down a Disabling component to prevent the players from following. If offense is the goal, it may flood the corridor with an invisible Gas component.

It's hard to reduce the threat of this trap, because by itself, it's not much of a threat at all. You could remove the Illusion component and just have it open a secret door, which could still mess with the party during a hectic battle.

Invisible Reaper

TIER 2 **COST** 11 825 XP

MITIGATION Perception DC 15 Disarm DC 15

TRIGGER Physical Trigger (Cost 0)

TARGETS Basic Targeting (Cost 0)

Upgrades: Precise expansion x2 (+2 Cost)

COMPONENTS *Upgrades:* Invisibility (+5 Cost)

Slashing—Tier 2 (Cost 4)

Description: Invisible traps are the coolest thing since sliced bread, and slice things up is exactly what this trap does. It's pretty simple: an invisible scythe tries to bisect everyone behind the triggering creature. This trap is perfect for hallways that a villain is planning to retreat through—just make sure they go through one at a time!

Game Notes: When a pressure plate is stepped on, an invisible blade scythes from a hidden floor slit starting on a square 5 ft. behind the triggering space and slicing 30 ft. away from that creature. It attacks all creatures whose spaces it passes through, rolling

+5 to hit and dealing 9 (2d8) slashing damage on a hit. Because the scythe is invisible, it has advantage on all of these attacks.

Scaling Suggestions: Increasing the Slashing component damage is an easy way to make this trap more dangerous, but you can also add a Poison or Disease component to the blade to delay trespassers, potentially allowing whoever was retreating to come back and attack them again.

Removing the Invisibility upgrade makes this trap less dangerous, but also less interesting. Better to lower the damage of the Slashing component if you want it to be more appropriate for lower level characters.

Smashed Spiders

TIER 2 **COST** 11 825 XP

MITIGATION Perception DC 15 Disarm DC 15

TRIGGER Physical Trigger (Cost 0)

TARGETS Basic Targeting (Cost 0)

Upgrades: Bigger Area (+3 Cost)

COMPONENTS Web—Tier 1 (Cost 2)

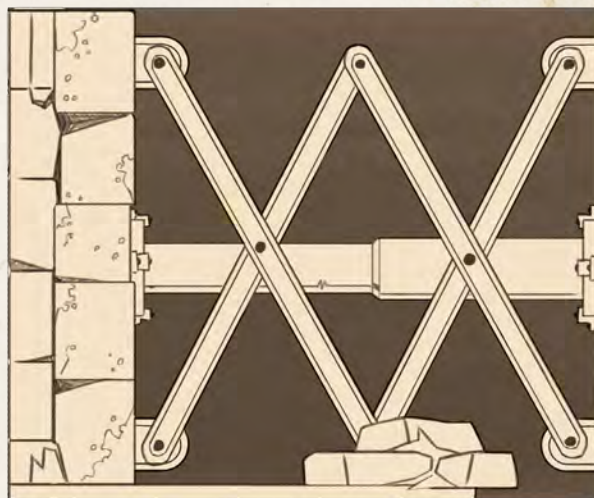
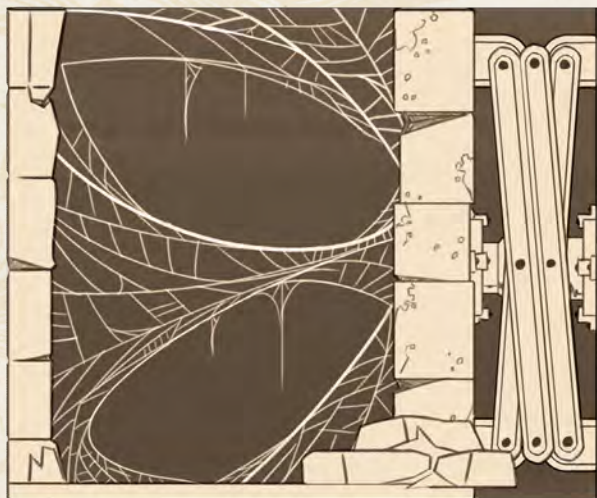
Architect's—Tier 1 (Cost 1)

Upgrades: Crushing Walls (+5 Cost)

Description: Crushing walls are so common in dungeons that adventurers all know to run for safety as soon as they hear grinding stone. But how can they run for safety if they're trapped in webbing? And even if the agile rogue can escape, is he or she really going to abandon the squishy wizard and helpless cleric? Probably, but it'll be fun to watch.

Game Notes: When this trap is triggered, creatures within 5 ft. of the triggering space must make a Dexterity saving throw (DC 12) or become restrained

Sample Traps



Smashed Spiders.

by webbing that adheres them to the walls and ceiling. A restrained creature may use their action to attempt a Strength check (DC 12) to free themselves. Additionally, a 15 ft. section of the nearby wall (centered on the trigger point) immediately begins to close on the webbed area, moving 10 ft. per round on initiative count 20 of each round (losing ties). If the wall would push a creature, that creature may make a Strength saving throw DC 12 to avoid being pushed, stopping the wall for that round. If the wall presses creatures into the opposite wall, it deals 11 (2d10) bludgeoning damage to the creatures on its turn.

Scaling Suggestions: The Quicksilver upgrade on this would make the trap spring across the hallway in a single round immediately after its activation. Coupling this with a Rearming upgrade will make the wall slam back and forth repeatedly. This is a very bad time for anyone stuck in the webs.

Removing the Crushing Walls upgrade from the Architect's component is the best way to scale this trap down. If the players manage to stop the wall, it will stay stopped, giving them all the time they need to escape the webbing.

Assassin Stone

TIER 2 **COST** 12 900 XP

MITIGATION Perception DC 15 Disarm DC 15

TRIGGER Manual Trigger (Cost 0)

TARGETS Basic Targeting (Cost 0)

COMPONENTS Geas—Tier 2 (Cost 12)

Description: When you hear the phrase “assassin stone” you probably think it’s being used to beat someone over the head. Not this rock. This rock is enchanted with a powerful Geas that bewitches anyone who picks it up, compelling them to try to murder the nearest government official. Because creatures that fail their save against a Geas don’t know that magic has affected them, it’s likely to make the next trip to town very interesting.

Game Notes: When this stone is picked up, the trap activates, influencing the character with a powerful Geas unless they make a successful Wisdom saving throw against DC 15. A failed save imposes the new Bond, “I will do my all to kill the nearest government official.” The compulsion lasts for one week or until removed via *remove curse*, *dispel magic*, *break enchantment* or similar magic is used.

Scaling Suggestions: Increasing the area of this trap greatly increases the odds that at least one creature will be afflicted with the murderous intent. The addition of a Price of Disobedience upgrade, afflicting the disobeying character with a disease that gives disadvantage on Wisdom saving throws, will make them less likely to resist the Geas in the future.

Assassin Stone.



convince most adventurers to take anything more than the shortest swim in unknown waters. This trap solves that problem by creating the water and summoning a very angry and very big octopus.

Game Notes: When activated, this 10 ft. by 10 ft. trapdoor drops all characters on it into a 20 ft. pit (Dexterity saving throw DC 12 avoids). When the creature lands (taking 2d6 damage as normal), the bottom 10 ft. of the pit fill with water, and the trap summons a Giant Octopus to assault the fallen characters.

Scaling Suggestions: Inclusion of a Relocking Door upgrade (+2 Cost) and additional summoned creatures (increased tier and the Additional Creatures upgrade) will make this trap notably more challenging. A very high-level version might include both an Acid Bath upgrade to the Liquid component and creatures immune to its harmful effects, such as an ooze.

Lowering the challenge of the creature summoned is the best way to make this trap easier; using something like a swarm of quippers is ideal. They're still dangerous, but they can't restrain someone and drown them.

Instant Fish Tank

TIER 2 **COST** 13 975 XP

MITIGATION Perception DC 18 Disarm DC 15

Upgrades: Hard to Find (+2 Cost)

TRIGGER Physical Trigger (Cost 0)

TARGETS Basic Targeting (Cost 0)

Upgrades: Precise Expansion (+1 Cost)

COMPONENTS Pit—Tier 2 (Cost 2)

Liquid—Tier 2 (Cost 3)

Summoning—Tier 1 (Cost 5)



Instant Fish Tank.

Description: The aquatic creatures in the Monster Manual are awesome, right? But it's hard to



A Sticky Situation.

A Sticky Situation

TIER 3 **COST** 14 1,400 XP

MITIGATION Perception DC 18 Disarm DC 15

Upgrades: Hard to Find (+2 Cost)

TRIGGER Physical Trigger (Cost 0)

TARGETS Basic Targeting (Cost 0)

COMPONENTS Movement—Tier 3 (Cost 5)

Immobilizing—Tier 3 (Cost 4)

Upgrades: Adhesive (+3 Cost)

Description: Launching adventurers through the air is always fun, but why stop there? This trap also sticks them to the ceiling, leading to an awkward situation with awkward solutions. Place this trap in the middle of a fight, and it's a recipe for a very memorable encounter.

Game Notes: When the pressure plate is stepped on, the floor springs up, launching the offending character 35 ft. to the ceiling. A Dexterity saving throw against DC 14 avoids this.

Creatures so thrown must make a Strength saving throw against DC 14 to avoid being stuck to an adhesive patch on the ceiling. A freed creature may fall to the ground if appropriate preparations aren't made.

Scaling Suggestions: Increasing the tier of the Immobilizing component makes it more likely adventurers will get stuck to the ceiling, which you want. If you're making this trap very high level, you can add a continuous damage component on the ceiling, perhaps a barrage of arrows or steady flame jets, making rescue imperative.

To make this trap easier while keeping its flair, simply decrease the tier of the Movement and Immobilizing components. Sticking creatures to the ceiling is the fun here, so you want to keep the Adhesive upgrade.

Rigor Mortis

TIER 3 **COST 14** 1,400 XP

MITIGATION Perception DC 18 Disarm DC 15

Upgrades: Hard to Find (+2 Cost)

TRIGGER Physical Trigger (Cost 0)

TARGETS Basic Targeting (Cost 0)

Upgrades: Additional Target—

Magical Targeting (+3 Cost)

COMPONENTS Magical Damage (Necrotic)—

Tier 1 (Cost 6)

Disabling—Tier 1 (Cost 3)

Description: This trap goes very well with a few monsters, as it isn't much of a threat on its own. Paired with difficult adversaries, incapacitating two of the heroes for a round or two can be deadly.

Game Notes: The triggering creature and nearest creature within 30 ft. must succeed on a Wisdom saving throw (DC 11) or suffer 4 (1d6) necrotic damage and become incapacitated for 1 minute. A successful save reduces the damage by half and prevents the incapacitation.

Affected creatures may repeat their save at the end of each of their turns, ending the effect on a success.

Scaling Suggestions: Add extra targets to make this trap a real problem for your players. Incapacitating multiple characters at once is going to cause some serious issues, especially if it disables the party's healer. You can also increase the tier of the Magical

Damage component if you want it to be more of a direct threat, or just upgrade the Disabling component to make it harder to resist. If you're feeling truly devious, you can make it rearming, but that runs the risk of disabling the majority of the party for most of the fight, and that's not very fun.

Removing the Additional Target upgrade is a good way to make this trap weaker, as that limits it to a single character. You can remove the necrotic damage, but there's little point, as that's not the main threat of this trap.

Quite an Entrance

TIER 3 **COST 17** 1,700 XP

MITIGATION Perception DC 15 Disarm DC 15

TRIGGER Magical Trigger (Cost 4)

Upgrades: Discerning Trigger (+4 Cost)

TARGETS Magical Targeting (Cost 2)

COMPONENTS Alarm—Tier 2 (Cost 2)

Energy Damage (Thunder) —

Tier 2 (Cost 5)

Description: As soon as someone swings their fist or their blade, or casts the wrong spell, this trap goes off. A thunderous scream alerts everyone nearby to what has happened, and the scream itself batters and assails the triggering creature with thunder damage.

