

Open Dungeons RPG

Presents **92**

TRAPS TO DIE FOR



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92 Traps to Die For



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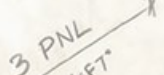


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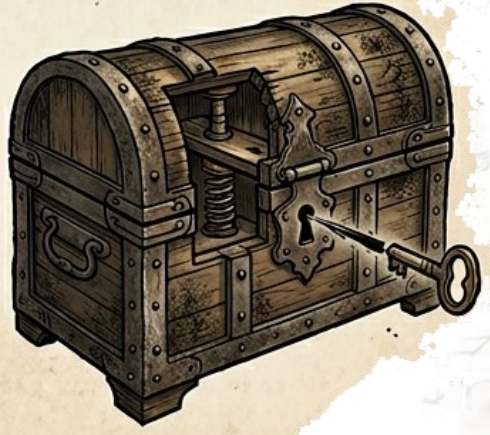
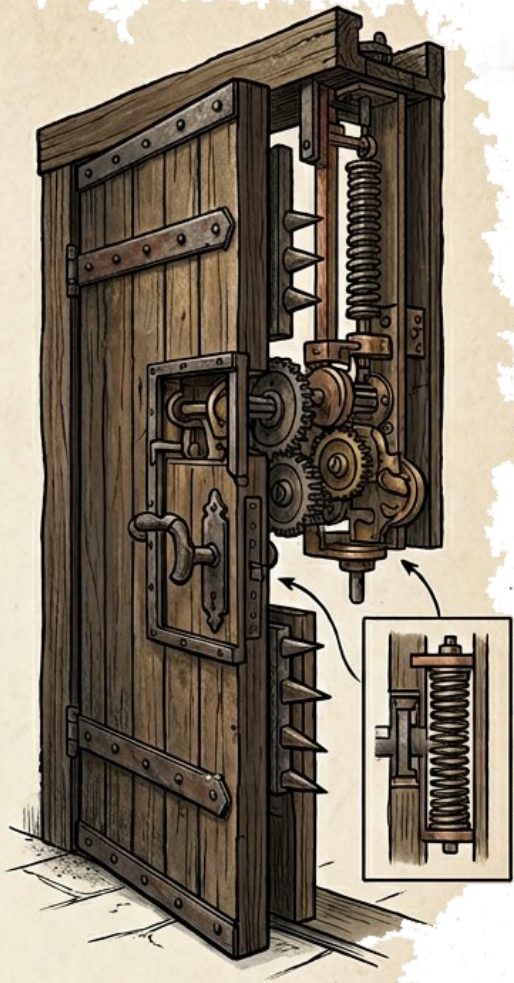
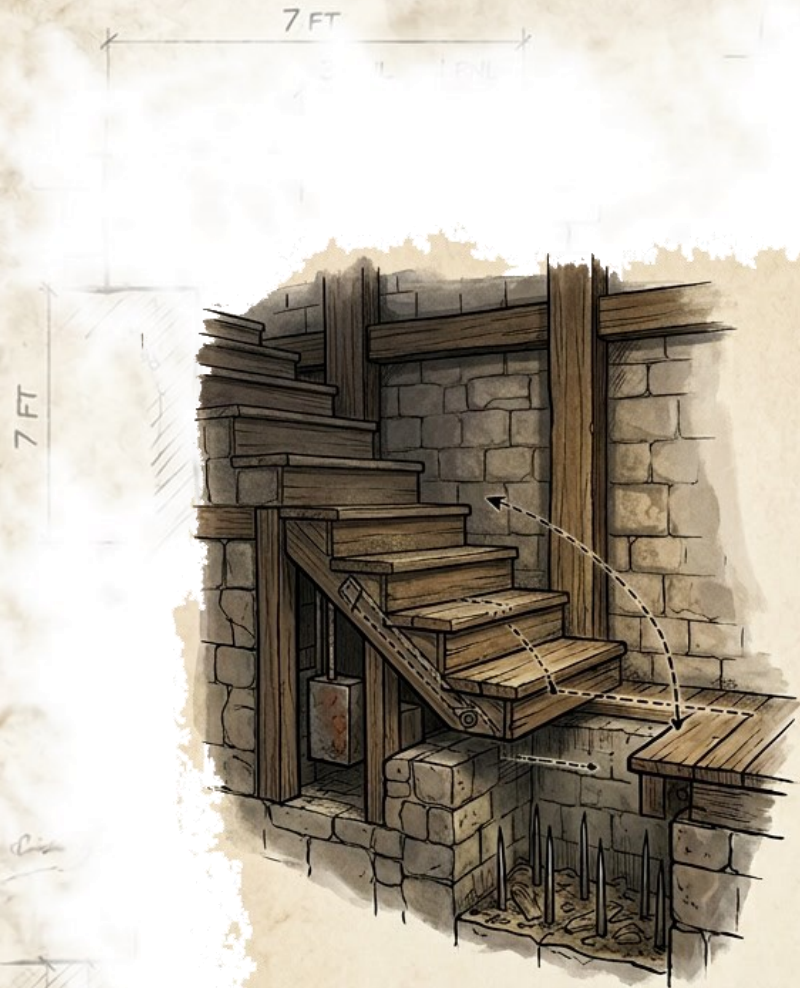
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MECHANICAL TRAPS

1. The Hungry Floor

Type: Mechanical | **Threat:** Dangerous | **Purpose:** Harm

A section of corridor floor is built from hinged wooden slats concealed beneath a thin layer of packed dirt and stone dust. Beneath the slats, a shallow pit (5 feet deep) is lined with rusted iron spikes driven upward at cruel angles. The builder left the surrounding stonework slightly uneven to mask the seam.

Detection: Chance Roll, Intelligence TN 13 - careful examination of the floor reveals the seams. Dwarves with Stonecunning gain +4 to this roll. A Thief's Gut Instinct ability will register "suspicious."

Trigger: Any creature weighing more than 50 pounds stepping onto the trapped section (roughly a 10-foot square area).

Effect: The slats give way. Creatures in the area must make a DEX Quick Save Roll or fall onto the spikes, taking 1d8 piercing damage. DR applies. On a successful save, the creature catches the edge and does not fall.

Countermeasures: A Thief may attempt Remove Traps to jam the hinges before crossing. The pit can be avoided entirely by hugging the walls (Chance Roll, Dexterity TN 12) or bridged with a 10-foot pole or plank. Tossing a heavy object onto the floor triggers it harmlessly.

Reset: No. Once sprung, the pit is exposed.



2. The Greeting

Type: Mechanical | **Threat:** Nuisance | **Purpose:** Alert, Hinder

A thin wire is strung ankle-high across a doorway or narrow passage, attached to a clay pot filled with iron pellets balanced on a shelf above. When the wire is tripped, the pot falls and shatters, scattering pellets across the stone floor with a tremendous clatter audible for 200 feet.

Detection: Chance Roll, Wisdom TN 14 - the wire catches a faint glint of torchlight. In complete darkness, TN increases to 18.

Trigger: A creature walking through the wire.

Effect: No damage. The shattering pot creates a loud alarm, alerting all creatures within 200 feet. The scattered iron pellets also cover a 10-foot square area - any creature moving through the pellets at full speed must make a DEX Quick Save Roll or fall prone, losing their next action.

Countermeasures: A Thief may attempt Remove Traps to cut the wire cleanly. Any character can step over it once detected (no roll needed if moving carefully). The pellets can be swept aside with one round of effort.

Reset: No. Single use.



3. Jaw of the Corridor

Type: Mechanical | **Threat:** Deadly | **Purpose:** Harm, Block

Two massive stone blocks are concealed within the walls of a 10-foot-wide corridor, one on each side, held back by counterweighted chains. A pressure plate in the center of the hallway releases the chains, and the blocks slam together with bone-crushing force, filling the corridor completely and sealing the passage.

Detection: Chance Roll, Intelligence TN 15 - thin vertical seams are visible in the walls on close inspection. Dwarves with Stonecunning gain +4. A draft of air from the seams can be noticed with Wisdom TN 16.

Trigger: Pressure plate (5-foot square, center of corridor). 100+ pounds of weight activates it.

Effect: The stone blocks slam together. All creatures in the 10-foot section must make a DEX Quick Save Roll. Failure: 3d6 bludgeoning damage (DR applies). Success: half damage, and the creature is shoved to whichever end of the corridor is closer. The blocks seal the passage completely. Clearing them requires a combined Strength effort (Fighter's Mighty Heave at +10% difficulty, or multiple characters working together for 1 hour with tools).

Countermeasures: A Thief may attempt Remove Traps to disable the pressure plate mechanism. The plate can be bypassed by jumping over it (Chance Roll, Strength TN 12) or weighed down gradually with carried equipment totaling over 300 pounds (tricking the mechanism into a slow release that can be braced). A 10-foot pole probing the floor detects the plate with a Chance Roll, Wisdom TN 10.

Reset: No. Requires an engineer or mason to reset the counterweights (days of work).



4. Rain of Needles

Type: Mechanical | **Threat:** Dangerous | **Purpose:** Harm, Hinder

Hundreds of tiny iron needles are packed into a hollow section of ceiling above a doorway. A tension wire attached to the door handle triggers a release mechanism, showering the area beneath with needles.

Detection: Chance Roll, Wisdom TN 14 - faint scratches around the door handle suggest tampering. Intelligence TN 13 reveals the hollow ceiling panel if specifically examined.

Trigger: Opening the door by its handle.

Effect: All creatures within 5 feet of the doorway must make a DEX Quick Save Roll. Failure: 1d6 piercing damage (DR applies) and the creature is Hindered - dozens of tiny needles embedded in exposed skin cause -1 to all Chance Rolls for 1 hour or until someone spends 10 minutes carefully removing them. Success: half damage, no Hindered condition.

Countermeasures: A Thief may attempt Remove Traps on the door handle mechanism. The door can be pushed open with a pole or kicked open from beyond 5 feet (no roll needed, triggers the trap harmlessly at range). A shield held overhead grants automatic success on the save.

Reset: No. Single use.



5. The Patient Stairs

Type: Mechanical | **Threat:** Dangerous | **Purpose:** Harm

A staircase descending into darkness has every third step coated with a thin, nearly invisible layer of rendered animal fat mixed with powderedite. The substance is slick beyond reason. The first two steps feel perfectly normal, building false confidence.

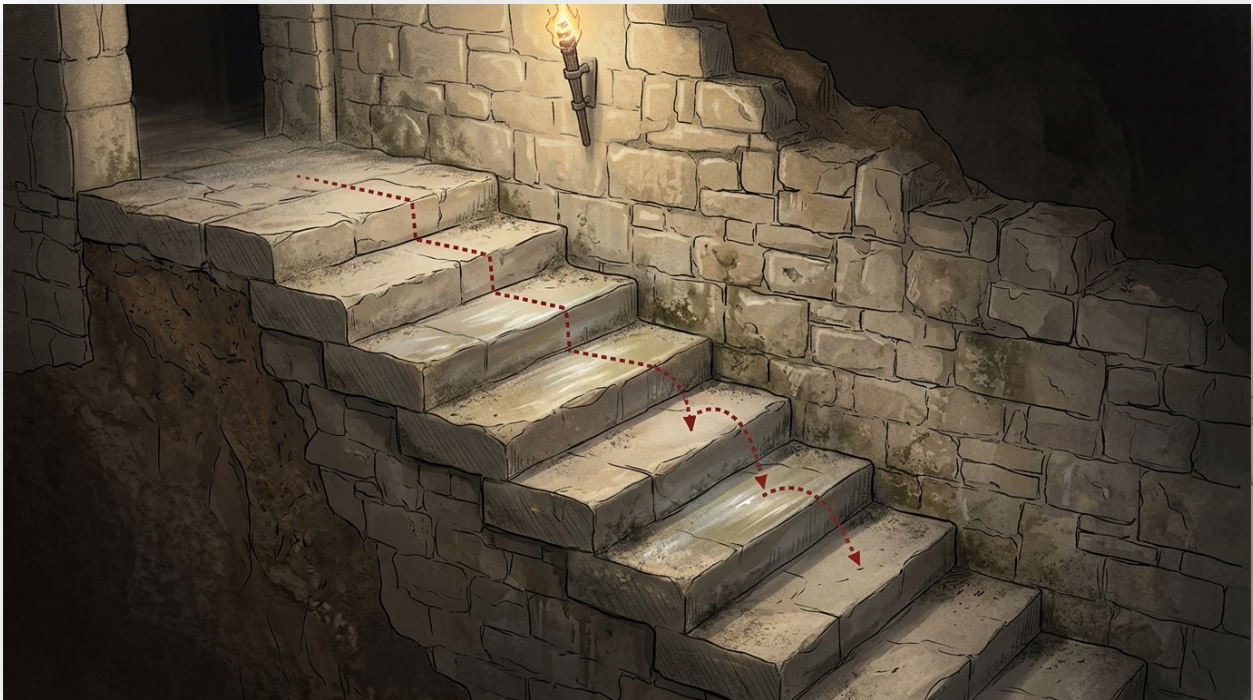
Detection: Chance Roll, Wisdom TN 15 - the faintest sheen catches torchlight at the right angle. Intelligence TN 14 if the character specifically touches or tests the steps. Halflings with Surefooted get a vague sense of unease ("something about these stairs feels wrong") at no roll cost.

Trigger: Walking on the greased steps.

Effect: The first creature to step on a greased step must make a DEX Quick Save Roll. Failure: the creature tumbles down the remaining stairs, taking 1d6 bludgeoning damage per 10 feet of staircase remaining (typically 2d6 to 4d6), DR applies. They land prone at the bottom. Success: the creature catches themselves after sliding 5 feet, taking no damage but losing their action for the round.

Countermeasures: A Thief may attempt Remove Traps to identify the pattern and mark safe steps for the party. Rope tied to the top of the stairs allows a safe descent (Chance Roll, Dexterity TN 10). Sand or dirt scattered on the steps neutralizes the grease (requires 3 rounds of effort). Crawling down on hands and knees avoids the trap entirely but takes three times as long.

Reset: Yes. The grease remains until cleaned.



6. The Miser's Chest

Type: Mechanical | **Threat:** Dangerous | **Purpose:** Harm

A heavy wooden chest, banded in iron, sits prominently in the center of a room or at the end of a corridor. Inside the chest, a coiled spring mechanism is attached to the lid's interior. When the lid is opened past a certain angle, the spring releases a concealed blade that swings outward at chest height in a vicious arc.

Detection: Chance Roll, Intelligence TN 14 - the chest's hinges are unusually robust for its size. Wisdom TN 15 catches a faint clicking sound when the chest is tilted or jostled.

Trigger: Opening the chest lid past 45 degrees.

Effect: The blade swings in a 5-foot arc in front of the chest. The creature opening the chest must make a DEX Quick Save Roll. Failure: 2d6 slashing damage (DR applies). Success: 1d6 slashing damage (DR applies) - the blade still grazes.

Countermeasures: A Thief may attempt Remove Traps by probing the lid mechanism before fully opening it. Opening the chest from the side or behind avoids the blade entirely. The chest can be opened slowly with a rope from 10 feet away, triggering the blade harmlessly. A shield held in front while opening provides +2 to the save.

Reset: Yes, if manually re-cocked (requires someone who understands the mechanism).

7. Traitor's Bridge

Type: Mechanical | **Threat:** Deadly | **Purpose:** Harm

A wooden rope bridge spans a chasm, ravine, or underground crevasse. The bridge looks weathered but functional. However, several key support ropes on one side have been partially severed - enough to hold the weight of one person, but the addition of a second causes them to snap, dumping everyone into open air.

Detection: Chance Roll, Wisdom TN 14 from a distance reveals the fraying ropes. Intelligence TN 12 if a character specifically examines the ropes before crossing. Sending a light character (Halfling, Gnome) first does not trigger the trap due to insufficient weight.

Trigger: More than 200 pounds of total weight on the bridge at once (typically, two Medium creatures).

Effect: The bridge collapses from one side, becoming a rope ladder dangling against the far wall. All creatures on the bridge must make a DEX Quick Save Roll. Failure: the creature falls into the chasm - damage depends on depth (typically 3d6 to 6d6, DR applies).



Success: the creature grabs a rope and hangs - they must spend their next action climbing to safety (Chance Roll, Strength TN 12, or Thief Climb Walls).

Countermeasures: Crossing one at a time avoids the trigger. A Thief may attempt Remove Traps to reinforce the damaged ropes before crossing (requires rope from their gear). Tying a safety line to each crosser eliminates the fall but not the save requirement.

Reset: No. The bridge is destroyed.

8. Coffin Nails

Type: Mechanical | **Threat:** Nuisance | **Purpose:** Harm, Hinder

Old iron nails, bent upward and driven through a thin board, are concealed beneath a layer of straw, rushes, or loose dirt on a floor. Stepping on one drives it through boot leather and into the sole of the foot.

Detection: Chance Roll, Wisdom TN 12 - the floor covering looks suspiciously even or freshly laid. Probing with a pole (Chance Roll, Intelligence TN 10) finds them immediately.

Trigger: Stepping on the concealed board.

Effect: 1d4 piercing damage (DR does NOT apply - the nail bypasses boot leather). The wounded creature's movement is halved until they spend 1 round pulling the nail free and binding the wound. If the nails are rusted (DN's call), the creature must also make a CON Tough Save Roll or suffer infection - lose 1 HP per hour until treated with a healer's kit or Cleric healing.

Countermeasures: A Thief may attempt Remove Traps to locate and pull the boards. Thick-soled boots or metal sabatons prevent the nail from penetrating, so the wearer takes no damage and makes no infection save. Clearing the floor covering (1 round of work) exposes the boards.

Reset: Yes, until the boards are removed.



9. The Generous Ceiling

Type: Mechanical | **Threat:** Deadly | **Purpose:** Harm, Block

A 10-foot section of corridor ceiling is actually a massive slab of fitted stone resting on four iron pins. The pins connect via hidden channels to a pressure plate 15 feet before the trapped section. When the plate is triggered, the pins retract, and 2,000 pounds of stone drops straight down.

Detection: Chance Roll, Intelligence TN 16 - faint lines in the ceiling reveal the slab. Dwarves with Stonecunning gain +4. Wisdom TN 15 notices fine stone dust on the floor beneath the slab (it shifts slightly over time).

Trigger: Pressure plate, 15 feet before the drop zone. 80+ pounds activates it.

Effect: All creatures beneath the slab must make a DEX Quick Save Roll. Failure: 4d6 bludgeoning damage (DR applies), and the creature is pinned beneath rubble - restrained until freed (Chance Roll, Strength TN 16, or assistance from allies spending 2 rounds clearing stone). A creature wearing a helmet avoids head trauma; without a helmet, the DM should call for head trauma consequences per the Armor and Gear rules. Success: the creature dives clear, taking no damage.

Countermeasures: A Thief may attempt Remove Traps on the pressure plate. Probing ahead with a 10-foot pole detects the plate (Chance Roll, Wisdom TN 12). The ceiling slab can be noticed by tapping the ceiling with a pole - it sounds hollow compared to solid stone (Chance Roll, Intelligence TN 13).

Reset: No. Requires extensive engineering to reset.

10. Pendulum Gate

Type: Mechanical | **Threat:** Dangerous | **Purpose:** Harm, Block

A heavy iron blade, shaped like a crescent moon, hangs from a ceiling pivot in a doorway or narrow arch. The blade swings continuously in a slow, visible arc - back and forth, every 4 seconds. It's not hidden. It's a challenge. The real danger is that the pendulum's rhythm changes unpredictably every few swings due to a secondary counterweight mechanism - just when you think you've timed it, the pattern shifts.

Detection: The pendulum is fully visible. No detection roll needed. However, noticing the rhythm change requires Chance Roll, Wisdom TN 15 (watching for at least 2 rounds). A character with Tactical Eye (Fighter) spots the pattern shift immediately.

Trigger: Attempting to pass through the archway while the pendulum swings.

Effect: A creature attempting to rush through must make a DEX Quick Save Roll. Failure: 2d8 slashing damage (DR applies). Success: the creature passes safely. If the creature watched the pendulum for 2+ rounds AND succeeded on the Wisdom TN 15 Chance Roll, they gain +2 to the save.

Countermeasures: A Thief may attempt Remove Traps to jam the pivot mechanism. A rope thrown around the blade can arrest its motion (Chance Roll, Dexterity TN 14). Crawling beneath

the blade's arc avoids it entirely if the clearance exists (DN's call). The blade can be destroyed (AC 14, 20 HP, immune to piercing).

Reset: Yes. Continuous until disabled.

11. The Welcoming Committee

Type: Mechanical | **Threat:** Dangerous | **Purpose:** Harm, Hinder

The walls of this corridor are dotted with small clay-sealed holes at knee height, roughly fifty on each side. Behind the sealed clay plugs, hollow cavities house nests of agitated wasps, hornets, or biting beetles - kept alive by a slow drip of sugar water from above. A thin cord runs along the base of one wall, connected to a lever that shatters every plug simultaneously.

Detection: Chance Roll, Wisdom TN 14 - faint buzzing can be heard with an ear pressed to the wall. Intelligence TN 13 spots the cord running along the baseboard. A Halfling's Small & Nimble bonus applies to noticing the low-set cord.

Trigger: Tripping the cord or stepping on it while moving through the corridor.

Effect: The plugs shatter and swarms of stinging insects pour out. All creatures in the 20-foot corridor section must make a CON Tough Save Roll each round they remain in the area. Failure: 1d4 damage per round (DR does NOT apply - stings bypass armor at gaps) and -2 to all rolls from pain and distraction. Success: half effect, only -1 to rolls. The swarm persists for 2d6 rounds before dispersing.

Countermeasures: A Thief may attempt Remove Traps to cut the cord. Fire or heavy smoke drives the swarms away in 1 round (a torch waved aggressively, burning oil, etc). Sealing the holes with mud or cloth before tripping the cord contains the swarms. Running through at full speed limits exposure to 1 round.

Reset: No. The insects scatter after release.



12. Thirsty Stone

Type: Mechanical | **Threat:** Dangerous | **Purpose:** Harm

A stone basin stands at waist height against a wall, still holding clear, cool water - remarkably fresh for an abandoned place. A carved face above the basin appears to weep the water from its eyes. The basin itself rests on a fulcrum. Its weight, when full, holds a counterbalance that keeps a trapdoor sealed in the floor directly in front of it. Drinking or scooping the water lightens the basin enough to release the floor.

Detection: Chance Roll, Intelligence TN 15 - the basin rocks almost imperceptibly when touched. Wisdom TN 14 notices the floor tiles in front of the basin are a slightly different shade. Dwarves with Stonecunning gain +4 to spot the floor mechanism.

Trigger: Removing more than half the water from the basin (by drinking, scooping, or tipping).

Effect: The trapdoor opens beneath the creature standing in front of the basin. DEX Quick Save Roll required. Failure: the creature falls 15 feet onto jagged rubble, taking 2d6 bludgeoning damage (DR applies) and landing prone in a narrow shaft. Climbing out requires Chance Roll, Strength TN 14 or Thief Climb Walls. Success: the creature catches the edge of the trapdoor and can pull themselves up on their next action.

Countermeasures: A Thief may attempt Remove Traps on the fulcrum mechanism. Standing to the side while scooping water avoids the trapdoor zone. Weighing down the basin with equivalent weight (rocks, gear) before removing water keeps the counterbalance stable. The trapdoor can be spiked shut with iron spikes (1 round of work).

Reset: Yes. Refilling the basin resets the counterbalance.

13. The Applause

Type: Mechanical | **Threat:** Deadly | **Purpose:** Harm

A narrow corridor (5 feet wide) has walls lined with iron plates mounted on powerful coiled springs, concealed behind thin plaster facades. A pressure plate in the floor triggers the springs, causing the iron plates to slam inward from both sides simultaneously - like two massive hands clapping together with a creature caught between them.

Detection: Chance Roll, Intelligence TN 16 - hairline cracks in the plaster reveal the plates behind. Dwarves with Stonecunning gain +4 (the stonework framing the plates is subtly different). Wisdom TN 15 notices a faint metallic smell from the oiled springs behind the walls.

Trigger: Pressure plate in the center of the corridor. 60+ pounds activates it.

Effect: The iron plates slam inward. Any creature in the 5-foot trapped section must make a DEX Quick Save Roll. Failure: 4d6 bludgeoning damage (DR applies) and the creature is stunned for 1 round, unable to act. Without a helmet, the DN should call for head trauma per the Armor and Gear rules. Success: the creature flattens against the floor, taking 2d6 damage (DR applies) but avoiding the stun.

Countermeasures: A Thief may attempt Remove Traps on the pressure plate. The plate can be jumped over (Chance Roll, Strength TN 13). Wedging iron spikes between the plates and the wall before triggering prevents them from closing fully (1 round of work per side, Chance Roll Dexterity TN 12). A small creature (Halfling, Gnome) can duck below the plate height on a successful DEX Quick save at +2.

Reset: Yes. The springs slowly retract over 1 minute.