Game Notes: When a creature in this room makes an attack against another creature, the trap activates, magically targeting the attacking creature with a booming scream.

The scream wakes all creatures within 120 ft. of the attacking creature. The attacking creature is targeted by the thunderous scream of the trap (+6 to hit), taking 7 (2d6) thunder damage on a hit.

Sample Traps

Scaling Suggestions: You can add a Disabling component to the trap, potentially incapacitating or stunning the triggering creature. You can also expand the area, targeting additional creatures near the one that set off the trap. The Discerning Trigger upgrade is already in place, and will prevent friendly creatures from activating the trap.

You can reduce or eliminate the thunder damage to scale down this trap, making it just a very flavorful alarm.

Knightsbane

TIER 3 **COST** 19 1,900 XP

MITIGATION Perception DC 15 Disarm DC 15

TRIGGER Physical Trigger (Cost 0)

TARGETS Basic Targeting (Cost 0)

COMPONENTS *Upgrades:* Magical Mechanisms
(+2 Cost)

Poison—Tier 2 (Cost 3)

Upgrades: Knightsbane Poison
(+6 Cost)

Piercing—Tier 3 (Cost 8)

Description: The tricky thing about fighters and other durable warriors is that they're hard to hit and hard to hurt. This trap, named after the poison it applies, aims to correct that. It starts with a poison, which carries with it vulnerability to most types of physical damage. Then a big javelin shoots at them to take advantage of their new weakness.

Game Notes: A spray of contact poison on the triggering character followed by a propelled javelin.

The affected character must make a Constitution saving throw against DC 12 or suffer 7 (2d6) poison damage and be poisoned for 1 minute. While so poisoned, the creature is vulnerable to piercing, bludgeoning and slashing damage. A creature may

repeat this save at the end of each of their turns, ending the effect on a success.

A moment later, a javelin hurls from a chamber in the wall towards the triggering creature (+8 to hit), dealing 14 (4d6) piercing damage on hit.

Scaling Suggestions: Making this trap more difficult starts by making the poison more dangerous and harder to resist. You can also expand the trap's area, allowing it to potentially poison multiple characters, then shoot javelins at all of them.

To make it easier, consider removing the javelin and just using this trap alongside some monsters. While that's certainly more dangerous than the trap by itself, it's not going to suddenly blast a character with an average of 28 damage out of nowhere, and it gives the victim a chance to retreat or call for healing before they take damage.

Technical Knockout

TIER 3 **COST** 19 1,900 XP

MITIGATION Perception DC 15 Disarm DC 15

TRIGGER Physical Trigger (Cost 0)

TARGETS Fixed Targeting (Cost 0)

COMPONENTS *Upgrades:* Knockback (+3 Cost)

Bludgeoning—Tier 3 (Cost 8)

Disabling—Tier 3 (Cost 8)

Description: This trap looks simple: a big piece of the floor swings up to hit someone in the face, but it's coupled with some magic that provides a knockout punch even if the target avoids getting hit by a ton of bricks.

Game Notes: A spring-loaded slate of floor lifts from the ground towards the triggering creature, making an attack (+5 to hit), dealing 22 (4d10) bludgeoning damage on hit.

The creature (regardless of the hit or miss) must make a Wisdom saving throw against DC 14 or be incapacitated for 1 minute. Affected creatures may repeat the save at the end of each of their turns, ending the effect on a success.

If the creature is either struck by the bludgeon or fails their save, they are knocked 10 ft. away, falling prone.

Scaling Suggestions: Upgrading the Disabling component to stun or paralyze the creature makes this trap much more dangerous, especially if the Disabling component activates before the bludgeoning part of the trap.

To make this trap milder, just reduce the tier of both components. It doesn't need any fancy tricks, and removing either one makes the trap much less interesting.

False Alarm

TIER 3 **COST** 20 2,000 XP

MITIGATION Perception DC 15 Disarm DC 15

TRIGGER Physical Trigger (Cost 0)

TARGETS Magical Targeting (Cost 2)

COMPONENTS *Upgrades:* Delayed Activation (+3 Cost)

Illusion—Tier 3 (Cost 5)

Upgrades: Sound (+2 Cost)

Piercing—Tier 3 (Cost 8)

Description: A click in the floor precedes a hail of arrows, but none of them hit the party! A sigh of relief precedes a second volley of arrows, this time unexpected. If the adventurers didn't realize the first set of arrows were just an illusion, they are in for a bad time when the second, very real set hits them.

Game Notes: When this trap activates, it targets the triggering character with a barrage of illusory

arrows, all of which miss the character. Using an action to make an Intelligence (Investigation) check against DC 17 identifies the arrows as illusory. On that creature's next turn, the trap activates a second time, firing a stream of arrows at the creature (+8 to hit), dealing 14 (4d6) damage on a hit. If the creature failed its previous Investigation check, the trap makes this attack with advantage.

Scaling Suggestions: The addition of a second Delayed Activation upgrade with another Piercing Tier 3 component attacks the same character on their next turn. You can also increase the size of the targeting area, allowing this trap to hit multiple creatures.

To make it less dangerous, reduce the strength of the arrows or remove the Sound upgrade from the Illusion. Clever players may notice the arrows don't make noise, giving them advantage on their Investigation check to realize the illusory nature of the first barrage.

A Quick Breather

TIER 3 **COST** 20 2,000 XP

MITIGATION Perception DC 15 Disarm DC 15

TRIGGER Magical Trigger (Cost 4)

Upgrades: Discerning Trigger (+4 Cost),

Rearming (+5 Cost)

TARGETS Basic Targeting (Cost 0)

COMPONENTS **Healing**—Tier 1 (Cost 3)

Antimagic—Tier 1 (Cost 4)

Description: This "trap" offers on-demand healing for allies of the trapmaker, making it a great pick for a stronghold, villain's lair, or other location that has permanent residents who don't plan on leaving. It works once per round, but any creature friendly to the trap's creator can call out for help and get it.

Sample Traps

Game Notes: When a creature in the room allied with the trap's creator speaks the command word "Help" at no action cost on that creature's turn, the trap activates, targeting the creature.

The trap attempts to dispel hostile spell effects with a duration targeting the creature. Such 1st level spells are automatically dispelled. Higher-level spells are rolled against with a +2 dispel bonus.

Additionally, the triggering creature is healed 5 (1d8) hit points.

The trap rearms the next round on the initiative count just before the triggering creature's initiative count.

Scaling Suggestions: Ramping up the Healing and Antimagic components will make this trap more effective, but you should also consider tweaking the trigger command. If you make it a telepathic trigger rather than verbal, it will be much more reliable and much harder for the players to figure out what's going on. You might also make this trap continuous, so that every creature can benefit from it every round, but that's going to drag the fight out quite a bit.

There are two good ways to make this trap less dangerous. First is removing the Antimagic component, keeping this as just a healing trap. The second option is to remove the Healing component and the Rearming upgrade, and increase the Antimagic component to Tier 2. This makes the trap a single-use emergency dispel for a villain to use if they find themselves locked down by an unpleasant spell. You may want to give this a more subtle trigger than calling for help, perhaps activating automatically if the villain fails a saving throw against a spell.

Snare Mix-Up

TIER 3 **COST** 20 2,000 XP

MITIGATION Perception DC 15 Disarm DC 15

TRIGGER Physical Trigger (Cost 0)

TARGETS Basic Targeting (Cost 0)

COMPONENTS Immobilizing—Tier 4 (Cost 6)

Upgrades: Knockdown (+1 Cost),

Adhesive (+3 Cost)

Illusion—Tier 2 (Cost 3)

Upgrades: Sound (+2 Cost)

Illusion—Tier 2 (Cost 3)

Upgrades: Sound (+2 Cost)

Description: Take the classic shell game, where a shell is hidden under three identical cups and shuffled around, then replace the shell with a poor adventurer and the cups with snare traps that conjure illusions to make it appear their victim is in three places at once.

Game Notes: When this trap activates, the creature must succeed on a DC 16 Dexterity saving throw to avoid being snared and pulled to the ground in a space adjacent to the snare.

At the same time, two illusions of the character (similarly snared) fall into spaces adjacent to the trigger location. These illusions mirror any actions the snared character makes, including visual and auditory components. A creature may spend its action to make an Intelligence (Investigation) check against DC 15 to identify that the illusions are such.

Scaling Suggestions: The addition of the Suffocating upgrade to the snare increases the danger this trap poses by itself. Replacing one of the Illusion components with a Movement component will entrap and move the character, with the illusion mirroring the movement and snaring effects. If you really want to mess with the players, make the

Movement component a Teleporting one, and have it remove the player from the room completely, summoning three illusions instead of just two.

To make this trap less dangerous, conjure only one illusion instead of two. You can reduce the tier of the Immobilizing component to make it less likely to grab someone, but most of the danger from this trap comes from the creatures you pair it with, not the trap itself.

Blinding Bell

TIER 3 COST 20 2,000 XP

MITIGATION Perception DC 15 Disarm DC 15

TRIGGER Magical Trigger (Cost 4)

Upgrades: Discerning Trigger (+4 Cost)

TARGETS Basic Targeting (Cost 0)

Upgrades: Bigger Area (+3 Cost)

COMPONENTS Alarm—Tier 2 (Cost 2)

Darkness—Tier 1 (Cost 3)

Upgrades: Swirling Fog (+4 Cost)

Description: A twist on the basic alarm trap, this one specifically guards against unknown intruders. In addition to ringing the alarm bell, it also casts magical darkness on the intruder, blocking even Truesight and Devil's Sight. It also has a giant bell, but that's just for style.

Game Notes: A magical sensor in this room detects the presence of new creatures entering the room. If a new creature enters the room, the trap activates unless the creature isn't detectable with an 18 passive Perception.

If the trap detects a creature, an alarm goes off, alerting all creatures within 120 ft. of the triggering creature. At the same time, a 15 ft. cube of magical darkness appears on the triggering creature. The darkness swirls with fog, blocking Truesight and Devil's Sight within its area.

Scaling Suggestions: To make this trap more dangerous, add another debilitating effect to the darkness. Choking gas is a great choice, because it will make anyone in the darkness have to hold their breath, preventing them from casting spells or calling out for help.

Making it less of a challenge is somewhat tricky, because there's not a lot to take away. You could remove the darkness, but it's better and more interesting to remove the Alarm component. How will the party's rogue react to being suddenly immersed in darkness? They might make enough noise to act as an alarm all by themselves.

Razor Webs

TIER 3 COST 21 2,100 XP

MITIGATION Perception DC 15 Disarm DC 15

TRIGGER Magical Trigger (Cost 4)

Upgrades: Discerning Trigger (+4 Cost), Rearming (+5 Cost)

TARGETS Basic Targeting (Cost 0)

COMPONENTS Web—Tier 2 (Cost 4)

Piercing—Tier 2 (Cost 4)

Description: Webs make easy targets, and darts like easy targets. This trap leverages the piercing component's high accuracy to deal reliable damage to a target that isn't going anywhere.

Game Notes: When the magical sensor detects a creature within 60 ft. that is not restrained (passive Perception 18), the trap activates, firing a sticky blob of webbing to that creature's space. The creature must make a Dexterity saving throw against DC 14 or become restrained in their space. A creature so restrained may use its action to make a Strength check against the same DC to escape.

Sample Traps

The trap then fires a dart at the creature (+6 to hit), dealing 7 (2d6) piercing damage on a hit.

The trap rearms each turn on the initiative count just before the triggering creature until it is disabled or destroyed.

Scaling Suggestions: You can make this trap much more dangerous by replacing the Piercing component with fire damage. This will burn the webbing away, dealing bonus damage, then when the trap rearms and activates again, it will create more webbing.