14. Gravedigger's Welcome

Type: Mechanical | **Threat:** Dangerous | **Purpose:** Harm, Subdue

A 10-foot square section of floor in a chamber or wide corridor is actually loose soil, sand, and gravel packed carefully over a lattice of thin sticks spanning a 15-foot deep pit. The surface has been walked on enough to leave convincing footprints and scuff marks. The lattice holds light weight but collapses under anything heavier than a dog.

Detection: Chance Roll, Wisdom TN 13 - the ground feels slightly soft or springy underfoot (the character gets one step of warning). Intelligence TN 14 notices the soil composition differs from the surrounding floor. Probing with a 10-foot pole punches through immediately.

Trigger: Any creature over 40 pounds walking onto the center of the area.

Effect: The lattice collapses and the creature sinks into loose fill. DEX Quick Save Roll. Failure: the creature plunges 15 feet, taking 2d6 bludgeoning damage (DR applies), and is buried up to their chest in loose soil and debris. They are restrained and must be dug out by allies (2 rounds of effort) or attempt to free themselves (Chance Roll, Strength TN 15). Success: the creature catches the edge as the ground gives way, dangling but not buried. They can pull themselves out on their next action.

Countermeasures: A Thief may attempt Remove Traps to identify the false floor and mark safe edges. Laying planks across the area distributes weight safely. Tossing a heavy pack onto the center triggers the collapse harmlessly. Rope tied to a crosser allows allies to pull them out in 1 round if they fall.

Reset: No. The pit is exposed.



15. The Strangler

Type: Mechanical | **Threat:** Deadly | **Purpose:** Harm, Subdue

Lengths of heavy iron chain hang from the ceiling of a low-ceilinged room, ostensibly decorative or the remains of old chandeliers. The chains are connected through ceiling pulleys to a counterweight triggered by a specific flagstone near the room's center. When stepped on, the chains yank downward and inward, wrapping around anything at head and shoulder height.

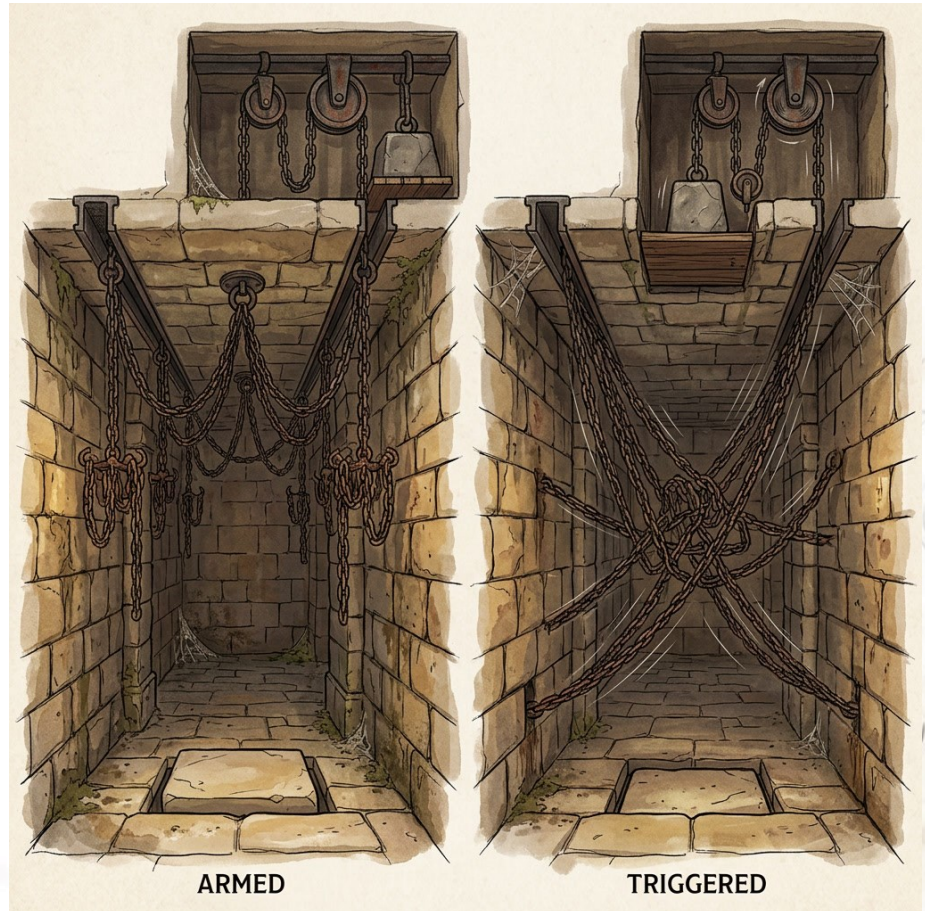
Detection: Chance Roll, Intelligence TN 15 - the chains are threaded through ceiling rings in an unnatural pattern. Wisdom TN 16 notices the flagstone trigger sits slightly higher than its neighbors. A Fighter with Tactical Eye can ask "Where's the danger?" to identify the chains as the threat.

Trigger: Stepping on the raised flagstone near the center of the room.

Effect: Chains lash inward at neck height. All Medium or taller creatures within 10 feet of center must make a DEX Quick Save Roll. Failure: a chain wraps around the creature's neck and shoulders - 2d6 bludgeoning damage (DR applies) and the creature is restrained. Each round they remain caught, they take 1d4 damage (DR does NOT apply - suffocation/constriction) and must make a Strength Chance Roll TN 14 to break free. Success: the creature ducks below the chains, taking no damage. Small creatures (Halfling, Gnome, Half-Goblin) are below chain height and are unaffected entirely.

Countermeasures: A Thief may attempt Remove Traps to disconnect the chains from the pulley system. The chains can be cut (AC 14, 8 HP per chain, 4 chains total). Crawling through the room on hands and knees avoids the chains entirely. Jamming the ceiling pulleys with iron spikes prevents the chains from retracting (Chance Roll, Dexterity TN 13, requires reaching the ceiling).

Reset: Yes, if the counterweight is manually reset (10 minutes of work with tools).



16. The Loyal Stair

Type: Mechanical | **Threat:** Nuisance | **Purpose:** Harm, Alert

A short stone staircase (8-10 steps) has its bottom step built as a concealed pressure plate. When weight is applied to it, a mechanism connected through the staircase interior causes the top step to launch upward like a catapult, hurling anyone standing on it forward and down. The genius of the design is that parties typically send a scout up first - and the person at the bottom triggers the trap on the person at the top.

Detection: Chance Roll, Intelligence TN 14 - the bottom step has a faint give to it. Wisdom TN 15 notices the top step has a thin gap at its back edge. Dwarves with Stonecunning gain +4 to notice the mechanism within the stone.

Trigger: Standing on the bottom step while another creature is on or near the top step.

Effect: The top step launches upward. The creature on the top step must make a DEX Quick Save Roll. Failure: they are flung forward 10 feet and land prone, taking 1d6 bludgeoning damage (DR applies). Without a helmet, the DN may call for head trauma if they strike a wall or hard surface. Success: the creature stumbles forward but stays on their feet, taking no damage. The loud cracking sound of the mechanism alerts creatures within 100 feet.

Countermeasures: A Thief may attempt Remove Traps on the bottom step mechanism. Having the entire party ascend together (all weight on middle steps) avoids the trigger. The bottom step can be bypassed by stepping over it. Testing the staircase with heavy objects reveals the mechanism.

Reset: Yes. The step resets when weight is removed from the bottom plate.



17. The Slow Room

Type: Mechanical | **Threat:** Deadly | **Purpose:** Harm, Block

A square chamber (15 x 15 feet) has a single entrance and a single exit on opposite walls. Both doors are iron-banded oak. When both doors are closed simultaneously - which happens when the exit door swings shut behind someone checking it - iron bars drop over both doors and the ceiling begins to descend. A massive stone slab, lowered by sand flowing between hidden chambers, drops roughly one foot per round.

Detection: Chance Roll, Intelligence TN 16 - the ceiling has faint horizontal grooves where the slab slides. Dwarves with Stonecunning gain +4. Wisdom TN 14 notices the exit door has an unusually strong closing spring. Intelligence TN 15 spots the iron bar slots above both doors.

Trigger: Both doors being closed at the same time.

Effect: Iron bars drop over both doors. The ceiling descends 1 foot per round. The room is 10 feet tall, giving the party roughly 5 rounds before Medium creatures are crushed (Small creatures get 7 rounds). After the ceiling reaches crushing height: 3d6 bludgeoning damage per round (DR applies), plus without a helmet, automatic head trauma per Armor and Gear rules. The ceiling stops when it reaches 2 feet (the sand runs out).

Countermeasures: A Thief may attempt Remove Traps on either door's bar mechanism. Jamming one door open with iron spikes or pitons prevents the trigger. A Fighter's Mighty Heave can attempt to lift the bars (at -10% difficulty). The sand mechanism can be interrupted by finding and blocking the sand channels in the walls (Chance Roll, Intelligence TN 15 to locate, then Strength TN 12 to jam). The exit door can be battered down (AC 16, 25 HP) even with bars - the bars cover the frame, not the door itself.

Reset: No. The sand must be manually transferred back (hours of work).

18. The Drowning Box

Type: Mechanical | **Threat:** Deadly | **Purpose:** Harm, Subdue

A large iron-banded chest sits in a shallow stone alcove. The chest is bolted to the floor. When opened, a mechanism in the base punctures a sealed clay pipe connected to an underground water source. Water floods into the chest at alarming speed. The lid, once opened past its tipping point, locks into position - it cannot be closed again. The chest fills in 4 rounds, and if any creature reached inside to grab its contents, their arm is now submerged in rising water with the lid locked open above them, funneling water outward across the floor.

Detection: Chance Roll, Intelligence TN 15 - the chest is bolted to the floor, which is unusual. Wisdom TN 14 hears a faint gurgling beneath the stone floor near the alcove. Dwarves with Stonecunning gain +4 to notice the sealed pipe connection in the floor.

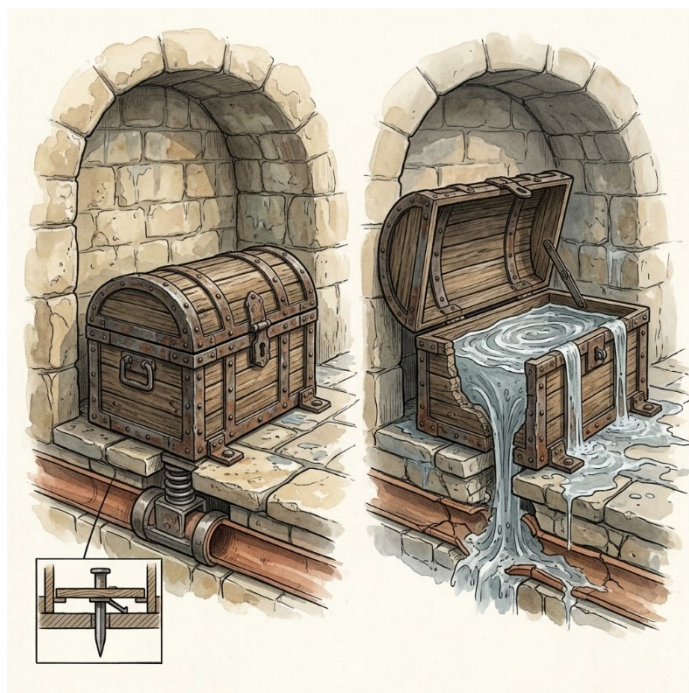
Trigger: Opening the chest lid fully.

Effect: Water rushes in. Any creature with a hand or arm inside the chest when the flooding begins must make a Strength Chance Roll TN 13 to yank free. Failure: the arm is wedged among

the shifting contents and the creature is pulled prone against the chest. Each round thereafter they may spend an action to retry the roll, or an adjacent ally may free them with one action. The chest overflows after 4 rounds, flooding the alcove and surrounding area. A trapped or prone creature in the alcove must make a CON Tough Save Roll each round after round 4. Failure: they inhale water, take 1d6 damage, and lose their next action. Scrolls, spellbooks, and other paper items in the chest are destroyed. The real treasure, if any, is sealed in a waterproof bone tube at the very bottom.

Countermeasures: A Thief may attempt Remove Traps to spot and disable the puncture mechanism before fully opening the lid. Jamming the pipe with cloth or wax (Chance Roll, Intelligence TN 14 to locate it inside the chest) stops the flooding. The chest can be tipped sideways if unbolted (Strength Chance Roll TN 16, or Fighter's Mighty Heave), draining the water harmlessly. Reaching in with a hooked pole instead of a hand avoids the arm-trapping risk.

Reset: No. The pipe is permanently punctured.



19. Razor Wind

Type: Mechanical | **Threat:** Dangerous | **Purpose:** Harm

A corridor is threaded with dozens of near-invisible steel wires strung horizontally at various heights - ankle, waist, neck, and everywhere between. The wires are under extreme tension, anchored to spring-loaded bolts in the walls. They are fine enough to be nearly invisible in torchlight and completely invisible in darkness. Walking into them at speed means walking into a grid of cutting edges.

Detection: Chance Roll, Wisdom TN 16 - the wires catch the barest glint of light. Intelligence TN 14 if a character specifically waves a hand or cloth ahead of them (they snag a wire). Throwing a handful of dust or flour into the corridor reveals every wire instantly. A Thief's Gut Instinct registers "very wrong" when approaching.

Trigger: Moving through the corridor at anything faster than a careful crawl.

Effect: A creature moving at normal speed through the wired section (10 feet long) takes 2d6 slashing damage (DR applies). Moving at a run doubles this to 4d6. A creature moving carefully (quarter speed, taking a full round per 5 feet) takes only 1d4 damage as they push gently past the wires. The wires target all body areas - without a helmet, the DN should consider head trauma for creatures that run through.

Countermeasures: A Thief may attempt Remove Traps to cut the wires one by one (careful work, 3 rounds). Throwing flour or dust reveals all wires, allowing careful navigation at quarter speed. The wires can be cut with any bladed weapon (each wire snaps with a sharp crack, alerting nearby creatures). A shield held vertically and pushed forward parts the wires, allowing safe passage behind it (Chance Roll, Strength TN 12).

Reset: No. Once the wires are cut or passed through, they snap.

20. The Spinner

Type: Mechanical | **Threat:** Dangerous | **Purpose:** Harm, Block

A circular stone platform (10-foot diameter) sits at a junction where two corridors meet. The platform looks like a decorative mosaic floor. When weight is placed on the outer edge, the entire platform rotates rapidly - a hidden bearing system underneath allows near-frictionless spinning. Creatures on the platform are flung outward into the walls or into open pits concealed at the corridor mouths.

Detection: Chance Roll, Intelligence TN 14 - the circular seam around the platform is visible on close inspection. Wisdom TN 15 notices the platform wobbles almost imperceptibly when weight shifts. Dwarves with Stonecunning gain +4 to notice the bearing mechanism.

Trigger: Two or more creatures standing on the platform simultaneously, or one creature stepping near the outer edge.

Effect: The platform spins violently. All creatures on it must make a DEX Quick Save Roll. Failure: the creature is flung 10 feet in a random direction - if a pit is in that direction (50% chance, DN's call), they fall in (2d6 damage, DR applies). If they hit a wall instead, 1d6 bludgeoning damage (DR applies) and they land prone. Success: the creature drops flat and clings to the mosaic, taking no damage but losing their next action.

Countermeasures: A Thief may attempt Remove Traps on the bearing mechanism (accessible through a floor panel at the platform's edge). Crossing the platform one at a time through the center avoids triggering the spin. Jamming the seam with iron spikes locks the platform (2 spikes needed, 1 round each). The pits at the corridor mouths can be detected separately with standard pit-detection methods.

Reset: Yes. The platform resets after it stops spinning (1 round).

21. The Rocking Stone

Type: Mechanical | **Threat:** Deadly | **Purpose:** Harm

A massive boulder (8 feet in diameter) rests in a carved cradle at the top of a sloped corridor. The cradle is held in place by a single iron pin connected to a tripwire 30 feet down the slope. When the wire is tripped, the pin pulls free, the cradle tilts, and the boulder begins rolling downhill, accelerating with terrible speed. The corridor is 10 feet wide - there is nowhere to go.

Detection: Chance Roll, Wisdom TN 13 - the tripwire is standard but the boulder above is clearly visible if anyone looks up the slope. Intelligence TN 12 notices the iron pin and cradle mechanism. The real question isn't detection - it's whether anyone thinks to look uphill before walking down.

Trigger: Tripping the wire 30 feet down the slope from the boulder.

Effect: The boulder rolls downhill. Every creature in its path must make a DEX Quick Save Roll. Failure: 5d6 bludgeoning damage (DR applies) as the boulder rolls over them, plus they are knocked prone and pinned if they are near a wall. Without a helmet, automatic head trauma per Armor and Gear rules. Success: the creature flattens against the wall in a carved alcove (if one exists - 50% chance at DN's discretion) or dives ahead of the boulder (ending up 10 feet further down the corridor, prone). If no alcove exists and the save succeeds, the creature still takes 2d6 damage from being clipped.

Countermeasures: A Thief may attempt Remove Traps on the tripwire. The boulder can be wedged in its cradle with iron spikes (Chance Roll, Strength TN 14, requires climbing to the cradle). Destroying the cradle's iron pin from a distance (ranged attack, AC 16) triggers the trap early, giving the party time to clear the corridor. A Fighter's Tactical Eye immediately identifies the boulder as the primary threat.

Reset: No. The boulder comes to rest at the bottom of the slope.



22. Bite of the Bookshelf

Type: Mechanical | **Threat:** Nuisance | **Purpose:** Harm, Alert

A wooden bookshelf in a study or library has one specific book rigged with a spring-loaded mechanism. The book is secretly attached to a trigger that, when pulled, releases a hinged wooden jaw hidden in the shelf - studded with iron tacks - that snaps shut on the creature's hand. Simultaneously, a bell mechanism rings inside the wall.

Detection: Chance Roll, Wisdom TN 13 - the rigged book sits slightly forward compared to the others. Intelligence TN 14 notices the thin metal rod connecting the book spine to the shelf interior. A Thief's Gut Instinct registers suspicion when examining the bookshelf.

Trigger: Pulling the specific book from the shelf.

Effect: The jaw snaps shut on the creature's hand. 1d4 piercing damage (DR applies). The creature's hand is stuck until they pry the jaw open (Chance Roll, Strength TN 11 - easy but takes a full action). The bell rings for 3 rounds, audible for 150 feet, alerting nearby creatures. If the creature panics and yanks their hand free without prying, they take an additional 1d4 damage from the tacks.

Countermeasures: A

Thief may attempt Remove Traps to disable the spring before pulling the book. Using a hooked tool to pull the book avoids the hand trap. The bell mechanism can be muffled by stuffing cloth into the wall gap (Chance Roll, Intelligence TN 12 to locate the gap). The trapped book can be identified by gently pressing each book inward rather than pulling - the trapped one doesn't push in.

Reset: Yes, if the jaw is manually re-cocked.



23. The Sandglass Room

Type: Mechanical | **Threat:** Deadly | **Purpose:** Harm, Block

A chamber with a vaulted ceiling has hundreds of narrow funnels bored through the ceiling stone, sealed with thin wax plugs. When a door on the far side of the room is opened, a mechanism breaks the seals and fine sand begins pouring through every funnel simultaneously. The entry door swings shut and latches. The room fills with sand at a rate of about 1 foot per round from the chamber floor up.

Detection: Chance Roll, Intelligence TN 16 - the ceiling funnels are visible but could be mistaken for decorative perforations. Dwarves with Stonecunning gain +4 to recognize them as functional channels. Wisdom TN 14 notices faint grit on the floor beneath the funnels (old residue from previous activations).

Trigger: Opening the far door of the chamber.

Effect: Sand pours from the ceiling. Entry door latches shut (can be forced with Strength Chance Roll TN 14 or Fighter's Mighty Heave). Sand rises 1 foot per round. At 3 feet deep, movement is halved. At 5 feet, Small creatures must swim or are buried (CON Tough Save Roll each round or begin suffocating). At 6 feet, Medium creatures face the same. The sand stops after 10 rounds when the upper reservoir empties (the room is 10 feet tall, so it fills to within a few inches of the ceiling).

Countermeasures: A Thief may attempt Remove Traps on the far door mechanism before opening it. The entry door can be spiked open before crossing the room, preventing it from latching. Blocking the largest funnels with cloth or gear slows the fill rate (each blocked funnel reduces fill by about 10%). The far door leads to safety - rushing through it before the sand gets deep is viable (3 rounds to cross a 30-foot room at full speed). Climbing onto furniture or shelves in the room buys time.

Reset: Yes, but requires refilling the upper reservoir (days of labor).

24. The Snare Stair

Type: Mechanical | **Threat:** Nuisance | **Purpose:** Subdue, Alert

A spiral staircase has a concealed rope snare built into one of its middle steps. The snare loop is hidden beneath a thin stone veneer that cracks under foot pressure. When triggered, a counterweight drops through a channel inside the staircase's central column, yanking the rope tight around the creature's ankle and hoisting them upside down, dangling in the center of the spiral stairwell.

Detection: Chance Roll, Wisdom TN 13 - the veneer on the trapped step has a hairline crack pattern different from natural wear. Intelligence TN 14 notices the rope running into the central column. Halflings with Small & Nimble gain +2 to detect the snare specifically.

Trigger: Stepping on the trapped step (full weight).

Effect: The snare tightens and the creature is yanked upward, dangling upside down by one ankle 10 feet above the staircase. No damage from the snare itself, but the creature is helpless - they cannot attack effectively (-4 to all rolls while inverted), cannot move, and must be cut down by allies. All loose items (coins, potions, scrolls) fall from pockets and pouches, scattering down the stairs. The counterweight mechanism makes a loud clunking noise audible for 100 feet.

Countermeasures: A Thief may attempt Remove Traps to cut the rope before stepping on the trigger. The rope can be cut by an ally (AC 10, 5 HP, but the creature drops 10 feet - DEX Quick Save Roll or 1d6 falling damage). A dangling creature can attempt to climb the rope to free their own ankle (Chance Roll, Strength TN 14, or Thief Climb Walls). Securing all loose items in closed containers prevents the embarrassing shower of belongings.

Reset: Yes, if the counterweight is manually reset and the rope re-laid.

25. The Hungry Hinge

Type: Mechanical | **Threat:** Nuisance | **Purpose:** Harm, Alert

A heavy wooden door has its hinges replaced with spring-loaded iron jaws hidden behind decorative hinge plates. The jaws are designed to snap shut on fingers when a creature grips the door's edge to pull it open - a natural motion when a door has no handle, which this one conspicuously lacks.

Detection: Chance Roll, Wisdom TN 13 - the door has no handle, latch, or pull ring, which is unusual. Intelligence TN 14 notices the hinge plates are oversized and slightly ajar. A Thief's Gut Instinct registers "suspicious" about the door's design.

Trigger: Gripping the door's edge to pull it open.

Effect: The jaws snap shut on the creature's fingers. 1d4 piercing damage (DR applies). The creature must make a Strength Chance Roll TN 10 to pull their hand free (easy, but costs an action). The snapping mechanism makes a loud crack audible for 100 feet. If the creature fails the Strength roll, they remain stuck until an ally helps (another Strength TN 10).

Countermeasures: A Thief may attempt Remove Traps to disable the hinge jaws. Pushing the door instead of pulling avoids the trap entirely (the door swings both ways). Using a tool, rope, or weapon to pry the door open keeps hands clear. Wearing gauntlets reduces damage to 0.

Reset: Yes. The springs reset when the door closes.



26. Fool's Ladder

Type: Mechanical | **Threat:** Dangerous | **Purpose:** Harm

A wooden ladder descends into a shaft or pit, seemingly sturdy and well-maintained. The top three rungs are solid. The fourth rung and every rung below it have been carefully sawn nearly through and re-glued with a thin paste that holds only under light pressure. The moment a creature commits their full weight below the third rung, the rungs snap in rapid succession, sending the climber plummeting.

Detection: Chance Roll, Wisdom TN 14 - the lower rungs have a faint discoloration line where they were sawn and re-glued. Intelligence TN 13 if the creature tests a rung with pressure before committing weight. A Thief's Climb Walls instinct grants a vague sense that the ladder is unreliable.

Trigger: Placing full weight on the fourth rung or below.

Effect: The rungs snap in sequence. The creature must make a DEX Quick Save Roll. Failure: they fall the full depth of the shaft (typically 20-30 feet), taking 1d6 per 10 feet fallen (DR applies), landing prone on the broken rung debris at the bottom (additional 1d4 piercing from splinters, DR applies). Success: the creature catches a solid rung or the shaft wall, halting their fall after only 10 feet (1d6 damage, DR applies).

Countermeasures: A Thief may attempt Remove Traps to identify the compromised rungs. Testing each rung with a foot while maintaining a handhold above is safe (automatic detection, but slow - 1 round per rung). Using a rope to descend instead of the ladder bypasses it entirely. The shaft walls may be climbable as an alternative (Thief Climb Walls or Chance Roll, Strength TN 14).

Reset: No. The ladder is destroyed.