Reducing the tier of the Piercing damage component is the best way to reduce the challenge of this trap. You can also lower the tier of the Web component, as that will make it easier to avoid the entire trap.

Mad-gical Healing

TIER 4 COST 23 2,760 XP

MITIGATION Perception DC 15 Disarm DC 18

Upgrades: Hard to Disarm (+2 Cost)

TRIGGER Physical Trigger (Cost 0)

Upgrades: Trapped Room (+2 Cost),

Rearming (+5 Cost)

TARGETS Basic Targeting (Cost 0)

Upgrades: Bigger Area (+3 Cost)

COMPONENTS Madness—Tier 1 (Cost 3)

Healing—Tier 1 (Cost 3)

Upgrades: Lesser Restoration (+5 cost)

Description: This trap shows off how well the healing component can work to make an encounter much more challenging. It debilitates the players while bolstering their foes, and that's a dangerous combination by any measure.

Game Notes: Whenever this trap is triggered, all creatures within 5 ft. of the triggering creature must

succeed on a DC 13 Wisdom saving throw or gain one short-term madness effect for 1d6 rounds.

Immediately following this, all creatures allied with the trap within the area are healed for 5 (1d8) hit points and gain the benefits of a *lesser restoration* spell, curing them of their madness or the poisoned, blinded, diseased, deafened, or paralyzed conditions. The trap rearms on initiative count 20.

Scaling Suggestions: You can make this trap more difficult by upgrading the Healing component, and by adding other components that aren't going to affect the trapmaker's allies. Pits are a good choice, as the defenders know their location and can avoid them, while intruders are likely to blunder into them.

To make this trap less dangerous, eliminate the Rearming upgrade. It will trigger once, potentially driving some of the party members insane, then they'll have a chance to deal with it before it hits them again. This is a substantial reduction to the trap's threat.

Living Webs

TIER 4 COST 23 2,760 XP

MITIGATION Perception DC 18 Disarm DC 18

Upgrades: Hard to Find (+2 Cost)

Hard to Disarm (+2 Cost)

TRIGGER Physical Trigger (Cost 0)

TARGETS Basic Targeting (Cost 0)

Upgrades: Bigger Area x2 (+6 Cost)

COMPONENTS Web—Tier 3 (Cost 6)

Swarm—Tier 3 (Cost 5)

Upgrades: Snakes (+2 Cost)

Description: Webs and spiders are a common sight, but what about webs and snakes? It may

*Living Webs.*

not make a lot of sense in nature, but in a magical trap set by a maniacal overlord, why not? Few things are worse than being restrained and bitten by something you can't reach, and this trap does exactly that. Webs capture the party, poisonous snakes bite at their ankles. It's a bad time for everyone. Except the snakes.

Game Notes: When this trap triggers, webs explode in all directions, coating a 25 ft. cube centered on the trigger point. Creatures in the area must make a Dexterity saving throw against DC 18 or become restrained. Restrained creatures may use their action to make a Strength check against DC 18 to free themselves.

Additionally, the trap creates a swarm of poisonous snakes within the webbed area. Creatures in the initial effect area, or those entering or ending their turn within the area must make a Constitution saving throw (DC 16) or become poisoned for 1 minute and take 21 (6d6) poison damage. A creature may repeat this saving throw at the beginning of each of their subsequent turns, ending the effect on a success.

Scaling Suggestions: The webs are already hard to avoid, but adding the Flame Resistant upgrade will prevent them from being easily burned away. Increasing the tier of the Swarm component will make characters more likely to be poisoned, which

Sample Traps

gives them disadvantage on all ability checks, making escape very difficult.

You can make this trap easier by reducing the tier of both components, or removing the Snakes upgrade from the Swarm component. Without the snakes, this trap just imposes the poisoned condition. This makes escaping the webs much harder, but unless there are other monsters attacking the players, they aren't in much danger.

Shredding Shrapnel

TIER 4 **COST** 23 2,760 XP

MITIGATION Perception DC 15 Disarm DC 15

TRIGGER Physical Trigger (Cost 0)

TARGETS Basic Targeting (Cost 0)

Upgrades: Bigger Area x2 (+6 Cost)

COMPONENTS *Upgrades:* Slowing (+4 Cost)
Slashing—Tier 4 (Cost 13)

Description: Getting hit with slashing blades is pretty common in a dungeon, but these are specially aimed to leave a lasting impression. Getting hit by this trap slows down affected creatures, making them easy prey for an ambush, or for more traps.

Game Notes: When this trap triggers, an explosion of shrapnel targets all creatures within 10 ft. of the triggering creature. The trap attacks all such creatures (+9 to hit), dealing 27 (6d8) slashing damage on a hit. Creatures hit by the trap find their movement speed reduced by 10 ft. for 1 minute or until they receive magical healing.

Scaling Suggestions: Making this trap rearming makes it notably more dangerous for minimal cost increase. Each time the trap strikes, it may reduce the speed of creatures more and more, to a minimum of 0 ft.

Reducing the area this trap targets makes it less dangerous, as does reducing the tier of the Slashing component. Leave the Slowing upgrade; it's a large part of what makes this trap unique.

The Siege Winner

TIER 4 **COST** 25 3,000 XP

MITIGATION Perception DC 15 Disarm DC 15

TRIGGER Physical Trigger (Cost 0)

TARGETS Basic Targeting (Cost 0)

COMPONENTS Rolling Boulder—Tier 2 (Cost 6)

Upgrades: Rolling Component (Energy Damage) (+3 Cost, additional cost below);

Impact Component (Energy Damage) (+0 Cost, additional cost below)

Energy Damage—Tier 2 (Cost 5)

Upgrades: Saving Throw (+3 Cost)

Energy Damage—Tier 2 (Cost 5)

Upgrades: Saving Throw (+3 Cost)

Description: Maybe you already used Dr. Jones' Dilemma, but you really love a good rolling boulder trap. How about a rolling boulder that spews fire and explodes on impact? This trap is sure to make a big impression on your players, and it works incredibly well as an actual siege weapon unleashed at something they're trying to defend. Brave characters can stop the boulder with a successful Strength saving throw, but that's going to make it explode on them. How selfless are they?

Game Notes: The boulder is 10 ft. in diameter and rolls forward at a speed of 40 ft. per turn. When it enters a creature's space, that creature can choose to make either a Dexterity or Strength saving throw against a DC of 14. Failure on either save

means the creature takes 21 (6d6) bludgeoning damage and is knocked prone. If they succeed on a Dexterity save, they move out of the way and take no damage. If they succeed on a Strength saving throw, they stop the boulder and take half damage.

While the boulder is moving, it spews fire at all creatures within 20 ft., dealing 7 (2d6) fire damage, with a successful Dexterity saving throw against DC 14 halving the damage. When it stops, whether because a creature stopped it or because it hit an object, it explodes, dealing 7 (2d6) fire damage to all creatures within 30 ft., with a DC 14 Dexterity save for half damage.

Scaling Suggestions: Increasing the damage of the trap is a good way to make it more dangerous, but there are several unusual methods as well. Changing the final component from a damaging explosion to something that immobilizes or restrains characters can be lethal in a crowded fight, and a debilitating disease can put the whole party under the weather.

To make the trap easier, remove either the continuous flames or the final explosion. It needs one of the two components to retain its unique character.



The Siege Winner.

Enticing Swim

TIER 4 **COST** 26 3,120 XP

MITIGATION Perception DC 15 Disarm DC 15

TRIGGER Magical Trigger (Cost 4)

Upgrades: Rearming (+5 Cost)

TARGETS Fixed Targeting (Cost 0)

COMPONENTS Liquid—Tier 1 (Cost 1)

Upgrades: Acid Bath (+5 Cost)

Movement—Tier 2 (Cost 3)

Upgrades: Teleporting (+8 Cost)

Description: Acid pits. They're great until the adventurers learn to go around them. Then they aren't so great. This trap pulls the characters to the acid, teleporting them over a small trough of acid every round that they remain in the area.

Game Notes: At the center of this 45 ft. by 45 ft. area is a shallow, 5 ft. deep trough. When a creature moves within 25 ft. of the trough or ends its turn there, the trap activates, filling the trough with acid and attempting to teleport the creature directly above the pool (Wisdom saving throw DC 12 to resist). A creature moved to the pool suffers 14 (4d6) acid damage on entering the pool and when they end their turn there.

The trap rearms on initiative count 20 of each turn, re-activating as long as it can detect a creature within 25 ft. of the center trough, detectable with a passive Perception of 18.

Scaling Suggestions: You can make this trap much more dangerous by replacing the acid with lava. If that seems unsporting, consider adding an Immobilizing or Disabling component to try to trap intruders in the acid for a little longer. Or add a Swarm component to the water, punishing them even further for staying in the area.

Sample Traps

Making this trap easier is a little tricky. You can reduce the tier of the components, lowering their saving throw DCs, but anything more than that severely cuts down on the trap's power. Removing the Rearming upgrade, for example, makes the trap a surprise and an annoyance, but not a true threat.

Dangerous Fashion

TIER 4 **COST** 27 3,240 XP

MITIGATION Perception DC 18 Disarm DC 15

Upgrades: Hard to Find (+2 cost)

TRIGGER Magical Trigger (Cost 4)

TARGETS Basic Targeting (Cost 0)

COMPONENTS **Compulsion**—Tier 2 (Cost 7)

Immobilizing—Tier 3 (Cost 4)

Upgrades: Suffocating Snare (+10 Cost)

Description: This trap turns curiosity into peril with an obvious trap that's not easy to avoid once triggered. Putting this hat in the middle of an encounter with creatures who are immune to charm effects is sure to make things very interesting.

Game Notes: The first creature within 60 ft. of this simple hat is affected by the trap, compelling the creature to put the hat on (Wisdom saving throw DC 14 resists this effect). When the hat is put on and fastened about the head, tendrils extend from the hat towards the creature's feet, requiring a Dexterity saving throw against DC 14. A failed saving throw restrains them, and requires a Constitution saving throw at the beginning of each round to avoid suffocation (DC 14).

Scaling Suggestions: The addition of a Darkness or Gas component here makes finding the choking character very difficult. Adding the Delayed Activation upgrade to the choking portion means

the hat could start attacking its wearer up to a few minutes later (possibly during a fight).

To reduce the challenge here, remove the Suffocating Snare upgrade and reduce the tiers of the Compulsion and Immobilizing components.

Tiny's Friend

TIER 4 **COST** 27 3,240 XP

MITIGATION Perception DC 15 Disarm DC 15

TRIGGER Magical Trigger (Cost 4)

Upgrades: Discerning Trigger (+4 Cost),

Hairpin Trigger (+3 Cost)

TARGETS Basic Targeting (Cost 0)

COMPONENTS **Pit**—Tier 5 (Cost 8)

Liquid—Tier 2 (Cost 3)

Upgrades: Acid Bath (+5 Cost)

Description: This 40 ft. tall elevator functions normally until more than 200 lbs. step into it. When this happens, the elevator raises to its maximum height, then opens its floor and drops all within 50 ft. down the elevator chute below, into a rapidly-filling pool of acid. The Hairpin Trigger upgrade means any attempt to disarm the trap risks setting it off.