27. The Turnstile

Type: Mechanical | **Threat:** Dangerous | **Purpose:** Harm, Block

A corridor narrows to a single-file chokepoint where a heavy iron turnstile bar, waist-height, blocks passage. The bar rotates freely in one direction - forward, deeper into the dungeon. But the mechanism is rigged: pushing through rotates a hidden gear that locks a portcullis behind the creature. They can go forward but never back. The real cruelty is that the next room contains a second turnstile pointing the opposite direction, creating a one-way cage between the two.

Detection: Chance Roll, Intelligence TN 14 - the turnstile's mounting bracket has visible gear teeth that connect to something in the wall. Wisdom TN 15 hears a faint clicking as the bar is nudged. A Thief's Gut Instinct registers "suspicious" about the one-way design.

Trigger: Pushing through the turnstile.

Effect: A portcullis drops behind the creature with a crash, sealing the way back. The creature is now in a corridor or chamber between two locked barriers. No damage from the turnstile itself, but the creature is trapped. The portcullis has AC 16 and 25 HP. The second turnstile at the far end can be forced backward with a Strength Chance Roll TN 16, but this triggers a crossbow bolt from a concealed slot (DEX Quick Save Roll, failure: 1d8 piercing damage with -1 DR penetration).

Countermeasures: A Thief may attempt Remove Traps on the gear mechanism before pushing through. Jamming the portcullis track with iron spikes before anyone enters prevents it from dropping. The portcullis can be lifted by brute force (Fighter's Mighty Heave or Strength TN 17). Sending a rope through before pushing allows allies on the other side to hold the portcullis. Examining the second turnstile before forcing it reveals the crossbow slot (Intelligence TN 13).

Reset: Yes. The portcullis can be raised and the mechanism resets.

28. The Tattle-Tale Tiles

Type: Mechanical | **Threat:** Nuisance | **Purpose:** Alert

A section of stone floor (20 feet long) is composed of loose tiles resting on thin clay pipes filled with trapped air. When stepped on, each tile compresses its pipe, producing a loud, distinct musical note - a different pitch for each tile. It is impossible to cross silently. The tiles were installed so that any creature approaching creates a recognizable melody that alerts the inhabitants, who know the tune means 'intruder.'

Detection: Chance Roll, Intelligence TN 12 - the tiles are slightly raised compared to the surrounding floor. Wisdom TN 13 notices them shift when weight is applied to the edge. Probing with a pole produces the sound, confirming the trap immediately.

Trigger: Any weight on the tiles.

Effect: Each step produces a clear musical note audible for 300 feet. There is no way to cross the tiles silently on foot. The melody alerts all creatures within earshot. No damage.

Countermeasures: Laying planks or cloaks across multiple tiles distributes weight and muffles the sound (reduces audibility to 30 feet). Crawling distributes weight better but still produces faint tones (100 feet). A Thief may attempt Remove Traps to pull tiles and create a silent gap (2 rounds per tile). Jumping the entire 20-foot section is possible only with magical assistance or an extraordinary Strength Chance Roll TN 18. Filling the pipes with water, mud, or wax silences them permanently (1 round per tile).

Reset: Yes. The pipes continue to function until physically disabled.

29. The Butcher's Curtain

Type: Mechanical | **Threat:** Deadly | **Purpose:** Harm

A heavy leather curtain hangs across a doorway, weighted at the bottom with a sewn-in iron bar. Behind the curtain, dozens of fishhook-sized iron barbs are sewn into the leather at random intervals, points facing outward toward whoever pushes through. The curtain looks like a simple draft barrier or privacy screen. Pushing through it drives the barbs into arms, face, and torso. Pulling back out makes it worse.

Detection: Chance Roll, Wisdom TN 15 - the curtain's surface has tiny bumps visible on close inspection. Intelligence TN 14 if the creature runs a hand gently across the surface before pushing (they feel the points). A Thief's Gut Instinct registers danger.

Trigger: Pushing through the curtain.

Effect: The creature must make a DEX Quick Save Roll. Failure: 2d6 piercing damage (DR applies) as barbs sink into exposed skin. The creature is also entangled - pulling free requires a Strength Chance Roll TN 13 and deals an additional 1d6 piercing damage as barbs tear through flesh. Without a helmet, facial barbs cause -2 to all rolls for 1d4 rounds from blood in the eyes. Success: the creature pushes through carefully enough to take only 1d4 damage (DR applies) and avoids entanglement.

Countermeasures: A Thief may attempt Remove Traps to identify the barbs and cut the curtain down from one side. Cutting the curtain with a blade from a safe distance drops it harmlessly. Burning the leather curtain clears the way (1 round, produces thick acrid smoke for 2 rounds). A shield held forward while pushing through reduces damage by half. Heavy gauntlets protect the hands.

Reset: No, if destroyed. Yes, if the curtain is simply pushed aside and left hanging.



30. Quicksand Corridor

Type: Mechanical | **Threat:** Dangerous | **Purpose:** Harm, Subdue

A 15-foot stretch of corridor floor is actually a shallow stone basin (3 feet deep) filled with fine sand and covered with a thin crust of dried mud. The basin connects to a hidden water reservoir via a valve triggered by a pressure plate at the basin's edge. When the plate is triggered, water floods upward into the sand from below, turning it into soupy quicksand within seconds.

Detection: Chance Roll, Wisdom TN 14 - the floor has a hollow sound when tapped. Intelligence TN 15 notices water stains along the base of the walls (evidence of previous flooding). Dwarves with Stonecunning gain +4 to detect the basin's stone edges.

Trigger: Stepping onto the pressure plate at the edge of the sand basin.

Effect: Water surges into the sand. Any creature in the 15-foot section begins sinking immediately. Each round, they sink 6 inches. After 3 rounds, they are waist-deep and restrained. After 6 rounds, shoulder-deep - only their head is above the surface. Each round while sinking, the creature may attempt a Strength Chance Roll TN 15 to pull free (each failed attempt causes them to sink faster - losing 1 extra round of time). An ally can pull them out with rope (Strength TN 12 from solid ground). Drowning rules apply if fully submerged.

Countermeasures: A Thief may attempt Remove Traps on the pressure plate or the water valve. The plate can be jumped over. Laying a plank or door across the quicksand provides a safe surface. Going prone and spreading weight stops sinking (the creature floats on the surface but cannot stand or move). The water valve can be found and closed (Chance Roll, Intelligence TN 14, located in the wall near floor level), which causes the quicksand to slowly firm up over 5 rounds.

Reset: Yes. Closing the valve and draining the basin takes 1 hour.

31. The Gauntlet Bell

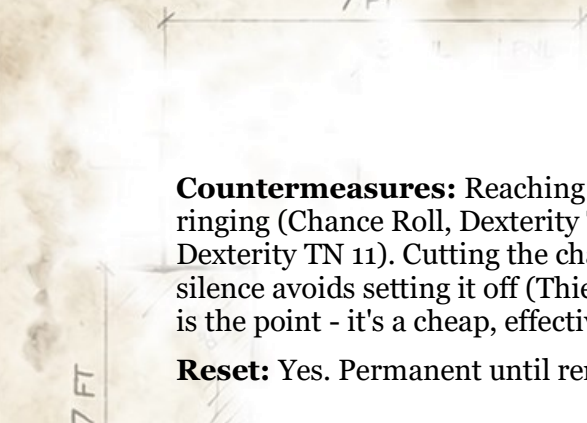
Type: Mechanical | **Threat:** Nuisance | **Purpose:** Alert, Hinder

A small brass bell is suspended from a thin chain inside a narrow passage, at exactly head height for a Medium creature. The chain is anchored to both walls with just enough slack that the bell hangs motionless in still air but rings loudly at the slightest contact or even a strong breeze from movement. The passage is narrow enough that ducking under the bell means pressing against the floor, and the ceiling is too low to go over it.

Detection: Chance Roll, Wisdom TN 11 - the bell is plainly visible. The trap's effectiveness lies in the difficulty of bypassing it, not in concealment.

Trigger: Contact with the bell, or significant air movement near it (running past, swinging a weapon, etc.).

Effect: The bell rings with a clear, carrying tone audible for 500 feet. No damage. The sound persists for several seconds and echoes in stone corridors, making the direction of the intruders obvious.

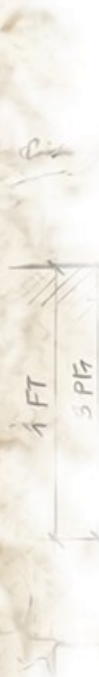


Countermeasures: Reaching up carefully and gripping the bell's clapper prevents it from ringing (Chance Roll, Dexterity TN 12). Wrapping the bell in cloth silences it (Chance Roll, Dexterity TN 11). Cutting the chain removes it (1 action, no roll). Crawling beneath it in complete silence avoids setting it off (Thief Move Silently or Chance Roll, Dexterity TN 14). The simplicity is the point - it's a cheap, effective alarm that even goblins can deploy by the dozen.

Reset: Yes. Permanent until removed.

32. The Chorus Line

Type: Mechanical | **Threat:** Dangerous | **Purpose:** Harm



A long corridor (40+ feet) has a series of five pressure plates spaced 8 feet apart, each triggering a different mechanical trap in sequence. The plates are deliberately spaced so that a creature running at full speed hits each one in rhythm - plate one fires a dart, plate two drops sand from above, plate three swings a log, plate four opens a shallow pit, and plate five launches a net. Each trap alone is minor. Together, they create an exhausting gauntlet.

Detection: Chance Roll, Wisdom TN 13 - the first pressure plate is slightly raised. Intelligence TN 14 notices the repeating pattern of floor inconsistencies every 8 feet. A Thief's Gut Instinct registers "suspicious" about the corridor's unusual length and clean floor.

Trigger: Each pressure plate activates independently when stepped on (80+ pounds).

Effect: Plate 1: Dart - DEX Quick Save Roll or 1d4 piercing damage (DR applies). Plate 2: Sand shower - blinding sand from above, CON Tough Save Roll or blinded 1 round. Plate 3: Swinging log - DEX Quick Save Roll or 1d8 bludgeoning damage (DR applies), knocked prone. Plate 4: Shallow pit (3 feet) - DEX Quick Save Roll or 1d4 damage and fall prone. Plate 5: Falling net - DEX Quick Save Roll or restrained until freed (Strength TN 12). Each individual trap is minor, but accumulated saves, damage, and conditions stack brutally.

Countermeasures: A Thief may attempt Remove Traps on each plate individually (5 separate attempts). Jumping over individual plates (Chance Roll, Strength TN 11 per plate - they're visible once spotted). Moving slowly and probing ahead neutralizes each plate one at a time. A shield blocks the dart and sand. Going prone under the log. The traps are mechanical and independent - disabling any plate skips that trap. Running the full gauntlet is survivable but costly.

Reset: Mixed. Dart: No. Sand: No. Log: Yes. Pit: Yes (re-covers with a spring panel). Net: No (single use).



Instead of copper tumblers, chiseled into runic sigils



Embedded bound energy core

Silver wires

Spectral Alarm & Minor Curse Trigger



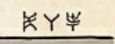
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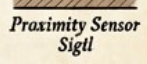
YKTY LYB



PTE C ETE



KYF



Proximity Sensor Sigil



Proximity Sensor Sigil



Verbal Command Receiver



Proximity Sensor Receiver



Verbal Magical Sensor Sigil



Localized collapse



Inlaid brass sigils

Grime

Activation: Lid Opening
Effect: Mental Disorientation



Concealed Lid Trigger

Cursed Relic
Cloud of Confusion & Hallucinations
Effect: Mental Disorientation



Uneven tiles, dormant runic sigils are almost invisible.



Foot steps trigger stone

Hidden grid of sigil plates pathways are embedded and a large sigil plates embed sigils.

Spatial Anchor & Temporary Paralysis field, trapping anything within it.

MAGIC TRAPS

33. Whispering Threshold

Type: Magic | **Threat:** Nuisance | **Purpose:** Hinder, Alert

A doorway or archway is inscribed with glowing runes along its inner frame - visible only in dim light or darkness. When a living creature passes through, the runes speak the creature's deepest fear aloud in a booming whisper audible to everyone within 60 feet.

Detection: Chance Roll, Intelligence TN 13 - the runes are visible in dim light. In bright torchlight, they're nearly invisible (TN increases to 17). A Wizard's Scholar's Insight or Arcane Sense detects the enchantment automatically.

Trigger: A living creature passing through the archway.

Effect: The creature must make a WIS Mind Save Roll. Failure: the creature is shaken - they suffer -1 to all rolls for 1d6 rounds as their deepest fear echoes in their mind. Their fear is also broadcast aloud, potentially revealing personal secrets to allies and enemies alike. Success: the creature hears the whisper but resists its grip. Their fear is still spoken aloud.

Countermeasures: Plugging ears before passing through grants +2 to the Mind save but does not prevent the fear from being spoken aloud. A Wizard can attempt to dispel the runes (Chance Roll, Intelligence TN 14). Covering the runes with mud, wax, or cloth suppresses them for 1 hour. The runes can be chiseled away (3 rounds of work, Chance Roll Dexterity TN 12 to avoid triggering the trap while working).

Reset: Yes. The runes recharge after 1 minute.



34. The Grateful Dead

Type: Magic | **Threat:** Dangerous | **Purpose:** Harm, Hinder

A skeletal hand, posed in a beckoning gesture, is mounted to a wall niche or pedestal. A faint necromantic aura clings to it. When a living creature comes within 5 feet, the hand lunges forward and grips the nearest limb, channeling necrotic cold through the victim's body.

Detection: Chance Roll, Wisdom TN 13 - the hand's fingers twitch almost imperceptibly. A Cleric's Mystic Sense detects the undead presence automatically. Intelligence TN 14 recognizes the enchantment.

Trigger: A living creature moving within 5 feet of the hand.

Effect: The hand makes a grab. The creature must make a DEX Quick Save Roll to avoid being seized. Failure: the hand grips the creature's arm or leg and channels necrotic energy - 2d6 necrotic damage (DR applies). The creature is also held in place (restrained) until they break free (Chance Roll, Strength TN 13) or the hand is destroyed. Success: the creature recoils in time, taking no damage. The hand continues to grasp at air for 1 round before resetting.

Countermeasures: A Thief's Remove Traps does not work on magical traps. A Cleric's Turn Undead destroys the hand if its effective HP (treat as 10 HP undead). The hand can be smashed from a safe distance with a ranged attack or thrown weapon (AC 12, 10 HP). Holy water poured on it deals 2d6 damage to the hand. A Wizard can suppress it with a successful Chance Roll, Intelligence TN 14.

Reset: Yes, if not destroyed. Resets after 1 round.



35. Fool's Gold Floor

Type: Magic | **Threat:** Nuisance | **Purpose:** Hinder, Subdue

Scattered across the floor of a chamber are dozens of gold coins, gleaming with an almost unnatural brilliance. They are enchanted - any creature that touches one with bare skin becomes magically compelled to keep picking up more, unable to stop.

Detection: Chance Roll, Wisdom TN 15 - the coins gleam too brightly, even in dim light. A Wizard's Arcane Sense or Scholar's Insight detects the enchantment. Intelligence TN 14 recognizes the coins as enchanted fakes (they weigh nothing).

Trigger: Touching a coin with bare skin.

Effect: The creature must make a WIS Mind Save Roll. Failure: the creature is compelled to spend every action picking up coins for 1d6 rounds. They can take no other actions, will not defend themselves, and will ignore warnings from allies. At the end of the duration, they snap out of it holding a fistful of coins that crumble to dust within 1 hour. Success: the creature feels a momentary pull of greed but resists.

Countermeasures: Wearing gloves prevents the trigger entirely. An ally can physically restrain the compelled creature (grapple rules apply). A Cleric's Blessing grants +1 to the Mind save. Shouting a warning to a creature about to touch the coins allows them a Wisdom TN 12 Chance Roll to stop themselves before making contact. Scooping coins with a tool, bag, or weapon (not bare skin) is safe.

Reset: Yes. The coins remain enchanted indefinitely until dispelled.

36. The Watcher's Eye

Type: Magic | **Threat:** Dangerous | **Purpose:** Harm

A carved stone eye, roughly the size of a human fist, is set into a wall, pillar, or idol. Its pupil is a smooth black gemstone. When a creature moves into its line of sight, the eye opens fully and fires a beam of concentrated heat.

Detection: Chance Roll, Intelligence TN 13 - the eye's carving is deliberate and distinct from decorative stonework. Wisdom TN 14 notices the gemstone faintly radiates warmth. A Wizard's Arcane Sense detects the enchantment.

Trigger: A living creature entering the eye's 60-foot cone of vision.

Effect: The eye fires a beam at the nearest creature. The target must make a DEX Quick Save Roll. Failure: 2d8 fire damage (DR applies). Success: half damage. The beam ignites flammable objects it strikes (paper, cloth, oil, dry wood).

Countermeasures: The eye can only fire in a straight line within its cone of vision. Staying out of the cone avoids the trap entirely. The eye can be destroyed with a ranged attack (AC 15, 12 HP). Covering it with a shield, cloak, or mud blinds it (Chance Roll, Dexterity TN 13 to cover it without getting shot). A Wizard can suppress it (Chance Roll, Intelligence TN 15). Approaching from behind the wall the eye is mounted on bypasses it entirely.

Reset: Yes. Fires once per round. Functions until destroyed or the gemstone is removed.

37. Tongue of Ash

Type: Magic | **Threat:** Deadly | **Purpose:** Harm

A stone face is carved into the wall at the end of a corridor or above a doorway. Its mouth is open wide - a dark void that smells faintly of sulfur and charcoal. When a creature enters the corridor or passes beneath the face, it exhales a cone of superheated ash and cinder.

Detection: Chance Roll, Wisdom TN 14 - the sulfur smell is a giveaway. Intelligence TN 15 recognizes scorch marks on the floor and walls in front of the face. A Wizard's Arcane Sense detects the enchantment from 30 feet.

Trigger: A creature entering the 30-foot corridor in front of the face, or passing beneath it.

Effect: The face exhales a 30-foot cone of searing ash. All creatures in the cone must make a CON Tough Save Roll. Failure: 3d8 fire damage (DR applies) and the creature is blinded for 1d4 rounds by ash in their eyes. Success: half damage, no blindness. Creatures wearing full helms or eye protection are immune to the blinding effect.

Countermeasures: The mouth can be blocked with a large stone, shield wedged into it, or a bag of wet sand (Chance Roll, Strength TN 14 to jam something in while avoiding the blast zone). A Wizard can suppress the enchantment (Chance Roll, Intelligence TN 16). The face can be destroyed (AC 16, 25 HP, resistant to fire). Approaching from the side avoids the cone entirely if the corridor has alcoves or side passages.

Reset: Yes. Recharges every 3 rounds.



38. Echo of the Fallen

Type: Magic | **Threat:** Dangerous | **Purpose:** Hinder

A chamber where creatures have died violently retains an echo of their final moments. The magic is ambient, woven into the stone by spilled blood and anguish. When a living creature enters, the room replays the sounds of the last death that occurred here - screams, the crack of bone, wet gurgling, a final plea - on an endless loop that grows louder each round.

Detection: Chance Roll, Wisdom TN 13 - a faint murmur can be heard from outside the room. A Cleric's Mystic Sense registers strong desecration. Intelligence TN 15 recognizes the phenomenon as a death echo, a known magical residue.

Trigger: A living creature entering the chamber.

Effect: Each round a creature remains in the room, the sounds grow louder. Round 1: unsettling but no effect. Round 2: WIS Mind Save Roll or suffer -1 to all rolls from distraction. Round 3+: WIS Mind Save Roll each round or become panicked - the creature must use their action to flee the room. A panicked creature drops whatever they are holding. The effect ends immediately upon leaving the chamber.

Countermeasures: Plugging ears with wax or cloth grants +2 to all Mind saves against the echo. A Cleric's Sanctify ability suppresses the echo within its aura. A Wizard can attempt to dispel the residue permanently (Chance Roll, Intelligence TN 16 - success silences the room forever). Quickly grabbing what you need and leaving within 1 round avoids all saves.

Reset: Yes. The echo resets 1 hour after all living creatures leave the room.

39. The Thief's Shadow

Type: Magic | **Threat:** Nuisance | **Purpose:** Hinder

A stretch of wall in a corridor or chamber bears an unusual shadow - shaped vaguely like a crouching figure, cast by nothing visible. The shadow is an enchanted construct, flat against the stone, that reaches out with two-dimensional hands to pluck small objects from anyone who passes within arm's reach.

Detection: Chance Roll, Wisdom TN 15 - the shadow has no source and doesn't move with the light. Intelligence TN 14 recognizes it as an arcane construct. A Wizard's Arcane Sense detects the enchantment. A Thief's Underworld Marks recognizes the shadow as a known guild deterrent.

Trigger: A creature passing within 5 feet of the shadow.

Effect: The shadow reaches into the creature's pockets, belt pouches, and open containers. The creature must make a Wisdom Chance Roll TN 14 to notice the theft as it happens. Regardless of whether they notice, the shadow steals one small item (a key, a coin purse, a potion vial, a scroll - DN's choice of whatever is most inconvenient). Stolen items sink into the wall and reappear in a hidden compartment on the wall's opposite side.

Countermeasures: Keeping all items in closed, buckled containers grants +4 to resist theft. Casting light directly onto the shadow causes it to retreat for 10 minutes. A Wizard can dispel it (Chance Roll, Intelligence TN 13). The hidden compartment on the opposite side of the wall can be found (Chance Roll, Intelligence TN 14) and pried open to recover stolen goods. Walking past with nothing loose to steal renders the trap harmless.

Reset: Yes. Immediate - the shadow is always active.

40. Dreamcatcher's Web

Type: Magic | **Threat:** Deadly | **Purpose:** Subdue, Harm

Spanning a doorway or filling the of a corridor is a web of luminous threads, beautiful and delicate, casting prismatic light in all directions. The threads are not physical - they are woven from enchanted dreamstuff. Any creature that touches the web is plunged into a deep magical sleep and trapped within a nightmare of the web's design.

Detection: Chance Roll, Wisdom TN 12 - the web is visible and beautiful, not hidden. The danger is in not recognizing it as magical. Intelligence TN 15 identifies the threads as dreamweave. A Wizard's Arcane Sense detects powerful enchantment magic.

Trigger: Physical contact with any thread.

Effect: The creature must make a WIS Mind Save Roll. Failure: the creature falls into an enchanted sleep and cannot be woken by normal means. While sleeping, they experience vivid nightmares and lose 1d4 HP per round (DR does NOT apply - psychic damage). They may attempt a new WIS Mind Save Roll at the end of each of their turns to wake. After 3 failed saves, the creature is comatose and can only be woken by magic or by destroying the web. Success: the creature resists the sleep but is dazed for 1 round (loses next action).

Countermeasures: The web can be destroyed by fire (it burns instantly with a brilliant white flash, harmless). Cold iron disrupts the threads on contact - touching the web with a cold iron weapon or tool destroys a 5-foot section safely. A Cleric's Blessing grants +2 to the Mind save. Slapping or shaking a sleeping creature grants them an immediate bonus save at +2. Crawling under the web (if clearance exists) avoids contact.

Reset: No, if destroyed. The web regrows over 24 hours if left intact.



upper half
silver

41. The Accuser

Type: Magic | **Threat:** Nuisance | **Purpose:** Hinder, Alert

A stone statue of a robed figure stands near an entrance or at a crossroads within a dungeon. One arm is extended, finger pointing forward. When a living creature enters its line of sight, the statue speaks aloud - in a booming, authoritative voice - the worst thing that creature has ever done. The confession is specific, vivid, and accurate.

Detection: Chance Roll, Intelligence TN 14 - faint magical runes are carved into the base of the statue. A Wizard's Arcane Sense detects divination magic. Wisdom TN 16 feels an oppressive sense of judgment near the statue.

Trigger: A living creature with Intelligence 3 or higher entering the statue's forward 30-foot cone of sight.

Effect: The statue speaks. No save prevents the accusation from being spoken aloud. However, the creature may make a WIS Mind Save Roll to resist the emotional impact. Failure: the creature is wracked with guilt or shame, suffering -2 to all rolls for 1d6 rounds. Success: the creature shakes it off emotionally, though their secret has still been revealed to everyone present. The statue addresses one creature per round, starting with whoever entered its sight first.

Countermeasures: Approaching from behind or from the sides avoids the cone of sight. Covering the statue's face with a sack or cloth silences it. Destroying the statue (AC 14, 20 HP) ends the enchantment permanently. A creature with no guilt (DN's judgment - genuinely rare) causes the statue to remain silent, which can itself be a revealing moment. Plugging ears or covering them with wax prevents the target from hearing the accusation and avoids the emotional penalty, though the statue still speaks aloud for everyone else.

Reset: Yes. The statue reactivates each time a new creature enters its sight.



42. Phantom Weight

Type: Magic | **Threat:** Dangerous | **Purpose:** Hinder

A section of corridor or chamber floor is inscribed with nearly invisible gravity runes etched into the stone. When a creature wearing metal armor or carrying significant metal equipment steps onto the inscribed area, the runes activate and multiply the perceived weight of all metal on their person tenfold. The metal doesn't actually get heavier - the creature's body believes it does.