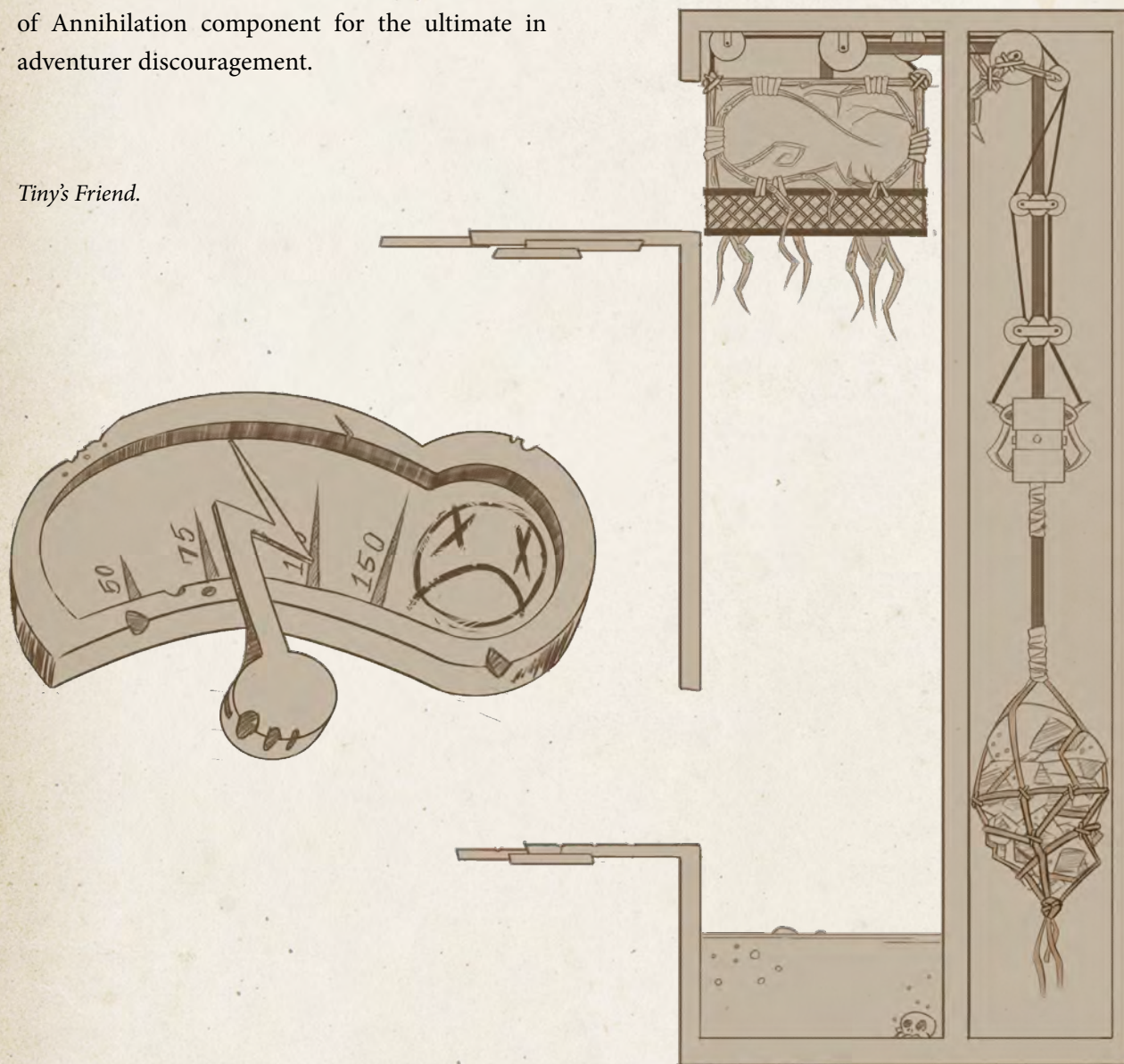
Game Notes: This trap has a Hairpin Trigger upgrade, meaning if a disarm attempt fails by 5 or more, the trap activates immediately. Creatures that ride all the way to the top of the trap before it activates have nowhere to go when the floor drops out beneath them, and automatically fail their Dexterity saving throws to avoid the fall. If the elevator floor drops out while there is room to escape, all creatures on the elevator must make a Dexterity saving throw (DC 18) to leap to safety, avoiding the fall. A failed save causes 17 (5d6) bludgeoning damage.

When the trap activates, the pit below fills with 10 ft. of acid. Immersion in the acid deals 14 (4d6) acid damage to any creature that starts its turn within.

Scaling Suggestions: Changing the acid out for lava is a quick way to make this trap much less pleasant. You can also add an Immobilizing component or Greased Walls upgrade to the pit, making it harder for characters to escape once they're in trouble. Finally, consider a Sphere of Annihilation component for the ultimate in adventurer discouragement.

Removing the Liquid component entirely will lower the damage substantially, and make the consequences of staying down there much less severe. You can also tweak the trigger to make it easier to set off, meaning it will go off as soon as one character steps on it, instead of potentially catching more than one.

Tiny's Friend.



Rotting Gases

TIER 4 **COST** 27 3,240 XP

MITIGATION Perception DC 18 Disarm DC 15

Upgrades: Hard to Find (+2 Cost)

TRIGGER Basic Trigger (Cost 0)

TARGETS Basic Targeting (Cost 0)

Upgrades: Bigger Area x2 (+6 Cost)

COMPONENTS Gas—Tier 1 (Cost 2)

Upgrades: Translucent (+3 Cost),
Disease (+0 Cost, additional
cost below)

Disease—Tier 3 (Cost 10)

Upgrades: Ghoul Rot (+4 Cost)

Description: Diseases are unpleasant, and this one is no exception! It can potentially infect the entire party, putting a serious drain on their healing resources if it doesn't cut short their dungeon delve entirely. Leaving this untreated is a mistake, as it wears away at an infected creature's hit points and can swiftly bring down even the mightiest warriors.

Game Notes: When a creature enters the trigger's 5 ft. space, this trap activates, filling all squares within 10 ft. of the trigger space with a transparent gas. This gas cannot be detected except by a Perception check against DC 25 or with Truesight (which reveals subtle swirling mist).

Creatures beginning their turn within the gas must make a Constitution saving throw against DC 15 or become diseased. Symptoms manifest when the creature finishes its next long rest. After this point, while diseased, the creature suffers disadvantage on Constitution saving throws. Whenever the diseased creature ends a long rest, their hit point maximum is reduced by 11 (3d6), and they are afforded a Constitution saving throw against the disease. A success reduces the disease's save DC by 1d6. A failure increases the disease's

save DC by 1. The disease ends when its save DC is reduced to 0. Creatures cured of this disease have their hit point maximum restored immediately.

Scaling Suggestions: You can make this trap more difficult by increasing the tier of the Disease component to raise the initial saving throw, and by adding a Movement component to pull the party together before the gas cloud is released, maximizing its impact.

If you want to tone down the trap, adjust the Disease component so it affects a saving throw other than Constitution, and reduce the size of the gas cloud, so it's less likely to hit multiple heroes at once.

Trick Wall

TIER 4 **COST** 28 3,360 XP

MITIGATION Perception DC 15 Disarm DC 15

TRIGGER Basic Trigger (Cost 0)

Upgrades: Trapped Room (+2 Cost),
Rearming (+5 Cost)

TARGETS Basic Targeting (Cost 0)

Upgrades: Bigger Area (+3 Cost)

COMPONENTS *Upgrades:* Invisibility (+5 Cost)

Architect's—Tier 2 (Cost 3)

Upgrades: Crushing Walls (+5 Cost)

Illusion—Tier 3 (Cost 5)

Description: This is a sneaky one. It tricks trespassers into thinking the walls are closing in around them, while in reality, it's a section of the ceiling that is descending, invisible, to crush them against the floor.

Game Notes: The trap, set in a large room, creates the illusion of the far wall closing in on the party, while the ceiling invisibly lowers.

When the trap is triggered, an illusion of a 15 ft. section of the wall closest to the triggering creature begins sliding across the room towards the character. The illusion moves forward at a rate of 10 ft. per round, acting on initiative count 20 (losing ties). A creature may make an Intelligence check as an action against DC 17 to see through the illusion. Creatures listening to the component make their save with advantage.

At the same time, an invisible 15 ft. section of ceiling, centered on the triggering location, begins descending at a rate of 10 ft. per round on initiative count 20 (losing ties). Creatures under the trap when it reaches the floor must make a Strength saving throw against DC 14 or take 22 (4d10) bludgeoning damage and are pinned (restrained). Creatures that cannot see the component suffer disadvantage on their Strength saving throw. On initiative count 20, the trap presses into any restrained creatures, dealing a further 22 (4d10) bludgeoning damage. A creature adjacent to the component can attempt a Strength check (DC 14) to free creatures so restrained.

Scaling Suggestions: You can upgrade the Architect's component to make the trap more dangerous, or add an immobilizing effect that the players will likely think is meant to keep them in the path of the oncoming wall. You could also add spikes to the invisible ceiling, though you would need a second Invisible upgrade to make the spikes invisible as well.

To make this trap easier, reduce the tier of the Illusion component, making it easier to discern that the oncoming wall is a fake. You can also reduce the tier of the Architect's component, but that makes the trap much less of a threat, and what's the point of a trap if it doesn't threaten the party at least a little bit?

Peace by Force

TIER 4 **COST** 28 3,360 XP

MITIGATION Perception DC 15 Disarm DC 15

Upgrades: None.

TRIGGER Magical Trigger (Cost 4)

Upgrades: Discerning Trigger (+4 Cost)

TARGETS Basic Targeting (Cost 0)

COMPONENTS *Upgrades:* Continuous (+15 Cost)

Wall—Tier 2 (Cost 2)

Upgrades: Fast Walls (+3 Cost)

Description: Every time someone dares to raise a weapon against the lord or lady of this dungeon, walls spring up around them, trapping them. This trap works great as part of a giant's lair (it only targets Medium-sized or smaller creatures), or as part of a pacifist monastery or other non-violent locale.

Game Notes: This trap activates whenever a Medium-sized or smaller creature makes an attack within its area. When activated, walls spring up in a 5 ft. area around the triggering creature's space, rising to the 10 ft. ceiling above. The walls have 30 hit points per 5 ft. section.

The triggering creature can make a Dexterity saving throw against DC 14 to step to either side of the rising wall.

Scaling Suggestions: The addition of a pit or other damaging component to this trap puts the trapped character in a bad spot until they free themselves. And with the Continuous upgrade already applied, you can put damaging components to good work, making this inconvenience into a deathtrap.

Removing the Continuous upgrade and the Fast Walls upgrade reduces this trap's Cost to 10, making it suitable for a low-level challenge that can throw the party into disarray during a climactic fight.

Sample Traps

Mage's Plague

TIER 4 **COST** 30 3,600 XP

MITIGATION Perception DC 15 Disarm DC 15

TRIGGER Magical Trigger (Cost 4)

Upgrades: Discerning Trigger (+4 Cost)

TARGETS Basic Targeting (Cost 0)

COMPONENTS Antimagic—Tier 3 (Cost 8)

Upgrades: Counterspelling (+0 Cost)

Disease—Tier 2 (Cost 6)

Upgrades: Magic Phage (+8 Cost)

Description: Is there anything that messes up a good plan quite like a wizard? That's what this trap is for. As soon as someone casts a spell near it, they're immediately counterspelled, then infected with a virulent anti-magic disease. It's a bad day to be a spellcaster.

Game Notes: The first creature to cast a spell within 60 ft. of this trap triggers it. Spells of 3rd level or lower are immediately counterspelled. If the cast spell was higher than 3rd level, roll a d20+3. If the result exceeds 10 + the spell level, the spell is counterspelled.

In either case, the casting creature must make a Constitution saving throw against DC 13 or be afflicted with a magical plague, the symptoms manifesting at the end of the creature's next long rest. At the end of each long rest the creature takes after this, the creature makes a subsequent Constitution save against the disease. A success reduces the DC of future Constitution saves by 1d6. A failure increases it by 1. The disease ends if the DC is reduced to 0.

While afflicted with the disease, the creature suffers disadvantage on saving throws associated with their spellcasting ability modifier. Additionally, when the diseased creature attempts to cast a spell, they must succeed at a Constitution saving throw (DC 13) or lose the spell.

Scaling Suggestions: Increasing the potency of the disease will make this trap harder to resist, harder to cure, and harder to deal with during the encounter. You can also add a Geas component to make it really nasty, with the bond of "I must cast as many spells as I can."