Detection: Chance Roll, Intelligence TN 15 - the runes are visible only when viewed at a steep angle or with dust scattered across the floor. A Wizard's Arcane Sense detects transmutation magic. Dwarves with Stonecunning gain +4 to notice the runes in the stonework.

Trigger: A creature carrying more than 10 pounds of metal stepping onto the inscribed area (roughly 15 feet square).

Effect: The creature must make a CON Tough Save Roll. Failure: the creature is driven to their knees by the perceived crushing weight. They are slowed (movement halved, -2 to attack rolls, -2 to DEX Quick saves) for as long as they remain in the area and for 1d6 rounds after leaving. Fighters in full plate are especially vulnerable. Success: the creature feels the pressure but pushes through with only -1 to movement-related rolls while in the area.

Countermeasures: Removing metal armor and equipment before crossing eliminates the trigger. A Wizard can suppress the runes (Chance Roll, Intelligence TN 15). Wooden or leather equipment is unaffected. The runes can be scratched away with a chisel (3 rounds of careful work, Chance Roll Dexterity TN 13). A Cleric's Divine Ward provides resistance, granting +2 to the save.

Reset: Yes. The runes reactivate 1 round after no metal is present.

43. The Hungry Dark

Type: Magic | **Threat:** Deadly | **Purpose:** Harm

A pocket of absolute magical darkness fills a 15-foot section of corridor or chamber. No light penetrates it - torches gutter out, lanterns dim to nothing, even magical light is swallowed. Within the darkness, a slow necrotic drain siphons the life from any living creature, feeding the enchantment that sustains the dark.

Detection: Chance Roll, Wisdom TN 12 - the darkness is visible and unnatural (a wall of black that light doesn't penetrate). Intelligence TN 15 recognizes it as a sustained necrotic field. A Cleric's Mystic Sense detects strong desecration. A Wizard's Arcane Sense detects necromancy. Thermal Vision can see heat signatures within the darkness, but Dark Sense functions normally.

Trigger: Entering the area of darkness.

Effect: Each round a living creature spends within the darkness, they lose 1d6 HP (DR does NOT apply - necrotic drain). No save. Undead within the darkness are healed 1d6 HP per round instead. Creatures that die within the darkness rise as mindless undead (skeletons or zombies) after 1d4 rounds, under no one's control.

Countermeasures: Simply going around (if possible) avoids it entirely. Rushing through at full speed limits exposure to 1-2 rounds. A Cleric's Turn Undead, directed at the darkness itself, suppresses it for 2d6 rounds (treat the darkness as having 30 HP for Turn Undead pool purposes). Powerful divine magic or a Cleric's Sanctify centered in the darkness suppresses the drain within the aura. The darkness can also be anchored to a physical object (DN's call) - finding and removing or destroying that anchor ends the effect permanently.

Reset: Yes. Permanent until the anchor is destroyed or the magic is dispelled.

44. Sovereign's Demand

Type: Magic | **Threat:** Nuisance | **Purpose:** Hinder, Subdue

An ornate stone throne sits on a raised dais in a chamber. It is carved with commanding figures and inlaid with faded gold leaf. The throne radiates subtle authority - creatures near it feel an almost irresistible urge to sit. Once seated, the throne's enchantment compels the sitter to answer any question asked of them with complete honesty.

Detection: Chance Roll, Wisdom TN 14 - the urge to sit grows stronger the closer one approaches. Intelligence TN 13 notices the gold inlay forms arcane binding symbols. A Wizard's Arcane Sense detects enchantment magic on the throne.

Trigger: Sitting on the throne and hearing a question asked while seated.

Effect: The creature sitting on the throne must make a WIS Mind Save Roll. Failure: the creature is compelled to answer the next 3 questions asked by anyone truthfully and completely. They cannot lie, omit, or speak in riddles. They are aware they are compelled and may struggle visibly but cannot resist. Success: the creature feels the compulsion but can resist - they may choose to answer truthfully or stay silent, but they cannot speak lies while seated (silence is their only defense). Standing up ends the effect immediately, but the throne grips the sitter's legs - a Strength Chance Roll TN 12 is required to stand.

Countermeasures: Simply not sitting avoids the trap entirely. A Cleric's Blessing grants +2 to the Mind save. The throne can be destroyed (AC 16, 30 HP) to end the enchantment permanently. Asking the sitter meaningless questions ("What color is the sky?") wastes the 3-question compulsion on Failure results. Plugging the sitter's ears before anyone speaks prevents the first question from being heard and delays the compulsion, but once a question is heard the throne's effect is active until the sitter stands.

Reset: Yes. The throne recharges 10 minutes after the sitter stands.

45. Tongues of Babel

Type: Magic | **Threat:** Dangerous | **Purpose:** Hinder

A chamber's walls are covered in hundreds of carved mouths, each frozen mid-word in a different language - Elvish, Dwarvish, Infernal, Draconic, tongues that have no name. When living creatures enter, the mouths begin speaking simultaneously, and a subtle enchantment rewires each creature's ability to communicate. Every creature in the room hears a different language from every other creature's mouth, and their own speech sounds perfectly normal to themselves.

Detection: Chance Roll, Intelligence TN 14 - the carved mouths have faintly glowing tongues. A Wizard's Arcane Sense detects transmutation magic throughout the room. Wisdom TN 16 notices the effect before entering: a faint cacophony of whispered syllables drifts from the doorway.

Trigger: Two or more living creatures being present in the chamber simultaneously.

Effect: All verbal communication between creatures in the chamber becomes incomprehensible. Each creature hears everyone else speaking gibberish, though their own speech sounds normal to them. No save - the effect is environmental. Spells requiring verbal components can still be cast (the magic responds to intent, not the listener's comprehension), but coordination, warnings, and tactical communication are impossible. The effect persists as long as the creatures remain in the room.

Countermeasures: Pre-arranged hand signals bypass the language barrier entirely. Written communication works normally (the enchantment only affects spoken language). Leaving the chamber restores normal speech immediately. A Wizard can suppress the enchantment (Chance Roll, Intelligence TN 16) for 5 minutes. A single creature in the room is unaffected (the enchantment requires multiple targets to function). Plugging ears doesn't help - the distortion affects the listener's comprehension, not the sound itself.

Reset: Yes. Permanent until dispelled.

46. The Jealous Flame

Type: Magic | **Threat:** Dangerous | **Purpose:** Harm

A single candle burns on a stone pedestal in an otherwise dark chamber, casting warm golden light. The flame is enchanted with a territorial possessiveness - it is the only light source permitted in the room. If any other light source is brought within 30 feet (a torch, lantern, magical light, or even a spark from flint), the enchanted flame leaps from its candle and attacks the offending light source and whoever carries it.

Detection: Chance Roll, Intelligence TN 14 - the candle flame burns without consuming the wax. A Wizard's Arcane Sense detects evocation magic. Wisdom TN 15 notices the flame flickers angrily when another light source approaches from the corridor, even before entering the room.

Trigger: Bringing any light source other than the enchanted candle within 30 feet of it.

Effect: The flame launches itself at the offending light source. The creature carrying or wearing the light must make a DEX Quick Save Roll. Failure: 2d8 fire damage (DR applies) and the creature's light source is extinguished. The enchanted flame then returns to its candle. Success: 1d8 fire damage (DR applies), the creature's light source is still extinguished. The flame attacks once per offending light source. In complete darkness (with only the candle's light), the flame is passive and the room is safe to traverse.

Countermeasures: Simply entering the room without any light source other than the candle avoids the trap entirely. Dark Sense, Twilight Sight, or Thermal Vision allow navigation without provoking the flame. The candle can be snuffed from a distance (a strong gust, a wet cloth thrown over it - Chance Roll, Dexterity TN 13) which ends the enchantment and plunges the room into darkness. The candle has AC 10, 1 HP if targeted with a ranged attack. A Wizard can suppress the enchantment (Chance Roll, Intelligence TN 14).

Reset: Yes, as long as the candle is burning. Relighting the candle restores the enchantment.

47. The Binding Floor

Type: Magic | **Threat:** Dangerous | **Purpose:** Subdue

A chamber floor is inscribed with a massive magical circle, its lines thin and dark, easily mistaken for decorative tile grouting. When a creature steps into the circle's center, the lines flare with cold blue light and the circle activates - the creature's feet are rooted to the spot as if fused to the stone. They cannot move, teleport, or be physically pushed from the spot.

Detection: Chance Roll, Intelligence TN 15 - the "grouting" forms geometric patterns too regular for tile work. A Wizard's Arcane Sense detects abjuration magic in the floor. Wisdom TN 16 feels a subtle resistance, like walking through honey, when approaching the center.

Trigger: A creature stepping into the exact center of the circle (a 5-foot square).

Effect: The creature's feet are magically bound to the floor. No save prevents the initial binding. Each round, the creature may attempt a WIS Mind Save Roll to break free through sheer willpower. Alternatively, a Strength Chance Roll TN 17 can physically wrench free (the creature takes 1d6 damage from the magical strain, DR does NOT apply). While bound, the creature can still fight, cast spells, and defend themselves - they just cannot move from that spot. The binding lasts until broken or for 1 hour, whichever comes first.

Countermeasures: Stepping around the center avoids the trap entirely (the binding zone is only the 5-foot center). A Wizard can disrupt the circle by scratching through one of its lines from outside (Chance Roll, Intelligence TN 13 to identify which line to break). A Cleric's Divine Ward cast on the creature before entering grants immunity. Throwing a large object onto the



center triggers the trap on the object instead (it becomes immovable). Removing one's boots and stepping out of them is creative but doesn't work - the binding affects the creature, not the footwear.

Reset: Yes. The circle recharges 10 minutes after the binding ends.

48. Gravity's Prank

Type: Magic | **Threat:** Dangerous | **Purpose:** Harm, Hinder

A 20-foot section of corridor has a gravity reversal enchantment woven into its ceiling and floor. When a creature reaches the midpoint, gravity reverses for 2 rounds - the ceiling becomes the floor. The ceiling of this corridor is covered in jagged stalactites, broken stone, and iron hooks left by a previous occupant. The floor (now above the creature) is smooth and offers nothing to grab.

Detection: Chance Roll, Wisdom TN 15 - loose dust on the floor drifts slightly upward in the affected zone. Intelligence TN 14 notices the ceiling has damage consistent with creatures repeatedly falling onto it. A Wizard's Arcane Sense detects transmutation magic.

Trigger: A creature reaching the midpoint of the enchanted corridor section.

Effect: Gravity reverses. All creatures in the 20-foot section "fall" upward 10 feet to the ceiling. DEX Quick Save Roll. Failure: 1d6 bludgeoning damage from the initial fall upward (DR applies) plus 1d8 piercing damage from stalactites and hooks (DR applies). The creature is now standing on the ceiling, disoriented (-2 to all rolls for 1 round). Success: the creature grabs a stalactite during the fall, taking only 1d6 total damage. When gravity restores after 2 rounds, everyone falls back down - another 1d6 bludgeoning damage (DR applies) unless they prepared for it (DEX Quick Save Roll to land safely).

Countermeasures: Tying a rope to an anchor on the floor side before entering allows controlled movement. Crawling through slowly and gripping the floor reduces the initial fall to negligible distance. A Wizard can suppress the enchantment (Chance Roll, Intelligence TN 15).



Heavy armor actually helps here - the extra weight gives the creature something to brace against during the reversal (+1 to saves). Triggering the trap with a thrown object confirms the effect before anyone enters.

Reset: Yes. The enchantment recharges 1 minute after gravity normalizes.

49. The Debt Collector

Type: Magic | **Threat:** Nuisance | **Purpose:** Hinder

A stone archway frames the entrance to a treasure vault, tomb, or wealthy NPC's chamber. Carved into the keystone is a sigil of binding. When a creature carries any item through the archway that was taken from beyond it (i.e., stolen from the room), the sigil activates and the stolen item becomes impossibly heavy - too heavy to carry, drag, or move by any normal means.

Detection: Chance Roll, Intelligence TN 14 - the keystone sigil is visible and recognizable as a ward of ownership. A Wizard's Arcane Sense detects abjuration magic. Wisdom TN 16 notices previous visitors' abandoned loot piled just outside the archway (a clue that others have tried and failed).

Trigger: Carrying any item from beyond the archway through it in the outward direction.