To make this trap easier, remove the Counterspelling upgrade. That way the triggering spell works as normal, but the disease still comes into play. That's the main fun of the trap, anyway.

Instant Maze

TIER 5 **COST** 31 4,340 XP

MITIGATION Perception DC 18 Disarm DC 15

Upgrades: Hard to Find (+2 Cost)

TRIGGER Physical Trigger (Cost 0)

TARGETS Fixed Targeting (Cost 0)

Upgrades: Bigger Area x4 (+12 Cost)

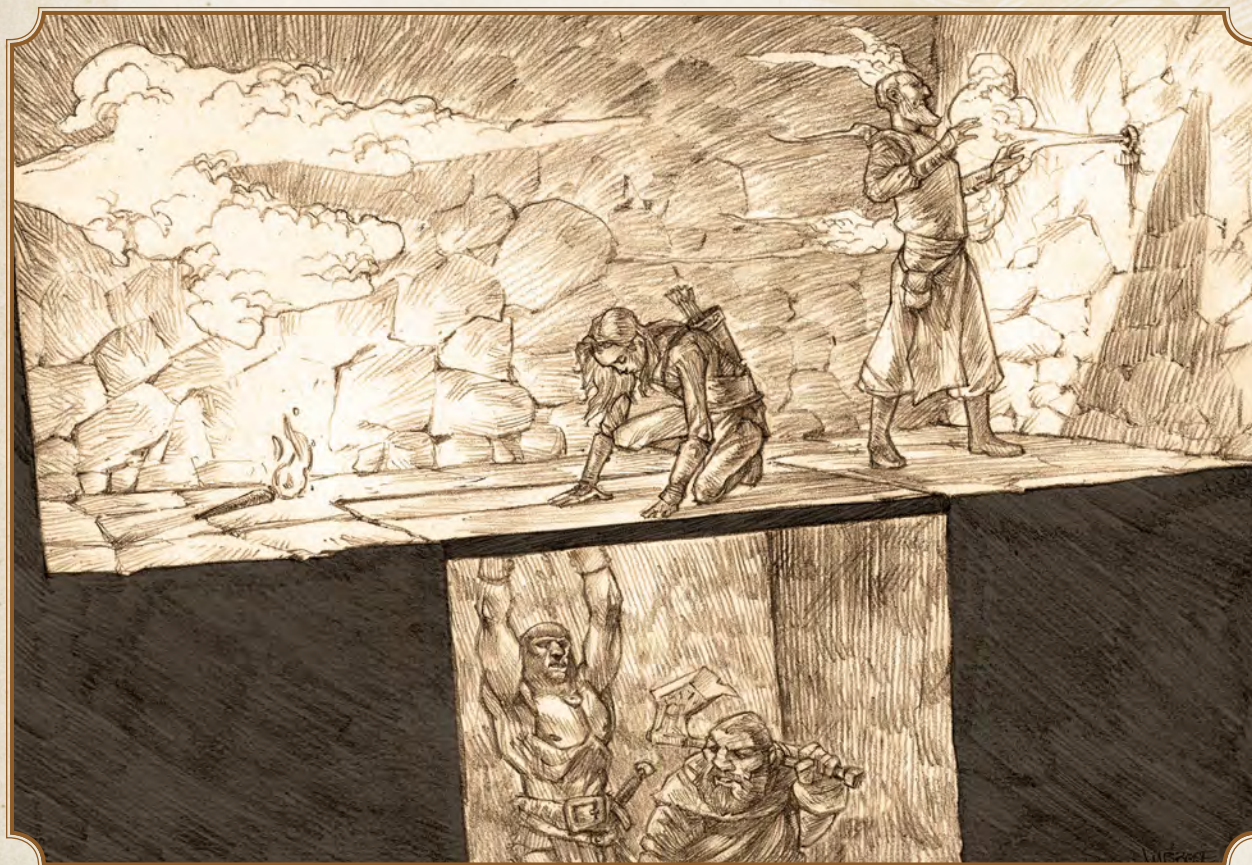
COMPONENTS Wall—Tier 2 (Cost 2)

Summoning—Tier 3 (Cost 15)

Description: When the door to this room is opened, the featureless room writhes, spitting walls up all over it—an instant maze to the other side. But the maze isn't empty...

Game Notes: This 45 ft. room appears unremarkable. The door leading into the room is trapped. When triggered, walls rise from the floor of the room to the 10 ft. ceiling above. These walls have AC 14, 30 hit points, are resistant to nonmagical damage and are immune to psychic damage. A creature within 5 ft. of a newly-created wall may use its reaction to make a Dexterity saving throw against DC 12 to move 5 ft. to either side of the wall.

Immediately after the walls strike the ceiling, the trap summons a Minotaur within the maze to hunt the players.



Safe Haven.

Scaling Suggestions: The addition of a magical, discerning trigger coupled with the Rearming upgrade causes the trap to trigger after each minute within the maze. The walls re-form in new positions (to keep the party from either door) and the Minotaur is re-summoned to hunt again. You can also upgrade the Summoning component to make the Minotaur a more dangerous adversary.

Reducing the room size (and thereby target area) and removing the Summoning component will make this challenge more appropriate for lower-level groups.

Safe Haven

TIER 5 **COST** 32 4,480 XP

MITIGATION Perception DC 18 Disarm DC 18

Upgrades: Hard to Find (+2 Cost)

Hard to Disarm (+2 Cost)

TRIGGER Physical Trigger (Cost 0)

Upgrades: Hairpin Trigger (+3 Cost)

TARGETS Basic Targeting (Cost 0)

COMPONENTS Pit—Tier 3 (Cost 4)

Upgrades: Relocking Door (+2 Cost)

Gas—Tier 5 (Cost 12)

Upgrades: Flammable Gas (+2 Cost)

Choking Gas (+5 Cost)

Description: Usually when someone falls in a pit, bad things happen to them. In this case, though, the bad things are above the pit. Anyone who falls

Sample Traps

in will soon feel very lucky indeed as the pit door shuts and re-locks, and the corridor above it fills with flammable, choking gas.

Game Notes: If a Thieves' Tools check to disarm this trap fails by 5 or more, the trap triggers. When triggered, this trap drops everyone in a 10 ft. square centered on the trigger into a 30 ft. deep pit (Dexterity saving throw DC 14 avoids the fall), locking the trap door above them. The small pit is airtight, but requires a Thieves' Tools check (DC 18) to unlock.

Immediately after this, the room above fills with a flammable, opaque gas. The gas lasts for 5 minutes. When it comes in contact with an open flame, the gaseous area explodes, dealing 10d6 damage (Dexterity saving throw, DC 16 for half). While within the gas, creatures are silenced and can't speak or cast spells with verbal components. Creatures in the area must hold their breath or begin suffocating.

Scaling Suggestions: The addition of a continuous fire trap element in the bottom of the pit makes a difficult decision for the characters—does the fallen character get roasted, or open the pit, igniting the gas outside?

To scale this trap down, remove the Choking upgrade to the gas. This allows characters to cast spells normally, potentially using *gust of wind* or similar effects to deal with the toxic fumes before freeing their companions.

Mindless Surrender

TIER 5 **COST** 33 4,620 XP

MITIGATION Perception DC 21 Disarm DC 18

Upgrades: Hard to Find (+2 Cost)

Hard to Disarm (+2 Cost)

TRIGGER Magical Trigger (Cost 4)

TARGETS Basic Targeting (Cost 0)

Upgrades: Additional Target—

Magical Targeting (+3 Cost),

Additional Target—Magical Targeting

(+3 Cost)

COMPONENTS Immobilizing—Tier 4 (Cost 6)

Upgrades: Adhesive (+3 Cost)

Compulsion—Tier 3 (Cost 10)

Description: Perfect for the megalomaniacal villain's lair, this trap forces intruders to sit down and disarm themselves, ready to be subjected to a monologue that will undoubtedly explain the villain's plan in sufficient detail for the heroes to stop it just in the nick of time.

Game Notes: When a creature detected with a passive Perception of 18 moves within 60 ft. of the magical sensor, the trap activates, targeting that creature and the nearest two creatures within 30 ft. of the initial target.

Targeted creatures must succeed at a Wisdom saving throw (DC 16) or be subject to the suggestion, "Throw away everything you're holding and sit on the floor." Creatures failing their saving throw fling all items in-hand 30 ft. from their position and sit on the floor (prone).

Regardless of the success or failure of the compulsion, the creatures must then make Strength saving throws against DC 14 or become restrained. A creature compelled to sit makes this save with Disadvantage.

Creatures save against whichever effects they are affected by at the end of their turns, ending the effects individually on successes.

Scaling Suggestions: You can make this trap more dangerous by adding a Movement component that takes the disarmed character's equipment away from them. It might slide it across the room, but if you're feeling truly malicious, it will teleport it into another room entirely. Or perhaps into a massive vault at the back of the villain's lair.

To make this easier, you might reduce the tier of the Compulsion component or the number of targets. But what's the point of monologuing without a captive audience?

Monstrous Stalker

TIER 5 **COST** 35 4,900 XP

MITIGATION Perception DC 15 Disarm DC 18

Upgrades: Hard to Disarm (+2 Cost)

TRIGGER Magical Trigger (Cost 4)

Upgrades: Rearming (+5 Cost)

TARGETS Magical Targeting (Cost 2)

Upgrades: Longer Range (+1 Cost),

Discerning Targeting (+8 Cost)

COMPONENTS Movement—Tier 3 (Cost 5)

Upgrades: Teleporting (+8 Cost)

Description: Being pushed around is never fun. Except when you're a monster, and the push is a teleportation effect that moves you next to juicy prey. This trap moves monsters around, helping them engage and attack the targets they want to get at while avoiding tough, durable characters wearing heavy armor who usually get in the way.

Game Notes: While there are multiple uses for a trap like this, two come to mind. Primarily, it can

be used to teleport a monster around the room, moving it adjacent to the triggering creature (the exact nature of which is up to how you configure the Discerning Targeting upgrade).

The second use would be to target a character at the end of the triggering character's turn, then move that character adjacent to a dangerous monster within the room. In this case, the character would be afforded a Wisdom saving throw (DC 14) to resist the effect.

Scaling Suggestions: A simple adjustment here would be to replace the Movement component with a Summoning component, removing the monster associated with this trap. In this case, the trap would re-summon a new monster each time the trap was triggered, placing the monster at the location of the corresponding triggering creature. Such a trap would be very difficult to bypass, almost certainly requiring it to be disabled before the party can pass through the area safely. You can also make this trap more difficult by adding... Even more traps. Have a separate one teleport adventurers into very unpleasant spots, or generally into the line of fire.

While it's easiest to adjust the monsters used alongside this trap, you can also tweak the trap itself and reduce the tier of the Movement component. This lowers the distance it can teleport creatures, making it easier to deal with.

The Laser Grid

TIER 5 **COST** 37 5,180 XP

MITIGATION Perception DC 18 Disarm DC 15

Upgrades: Hard to Find (+2 Cost)

TRIGGER Basic Trigger (Cost 0)

TARGETS Basic Targeting (Cost 0)

Upgrades: Precise Expansion x5 (+5 Cost)

COMPONENTS *Upgrades:* Invisibility (+5 Cost),

Continuous (+15 Cost)

Magical Damage (Radiant) —Tier 2

(Cost 10)

Description: Remember all those movie scenes where a superspy sneaks past a grid of invisible laser beams? That's what this trap is. Only this time instead of triggering an alarm, the beams sear whoever crosses them. The damage of a single beam isn't dangerous, but running across the entire stretch of the trap is going to put a lot of hurt on the overeager adventurer.

Game Notes: This trap sits within a 10 ft. wide corridor, blanketing a 40 ft. stretch of it in invisible continuous beams of radiant energy. Whenever a creature enters a 5 ft. space within this area, or ends their turn there, they must make a Constitution saving throw (DC 12) or take 7 (2d6) radiant damage.

Scaling Suggestions: A brutal upgrade here would be the inclusion of the Slowing universal upgrade. Each time the character would take damage from the trap, their speed would be reduced by 10 ft., eventually stopping movement altogether while the lasers incinerate them.

An easy reduction of challenge here would be to reduce the number of Precise Expansions to 1, causing the trap to affect a 10x10 ft. space. With a lower-level group, remove the Hard to Find upgrade and reduce the tier of the Magical Damage component to 1.

Watery Annihilation

TIER 5 **COST** 40 5,600 XP

MITIGATION Perception DC 18 Disarm DC 15

Upgrades: Hard to Find (+2 Cost)

TRIGGER Magical Trigger (Cost 4)

TARGETS Fixed Targeting (Cost 0)

Upgrades: Bigger Area x3 (+9 Cost)

COMPONENTS *Upgrades:* Invisibility (+5 Cost)

Liquid—Tier 3 (Cost 5)

Sphere of Annihilation—

Sphere Tier 2 (Cost 10)

Upgrades: Hunting Sphere (+5 Cost)

Description: When something starts moving toward you in the water, you probably think of a shark. This is much worse. An invisible sphere of annihilation lurks beneath these waters, ready to consume anything and everything that enters the room.

Game Notes: Within this 30 ft. room lurks an invisible Sphere of Annihilation trap, 10 ft. in diameter. The entrance ends at a 20 ft. ledge overlooking the floor below. The far door sits similarly 20 ft. above the floor.

When a creature enters within 60 ft. of the door on the opposite side, the trap activates, filling the room with 20 ft. of water, and the sphere begins to move towards the nearest creature. The sphere displaces water, but is invisible—impossible to see underwater. It acts on initiative count 20, moving 10 ft. towards the nearest creature. The sphere does not leave the water.

When a creature first touches the sphere, it must succeed on a Dexterity saving throw against DC 14 or take 22 (4d10) force damage. A creature ending its turn within one of the sphere's spaces takes maximum (40) force damage (no save).

Scaling Suggestions: Add a Movement component to push characters into the water or toward the sphere for a really bad time. You can also add an Immobilizing component, which will not only make them easy prey for the sphere, but also add the risk of drowning. Finally, considering adding a Gas component above the water, to make going up for breath a risky decision. If you really want your players to hate you, replace the water with acid.

To make this trap less dangerous, make the sphere visible. It'll still be a threat, moving through the water toward slow swimmers, but it won't be quite the surprise an invisible sphere is.

Invisible Foe

TIER 6 COST 41 6,560 XP

MITIGATION Perception DC 18 Disarm DC 18

Upgrades: Hard to Find (+2 Cost)

Hard to Disarm (+2 Cost)

TRIGGER Magical Trigger (Cost 4)

TARGETS Fixed Targeting (Cost 0)

COMPONENTS Summoning—Tier 5 (Cost 26)

Illusion—Tier 3 (Cost 5)

Upgrades: Sound (+2 Cost)

Description: Misdirection is a fun tactic, and this trap embraces it. It conjures a decoy illusion of a specter while summoning an actual monster, an invisible stalker, to attack the party while they're distracted. Pair it with a conjurer villain for perfect synergy.

Game Notes: When the magical sensor detects a creature within 60 ft. with its passive Perception of 18, the trap activates. An illusion of a specter appears in the center of the room, while an Invisible Stalker is summoned. The specter flies out of reach of the players' melee attacks (to reduce the

likelihood of determination that it's fake), while the stalker moves to engage spellcasters first.

Scaling Suggestions: To make this trap more difficult, increase the tier of the Summoning component and summon something more dangerous.

To reduce the challenge, lower the tier of the Summoning component to conjure less dangerous foes, or remove the Sound upgrade to the illusion to make it easier for the trick to be discovered.

Wizard's Coughin'

TIER 6 COST 43 6,880 XP

MITIGATION Perception DC 21 Disarm DC 15

Upgrades: Hard to Find x2 (+4 Cost)

TRIGGER Magical Trigger (Cost 4)

Upgrades: Discerning Trigger (+4 Cost)

TARGETS Basic Targeting (Cost 0)

Upgrades: Bigger Area (+3 Cost)

COMPONENTS *Upgrades:* Delayed Activation (+3 Cost)

Wall—Tier 2 (Cost 2)

Antimagic—Tier 3 (Cost 8)

Upgrades: Antimagic Zone (+8 Cost)

Gas—Tier 1 (Cost 2)

Upgrades: Choking Gas (+5 Cost)

Description: An arcane scroll, a crystal ball, or a book of spells. All of these items are tempting bait for a spellcaster. And once they touch it, they are in for a very bad time. Walls of stone rise up out of nowhere, a limited antimagic field encompasses them, and choking gas fills the area.

Game Notes: This trap only triggers when a wizard, sorcerer, bard, or warlock activates it. When activated, the trap raises a series of walls in a 15 ft. cube centered on the triggering creature.

Sample Traps

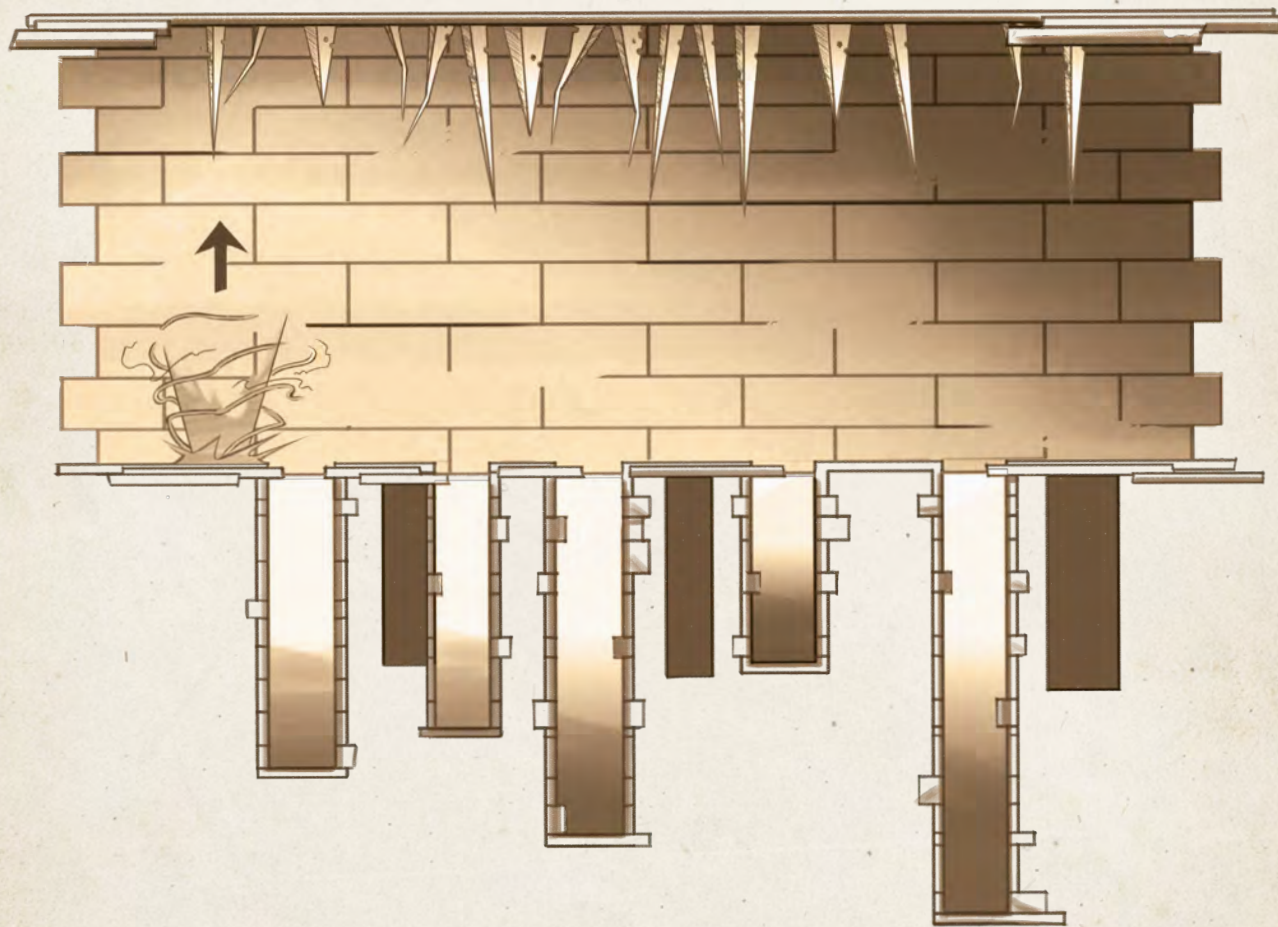
Creatures within 5 ft. of a wall may attempt a Dexterity saving throw to move to the opposite side of a rising wall. The walls are 2 inches thick and have 30 hit points per 5 ft. section.

As this happens, the 15 ft. by 15 ft. area is covered in an antimagic field ending spells of 2nd level or lower within its area and preventing the casting of spells of 2nd level or lower within the area.

Finally, the area rapidly fills with a choking gas. Creatures in the area that do not begin holding their breath begin to suffocate on their turn. This prevents the casting of spells with verbal components.

Scaling Suggestions: While a 2nd-level antimagic zone prevents the casting of movement spells like *misty step*, increasing the tier of this component prevents even more useful escape spells. If you want to make this trap really nasty, add a continuous counterspell component; the captive character had better hope their companions get them out quickly.

You can tone down this trap by removing the Antimagic component, the Choking Gas upgrade, or both. For a low level party, trapping the wizard in a block of stone can be highly effective and memorable without threatening to kill off a brand new character.



Don't Jump.

Don't Jump

TIER 6 **COST 45** 7,200 XP

MITIGATION Perception DC 18 Disarm DC 18

Upgrades: Hard to Find (+2 Cost),

Hard to Disarm (+2 Cost)

TRIGGER Magical Trigger (Cost 4)

Upgrades: Discerning Trigger (+4 Cost),

Rearming (+5 Cost)

TARGETS Basic Targeting (Cost 0)

COMPONENTS Movement—Tier 5 (Cost 10)

Upgrades: Telekinetic Slide (+5 Cost)

Piercing—Tier 4 (Cost 13)

Description: Stationed at the edge of a very-jumpable 20 ft. pit, this trap gives jumpers an impressive boost, right into the concealed spikes lined up on the ceiling.

Game Notes: When a creature attempts to jump over the pit, this trap activates, requiring a Strength saving throw (DC 18) to avoid being thrown 60 ft. vertically into the spikes on the high ceiling. Creatures thus thrown are attacked by the spikes (+10 to hit; 21 (6d6) piercing damage on hit), and then fall back down into the 20 ft. pit (taking 8d6 falling damage).

Scaling Suggestions: To increase the danger to higher level groups here, an Antimagic component at the bottom will prevent magical means of traversing this area, making an ill-advised jump more likely. You can also add a Swarm component to the pit, attacking anyone who falls in.

Removing the spikes up top still makes for a fairly memorable and dangerous trap, as an 80 ft. fall is nothing to sneer at. You can keep the Movement component at a high tier and reduce the fall height to further weaken the trap. Your players are definitely going to remember being flung into the ceiling.

Crush the Cleric

TIER 6 **COST 46** 7,360 XP

MITIGATION Perception DC 15 Disarm DC 15

TRIGGER Magical Trigger (Cost 4)

Upgrades: Discerning Trigger (+4 Cost)

TARGETS Basic Targeting (Cost 0)

COMPONENTS Antimagic—Tier 1 (Cost 4)

Bludgeoning—Tier 7 (Cost 34)

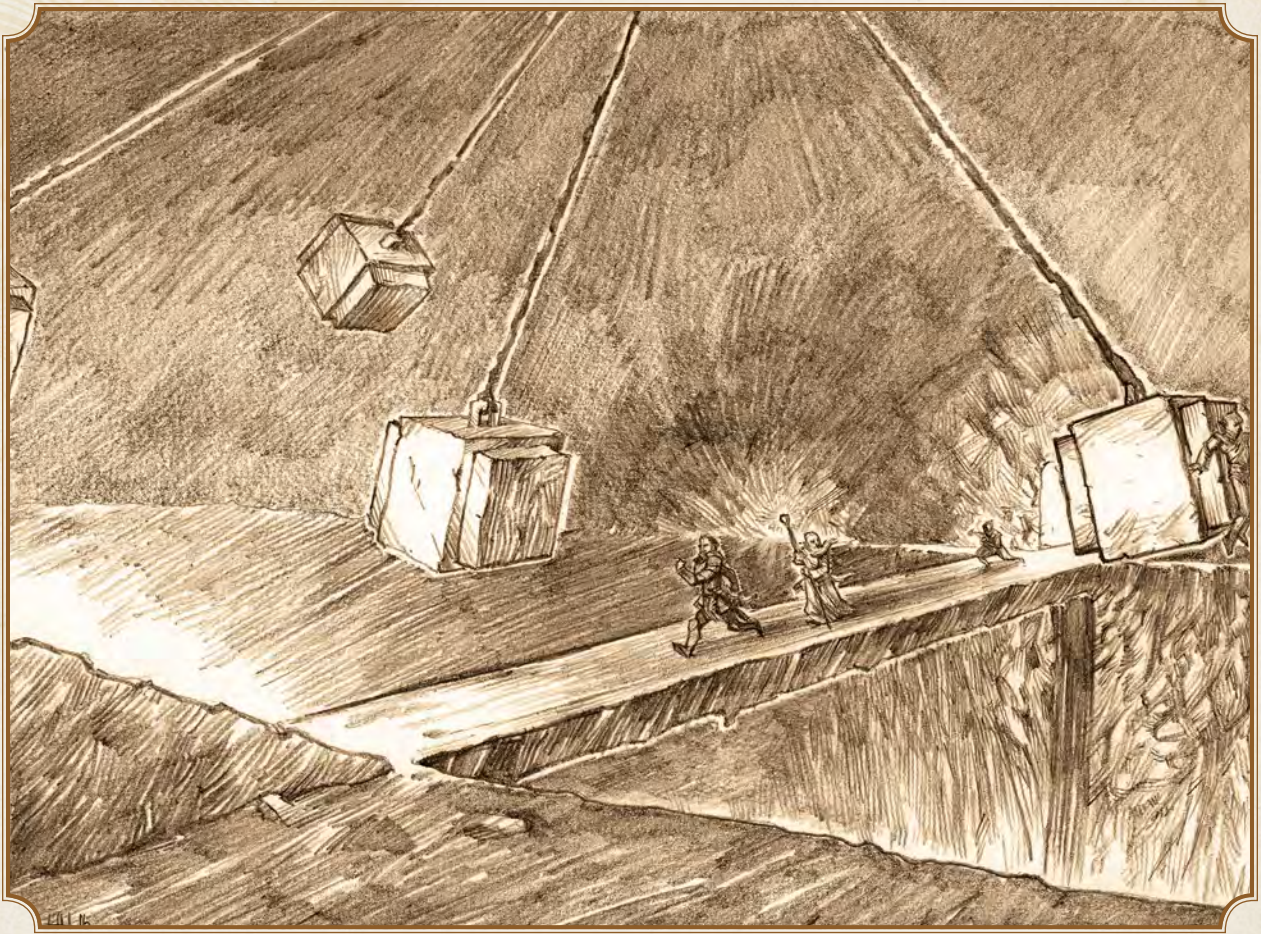
Description: This trap hates healers. It packs an incredible punch, and pairs it with a minor *dispel magic* effect that nonetheless has a chance to remove even powerful protections.

Game Notes: When a creature detectable with a passive Perception of 18 within 60 ft. of the magical sensor casts a spell that allows a creature to recover hit points, this trap activates, targeting the caster.

The trap targets the caster with *dispel magic*, automatically ending spell effects of 1st level. Roll 1d20+2 for each other spell active on the caster. A result of 10 + the spell level or greater causes the spell to end.

Following this, a cannonball explodes from the far wall towards the caster (+12 to hit), dealing 99 (18d10) bludgeoning damage on hit.

Scaling Suggestions: A good way to make this trap more dangerous is to add a Rearming upgrade, making healing anyone a very unappealing prospect. Changes beyond that include a Hairpin Trigger upgrade, meaning that if the rogue fumbles their Thieves' Tools check, the trap will go off, and if you add the Discerning Target upgrade, you can have it target the cleric again. Fair warning: the cleric will not be happy about this. With just Hairpin Trigger it will blast the rogue, and that's probably enough.



Bad Log Ride.

To make it easier, remove the Antimagic component and reduce the tier of the Bludgeoning component. This will prevent the spell from stripping high level effects on a lucky (or unlucky, depending on who you ask) roll, and make it less likely to drop the cleric in a single hit.

Bad Log Ride

TIER 6 **COST** 47 7,520 XP

MITIGATION Perception DC 21 Disarm DC 15

Upgrades: Hard to Find x2 (+4 Cost)

TRIGGER Physical Trigger (Cost 0)

TARGETS Fixed Targeting (Cost 0)

Upgrades: Precise Expansion x9 (+9 Cost)

COMPONENTS *Upgrades:* Continuous (+15 Cost)

Knockback x2 (+6 Cost)

Bludgeoning—Tier 4 (Cost 13)

Description: Poised over some manner of precarious obstacle, creatures crossing this bridge are in danger of being struck by massive swinging logs. It's simple, it's nasty, and it gets the job done.

Game Notes: The 10 ft. by 70 ft. bridge here contains swinging logs at each 5ft. interval. Creatures entering the area are attacked (+6 to hit; 33 (6d10) bludgeoning damage on hit). A struck creature is pushed 20 ft. off one side of the bridge.

Scaling Suggestions: Adding flying creatures can really make this trap nasty, especially if those flying creatures can restrain, stun, or otherwise make the party easier targets for the giant logs. Whatever you put under the bridge will also strongly affect how difficult this trap is, as it's the difference between falling into a bottomless pit and never being seen again, or just taking a bunch of damage and hitting your head.

You can reduce the tier of the Bludgeoning component to lower the logs' attack bonus, making them less likely to hit, or you can tweak whatever the penalty is for falling off; perhaps it's just a mild inconvenience, a drop into some mud or waist-deep water.

The Melting Pot

TIER 6 COST 47 7,520 XP

MITIGATION Perception DC 18 Disarm DC 21

Upgrades: Hard to Find (+2 Cost),
Hard to Disarm x2 (+4 Cost),
Repairing (+2 Cost)

TRIGGER Physical Trigger (Cost 0)

TARGETS Basic Targeting (Cost 0)

COMPONENTS *Upgrades:* Continuous (+15 Cost)

Pit—Tier 6 (Cost 11)

Upgrades: Relocking Door (+2 Cost)

Energy Damage (Acid)—

Tier 2 (Cost 5)

Upgrades: Lingering Burn (+6 Cost)

Description: A self-repairing trap that gets worse the longer someone is stuck in it. This trap fills a

pit with caustic fumes that steadily burn more and more, taking down even the toughest hero in just a few rounds. And worse still, if the trap is destroyed or disarmed, it reactivates in 1 minute.

Game Notes: When this pit trap activates (by stepping on the concealed trapdoor), the creature must make a Dexterity saving throw against DC 20 or fall into a shallow 10 ft. pit, taking 1d6 damage. The trapdoor immediately relocks above the character.

An acidic mist fills the pit, dealing 7 (2d6) acid damage to the trapped character when the trap activates. A Dexterity saving throw against DC 14 reduces this damage by half. At the beginning of each of the trapped character's turns, if they failed their saving throw against the acid, they must repeat it at the start of their turn, taking a cumulative 7 (2d6) acid damage for each failed Dexterity saving throw they have made to avoid the trap's effects. A successful saving throw resets this damage to zero.

If the trap is destroyed or disarmed, it repairs and rearms within 1 minute.

Scaling Suggestions: Upgrading the acid damage does a lot with for trap, due to the cumulative damage, so that's a quick and easy way to make it a much bigger threat. If you want to spice it up, consider adding another component, such as a teleporting Movement component that relocates the victim to a different pit, where the acid is, while their companions struggle to open a door that leads to an empty pit.

You can make this trap less dangerous by reducing the damage dealt by the acid. Doing much more than that will mess with the trap's intent, but you could also make the pit easier to avoid and easier to open, making it less of a challenge to get out of the trap once it has sprung.



Arrow Gauntlet.

Arrow Gauntlet

TIER 6 COST 47 7,520 XP

MITIGATION Perception DC 15 Disarm DC 15

TRIGGER Physical Trigger (Cost 0)

Upgrades: Trapped Room (+2 Cost)

TARGETS Basic Targeting (Cost 0)

Upgrades: Discerning Targeting (+8 Cost)

Bigger Area x3 (+9 Cost)

COMPONENTS *Upgrades:* Continuous (+15 Cost)

Piercing—Tier 4 (Cost 13)

Description: A hall of arrow launchers is nothing new, but this trap is designed to encourage slow and steady progress with a steadily-moving safe zone. The goal, of course, is to get the party slowly

marching across an exposed and open space, paired with some kind of adversary who can take advantage of this, or just a time limit that makes them consider running full tilt through the arrows.

Game Notes: Each floor panel in this 35 ft. by 35 ft. room is keyed to the trap, activating a continuous barrage of arrows from slits on the walls around the room. A randomly-moving 10 ft. by 10 ft. area of safety patrols the room slowly, where arrows from all sides don't fire.

Creatures moving into a space or ending their turn where arrows are firing suffer an attack (+10 to hit, 21 (6d6) piercing damage).

Scaling Suggestions: As Discerning Targeting can trigger off of any condition you wish to set, you can make the pattern of the safe zone as forgiving and easy to follow or as frustrating as you like. It can be a steady progress across the room, or it can jump around with only a moment's notice before it changes position. Additionally, include creatures with ranged attacks in this room (with the Discerning Targeting upgrade set to never target them with arrows) to make this a more challenging encounter.

An alternate would be to have this trap rearm, rather than fire continuously, placing the safe zone algorithmically at each rearm.

Murderer's Orgy

TIER 6 **COST** 51 8,160 XP

MITIGATION Perception DC 18 Disarm DC 18

Upgrades: Hard to Find (+2 Cost),
Hard to Disarm (+2 Cost)

TRIGGER Magical Trigger (Cost 4)

Upgrades: Rearming (+5 Cost),
Hairpin Trigger (+3 Cost)

TARGETS Basic Targeting (Cost 0)

Upgrades: Additional Target (Magical Targeting, Longer Range—Cost 4),
Additional Target (Magical Targeting, Longer Range—Cost 4), Additional Target (Magical Targeting, Longer Range—Cost 4)

COMPONENTS Madness—Tier 4 (Cost 15)

Upgrades: Controlled Insanity (+8 Cost)

Description: Players attacking each other is usually a sign of a game gone wrong, but when they're coerced by magic, it's a great opportunity for some pent-up aggression to come out. If you

want to really put this trap to good use, stick it in the middle of a crowded area full of NPCs. It can make a great "cursed item" dropped in the king's banquet, with your players struggling to remove it while fighting off its effects and crazed victims.

Game Notes: When the magical sensor detects a creature within 60 ft. (passive Perception 18), the trap activates. If an attempt to disarm the trap fails by 5 or more, the trap activates, targeting the disarming creature.

When activated, the trap selects the triggering creature and the closest three creatures within 60 ft. of the triggering creature. Each of these selected creatures must make a Wisdom saving throw against DC 19 or gain the following short-term madness effect for 4d6 rounds: the character must use his or her action each round to attack the nearest creature. An affected creature may repeat its save at the end of each of its subsequent turns, ending the effect on a success.

The trap rearms the next round on the initiative just prior to the trigger creature's initiative count.

Scaling Suggestions: Adding an additional target will make this trap more of a challenge, but the best way to make it an awful situation is to give it the Continuous upgrade. Then it will affect every creature within 60 ft., and become incredibly difficult to approach safely.

To make this trap less of a challenge, lower the tier of the Madness component and either reduce the number of targets, or remove the Rearming upgrade.

The Black Ball

TIER 7 **COST** 54 9,720 XP

MITIGATION Perception DC 15 Disarm DC 15

TRIGGER Physical Trigger (Cost 0)

Upgrades: Trapped Room (+2 Cost)

TARGETS Basic Targeting (Cost 0)

Upgrades: Additional Target x4
(Magical Targeting, +3 Cost each,
+12 Cost total)

COMPONENTS Sphere of Annihilation—

Tier 4 (Cost 22)

Upgrades: Hunting Sphere (+5 Cost)

Immobilizing— Tier 5 (Cost 9)

Upgrades: Knockdown (+1 Cost)

Adhesive (+3 Cost)

Description: Spheres of Annihilation have been popular ever since a certain lich known for his horrific tomb put one in his entryway, waiting for someone to blunder into it. This trap brings the sphere to the heroes, pinning them to the ground and moving slowly forward to engulf them.

Game Notes: When a trigger panel anywhere within this room is activated, the trap targets the five creatures closest to the trigger (within 30 ft.) with a magical immobilization effect. Affected creatures must make a Dexterity save (DC 18) or fall prone and become restrained. A restrained creature can use its action to attempt to free itself with a Strength check (DC 18).

At the center of the room, a pulsing Sphere of Annihilation sits, waiting. As soon as a creature moves within 60 ft. of the sphere, it activates, moving towards the nearest creature within 60 ft. at a rate of 10 ft. per round on initiative count 20. Creatures coming in touch with the sphere must make a Dexterity saving throw (DC 16) or suffer 44 (8d10) force damage. Creatures fully-enclosed

by the 20 ft. diameter sphere at the end of their turn are afforded no saving throw and take maximum damage (80).

Scaling Suggestions: There's not much to scale up here except to raise the tier of both components. But you would only do that if you really wanted to murder your players. And you don't want to do that, right? Right?

To make this trap less lethal, you can remove the Adhesive and Knockdown upgrades from the Immobilizing component, making it easier for the players to avoid the roaming sphere. You can also tone down the sphere, but not too much or the trap loses its coolest feature.

Curse of the Skywalker

TIER 7 **COST** 60 10,800 XP

MITIGATION Perception DC 21 Disarm DC 21

Upgrades: Hard to Find x2 (+4 Cost)

Hard to Disarm x2 (+4 Cost)

TRIGGER Physical Trigger (Cost 0)

TARGETS Basic Targeting (Cost 0)

COMPONENTS Geas—Tier 3 (Cost 20)

Upgrades: Insidious Magic (+5 Cost),
The Price of Disobedience (+5 Cost,
additional cost below)

Movement—Tier 7 (Cost 17)

Upgrades: Telekinetic Slide (+5 Cost)

Description: Do you enjoy toying with your players? Giving them curses that are more inconvenient than anything else? Against a high level party, this trap is likely to make them laugh more than cry, and that's not necessarily a bad thing.

Game Notes: When a creature steps before this glowing door, a sigil pulses with energy, forcing the triggering creature to make a Charisma saving throw against DC 17 to avoid being affected by a Geas effect. The affected character gains the bond, “I will do anything in my power to get closer to the sky” for 2 weeks. A *dispel magic*, *lesser restoration*, *break enchantment*, or more powerful magic will end this effect early.

When compelled to take action that follows this bond, a character may resist the effect with another Charisma saving throw against DC 17. A success removes the bond for 1 minute. A failed save prevents the afflicted character from resisting the bond for the next ten minutes.

When a character under the Geas successfully saves to resist the bond compulsion, they must make a Strength saving throw against DC 22 or be flung 90 ft. into the air—stopping if their movement would be interrupted.

Scaling Suggestions: Making this trap more dangerous is a simple matter of increasing the tier of the initial effect, and expanding the target area. If your whole party gets cursed in this way, however, you may be in for a very slow session as they all try to climb the nearest tall object.

To lower the difficulty of this trap, reduce the strength of the Telekinetic upgrade. You don’t want to lower the tier of the Geas effect because without it, there is no trap.

The Storm Swarm

TIER 7 **COST** 60 10,800 XP

MITIGATION Perception DC 24 Disarm DC 15

Upgrades: Hard to Find x3 (+6 Cost)

TRIGGER Physical Trigger (Cost 0)

TARGETS Basic Targeting (Cost 0)

Upgrades: Bigger Area x2 (+6 Cost)

COMPONENTS Swarm—Tier 5 (Cost 12)

Upgrades: Leeches (+3 Cost),

Tenacious (+3 Cost),

Wasps (+5 Cost),

Web-weavers (+5 Cost)

Energy Damage (Lightning)—

Tier 3 (Cost 10)

Energy Damage (Thunder)—

Tier 3 (Cost 10)

Description: In a burst of lightning and a clap of thunder, the space around you is filled with buzzing monstrosities! They are, without a doubt, the most hideous creatures you have ever seen.

Game Notes: The area within 10 ft. of the triggering space is subjected to an attack (+8 to hit), dealing 14 (4d6) thunder damage and 14 (4d6) lightning damage on hit. The area is then completely covered in flying bloodsucking insects, each trailing streams of webbing. The area is treated as difficult terrain.

Creatures affected by the trap or starting their turn within the area must make a Constitution saving throw against DC 20 (made with disadvantage) or become poisoned. Creatures so poisoned reduce their hit points and maximum hit points by 5 at the beginning of each of their turns and are restrained. A creature regains these lost hit points at the end of its next long rest.

A creature failing any save against the swarm continues to be affected by the swarm at the

Sample Traps

beginning of each of its turns unless it leaves the swarm's space and spends its action to make a Constitution saving throw against DC 20. A successful save ends the swarm's effect on that creature.

Scaling Suggestions: This trap is at the upper limits of what you should be throwing at your players, but if you really want to make it more dangerous, you can add a Disabling component that will keep them stuck in the swarm for longer.

Reducing the challenge of this trap is fairly straightforward; there's a lot going on here. You can start by taking a few upgrades away from the Swarm component, then move on to reducing the initial damage from the Energy Damage components. Combining these options will make the trap quite a bit less dangerous.

The Thiefbreaker

TIER 7 COST 62 11,160 XP

MITIGATION Perception DC 15 Disarm DC 27

Upgrades: Hard to Disarm x4
(+8 Cost), Rapid Repairing (+8 Cost)

TRIGGER Physical Trigger (Cost 0)

Upgrades: Hairpin Trigger x3 (+9 Cost).
Rearming (+5 Cost)

TARGETS Basic Targeting (Cost 0)

COMPONENTS *Upgrades:* Knockback x3 (+9 Cost)

Magical Damage (Radiant)

—Tier 4 (Cost 23)

Description: Easy to spot, hard to disarm. And even the slightest mistake will set it off. The worst part? It'll rearm before the triggering creature gets another crack at it. This trap is best tackled by a pair of thieves, because any solitary rogue is going to have a lot of trouble.

Game Notes: When this trap activates, an explosion of radiant energy strikes the triggering character, dealing 21 (6d6) damage and pushing the triggering creature 30 ft. away from the trigger. A Constitution saving throw against DC 16 reduces this damage to half and prevents the forced movement.

When triggered, this trap rearms on the next round at the initiative count before the triggering creature.

If a creature fails a Thieves' Tools check to disarm this trap, the trap activates, targeting that creature. If this trap is disarmed or destroyed, it repairs and reactivates at the end of that creature's next turn, giving a very small window to get whatever this trap is guarding before it fires up again.

Scaling Suggestions: If you need to, you can ramp up the damage this trap deals, or increase the Disarm DC even further, making it almost impossible to crack open.

To make this trap less dangerous, start by reducing the damage, then consider reducing the threshold for Hairpin Trigger, so it's less likely to go off on a failed attempt at disarming it.

Name	Tier	Points	XP
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MITIGATION	Perception DC		Mitigation Upgrades
	Disarm DC		
	Cost		

TRIGGER	Trigger Type	Cost
	Trigger Upgrades	Cost

TRIGGER	Trigger Type	Cost
	Trigger Upgrades	Cost

TARGET	Target Type	Cost
	Target Upgrades	Cost

TARGET	Target Type	Cost
	Target Upgrades	Cost

COMPONENTS

Component		Tier
Saving Throw	Damage	Attack Bonus
Component Upgrades		Cost

Component		Tier
Saving Throw	Damage	Attack Bonus
Component Upgrades		Cost

Component		Tier
Saving Throw	Damage	Attack Bonus
Component Upgrades		Cost

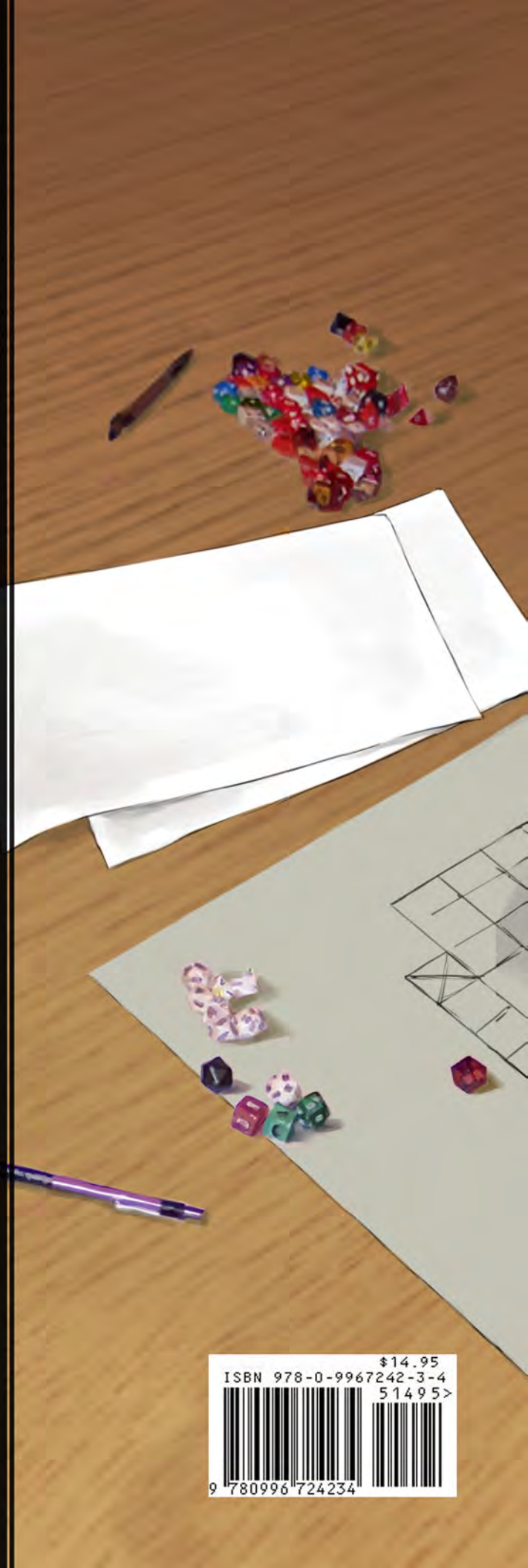
DESCRIPTION	Game Notes
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