Effect: The item immediately weighs 1,000 pounds (magically). The carrier must drop it or be pinned (Strength Chance Roll TN 18 to remain standing, otherwise prone and trapped under the item). The weight persists as long as the item is within 5 feet of the archway's outer side. Moving the item back through the archway (inward) restores normal weight. Multiple items can be affected simultaneously.

Countermeasures: Passing items through a window, hole in the wall, or any opening OTHER than the archway bypasses the ward. A Wizard can suppress the sigil (Chance Roll, Intelligence TN 16) for 5 minutes. Destroying the keystone (AC 16, 20 HP) permanently breaks the ward. Lowering items through the archway on a long rope and pulling from beyond the 5-foot radius works - the weight effect has limited range. Items that are part of the room's original contents are unaffected (the ward knows what belongs).

Reset: Yes. Permanent until the sigil is destroyed.



50. The Last Laugh

Type: Magic | **Threat:** Dangerous | **Purpose:** Hinder, Subdue

A jester's skull sits on a shelf, mantle, or altar, grinning with a full set of gold-capped teeth. The skull radiates a subtle enchantment. When a creature comes within 10 feet, the skull's jaw begins to chatter, producing an infectious magical laughter that spreads to anyone who hears it. The laughter is not funny - it is compulsive and painful, doubling victims over with spasms.

Detection: Chance Roll, Wisdom TN 13 - the skull's gold teeth gleam with faint magical light. A Wizard's Arcane Sense detects enchantment magic. Intelligence TN 14 recognizes the skull as a "cackling ward" - a known type of magical deterrent. A Cleric's Mystic Sense detects a desecrated object.

Trigger: A living creature moving within 10 feet of the skull.

Effect: The skull begins laughing. All creatures within 30 feet who can hear it must make a WIS Mind Save Roll. Failure: the creature is overcome with uncontrollable laughter for 1d6 rounds. While laughing, they cannot attack, cast spells, or move purposefully. They drop to half speed, drop anything held in both hands, and are effectively helpless. At the end of each round, they may attempt a new save to break free. Success: the creature resists the compulsion but hears the laughter as deeply unpleasant, suffering -1 to concentration-related rolls while within earshot.

Countermeasures: Plugging ears before approaching grants +4 to the save. Wrapping the skull in cloth or placing it in a sack silences it. Destroying the skull (AC 10, 5 HP) ends the enchantment permanently but triggers one final burst (all creatures within 15 feet must save at -2). Holy water poured on the skull suppresses it for 1 hour. Deafened creatures are immune.

Reset: Yes. The skull reactivates whenever a new creature enters range.



51. Stone Sentinel's Gaze

Type: Magic | **Threat:** Deadly | **Purpose:** Harm

A carved stone head protrudes from a wall, depicting a stern face. When a creature passes in front of it, the eyes open, revealing polished obsidian orbs. The gaze projects a wave of petrification magic in a 15-foot cone. Statues of previous victims are scattered in front of the head, posed in frozen expressions of horror.

Detection: Chance Roll, Wisdom TN 13 - the statues of "previous victims" are an obvious warning if the party connects the dots. Intelligence TN 15 recognizes the obsidian eyes as petrification focuses. A Wizard's Arcane Sense detects powerful transmutation magic. The stone head's closed eyes are visible to anyone looking at the wall.

Trigger: A living creature moving into the 15-foot cone in front of the head.

Effect: The eyes open. All creatures in the cone must make a CON Tough Save Roll. Failure: the creature begins turning to stone. On the first failed save, their extremities stiffen - movement halved, -2 to DEX Quick saves. If still in the cone next round, they must save again. A second failure means full petrification - the creature becomes a stone statue. Success: the creature averts their gaze or resists, taking no effect. A creature that succeeds can act normally but must keep their eyes averted while in the cone (-4 to attack rolls against other targets).

Countermeasures: Approaching with eyes closed or averted avoids the gaze entirely (but imposes -4 to all rolls requiring sight). Covering the obsidian eyes with mud, cloth, or paint blinds the sentinel permanently. A mirror can reflect the gaze back (Chance Roll, Dexterity TN 16 to angle it correctly - success petrifies the stone head itself, shattering it). A Cleric's Divine Ward grants +2 to the save. Petrification can be reversed by a Cleric's restoration magic or by destroying the stone head (AC 16, 30 HP), which frees all petrified victims.

Reset: Yes. The eyes close after 2 rounds and reopen when a new creature enters the cone.



52. Memory Fog

Type: Magic | **Threat:** Dangerous | **Purpose:** Hinder

A chamber or stretch of corridor is filled with a thin, low-hanging mist that smells faintly of lavender and old paper. The mist is enchanted with a subtle memory-eating enchantment. Creatures that breathe it in for more than a few moments begin losing their short-term memory - they forget where they came from, what they were doing, and eventually even who their companions are.

Detection: Chance Roll, Wisdom TN 14 - the mist smells pleasant but unnaturally so for a dungeon. Intelligence TN 15 recognizes the lavender scent as a component of memory-altering alchemy. A Wizard's Arcane Sense detects enchantment magic suffusing the mist.

Trigger: Breathing the mist for more than 1 round.

Effect: After 1 round of exposure, the creature must make a WIS Mind Save Roll. Failure: the creature forgets the last 10 minutes of experience. They don't know which direction they entered from, what traps they've already encountered, or what their current objective is. After 3 rounds of exposure, a second failed save causes deeper confusion - the creature doesn't recognize allies and may react with fear or hostility (DN's call). The memory loss is temporary - full recall returns 1 hour after leaving the mist. Success: the creature feels foggy but retains their memory, suffering only -1 to Intelligence-based rolls while in the mist.

Countermeasures: Holding one's breath allows safe passage (CON Tough Save Roll TN 12 to hold breath for up to 3 rounds of movement). A wet cloth over the face grants +2 to the Mind save. Fanning the mist away with a cloak or shield clears a 5-foot path for 1 round. A Wizard can suppress the enchantment (Chance Roll, Intelligence TN 15). Tying a rope between party members prevents confused creatures from wandering off.

Reset: Yes. The mist regenerates continuously from an enchanted source (usually a hidden crystal or vial).

53. The Grudge Nail

Type: Magic | **Threat:** Dangerous | **Purpose:** Harm

An iron nail has been driven into the center of a door, floor tile, or wooden beam, its head filed flush with the surface. The nail is enchanted with a vindictive curse - when a creature touches the surface containing the nail, the nail erupts outward with unnatural force, driving itself into the nearest creature's flesh. The nail then burrows deeper, making removal painful and dangerous.

Detection: Chance Roll, Intelligence TN 15 - the nail head is visible as a small dark circle on the surface. Wisdom TN 16 feels a faint prickling sensation when a hand is held near the nail (the curse reacting to living proximity). A Wizard's Arcane Sense detects necromantic magic. A Cleric's Mystic Sense detects a cursed object.

Trigger: Touching the surface within 1 foot of the embedded nail.

Effect: The nail launches itself at the nearest creature within 5 feet. DEX Quick Save Roll. Failure: the nail embeds itself in the creature's body, dealing 1d6 piercing damage (DR applies). The nail then begins burrowing - each round it remains, it deals an additional 1d4 damage (DR does NOT apply - it's inside the body). Removing the nail requires a Chance Roll, Wisdom TN 14 (representing careful extraction) - failure causes 1d6 additional damage as the nail resists. Success on initial save: the nail misses and embeds in the nearest wall or floor, inert.

Countermeasures: A Cleric's healing magic halts the burrowing for 1 minute, buying time for extraction. Holy water poured on the wound forces the nail to the surface (automatic extraction, 1d4 damage). The nail can be detected and avoided entirely if the surface is examined carefully. Wearing gauntlets or using a tool to touch the surface doesn't prevent the trigger (the curse detects living proximity, not touch), but standing more than 5 feet away while triggering it with a long pole means the nail has no valid target and simply falls to the ground, inert.

Reset: No. The nail is spent once launched.

54. The Siren Pool

Type: Magic | **Threat:** Dangerous | **Purpose:** Subdue, Harm

A crystal-clear pool of water sits in a natural grotto or carved basin in a chamber floor. The water shimmers with faint iridescence and emits a barely audible hum - pleasant, almost musical. The pool is enchanted with a powerful compulsion: any creature that sees the water feels an overwhelming desire to submerge themselves completely. The water itself is ice-cold - cold enough to cause hypothermia within minutes.

Detection: Chance Roll, Wisdom TN 15 - the compulsion begins before entering the room (the desire to see what's ahead intensifies). Intelligence TN 14 recognizes the iridescence as magical, not natural. A Wizard's Arcane Sense detects enchantment magic. A Cleric's Mystic Sense detects the compulsion as a mental assault.

Trigger: Seeing the pool from within 30 feet.

Effect: The creature must make a WIS Mind Save Roll. Failure: the creature walks calmly to the pool and submerges themselves. They hold their breath instinctively but the freezing water deals 1d6 cold damage per round (DR applies). After 3 rounds submerged, the creature must also make CON Tough Save Rolls each round or begin drowning. A new WIS Mind Save Roll is allowed each round to break the compulsion. Success: the creature feels the pull but resists. They can act normally but suffer -1 to all rolls while they can see the pool (the desire nags at them).

Countermeasures: Averting one's eyes prevents the compulsion (but imposes -4 to rolls requiring sight in the area). An ally can physically drag a compelled creature away from the pool (grapple rules). A Cleric's Blessing grants +2 to the Mind save. Covering the pool with a tarp or blankets breaks line of sight and suppresses the compulsion. A Wizard can suppress the enchantment (Chance Roll, Intelligence TN 16). The pool's compulsion does not affect undead, constructs, or creatures without sight.

Reset: Yes. Permanent until the enchantment is dispelled.

55. The Orphan's Cry

Type: Magic | **Threat:** Dangerous | **Purpose:** Hinder, Alert

An enchanted stone embedded in a corridor wall emits the convincing sound of a child crying - desperate, frightened sobs echoing from somewhere ahead. The crying grows louder and more urgent as creatures approach. The sound is designed to lure compassionate adventurers into rushing forward without caution - directly into whatever real danger waits beyond. There is no child.

Detection: Chance Roll, Intelligence TN 15 - the crying has no echo pattern consistent with a real source (it seems to come from everywhere). Wisdom TN 16 notices the crying intensifies based on proximity rather than any logical spatial relationship. A Wizard's Arcane Sense detects illusion magic in the wall. A Thief's Gut Instinct registers "suspicious" about the convenience of the sound.

Trigger: Passive - the crying begins whenever living creatures are within 60 feet.

Effect: No damage from the sound itself. However, any creature that hears the crying must make a WIS Mind Save Roll. Failure: the creature feels compelled to investigate immediately, moving at full speed toward the sound. They will not stop to check for traps, will not proceed cautiously, and will argue with allies who try to slow them down. The compulsion ends when they reach the enchanted stone (the crying stops) or after 5 rounds. Success: the creature recognizes the emotional manipulation and can proceed with caution, though the sound is deeply unsettling (-1 to WIS Mind saves against other effects while the crying continues).

Countermeasures: Plugging ears grants immunity to the compulsion. A Wizard can dispel the enchanted stone (Chance Roll, Intelligence TN 13). Destroying the stone (Chance Roll, Intelligence TN 14 to locate it in the wall, then AC 12, 5 HP) silences it permanently. Warning the party before they hear it grants +2 to the Mind save. Experienced adventurers (level 5+) have likely encountered similar tricks and gain +1 to the save.

Reset: Yes. Permanent until destroyed.

56. The Scribe's Revenge

Type: Magic | **Threat:** Nuisance | **Purpose:** Hinder

A writing desk in a study or library has a single sheet of parchment resting on it, covered in dense, flowing script. The text is a fragment of a wizard's research notes - genuinely interesting and potentially valuable. The parchment is enchanted: any creature that reads more than a few lines becomes unable to stop reading. The text is circular, looping back on itself in increasingly complex patterns, keeping the reader trapped in an endless cycle of fascination.

Detection: Chance Roll, Intelligence TN 13 - the handwriting shifts subtly in style every few lines, suggesting enchanted looping. Wisdom TN 15 notices that anyone reading the parchment stops blinking. A Wizard's Arcane Sense detects enchantment magic on the parchment.

Trigger: Reading more than three lines of the text.

Effect: The creature must make a WIS Mind Save Roll. Failure: the creature is absorbed in the text and cannot stop reading for 2d6 rounds. They are effectively stunned - unresponsive to conversation, unable to fight or move. They can be physically shaken free by an ally (1 action), which grants an immediate new save at +4. If the parchment is removed from their sight (snatched away, covered), the effect ends immediately. Success: the creature catches the looping pattern and stops reading voluntarily, gaining the actual useful information in the text without being trapped.

Countermeasures: Not reading the parchment avoids the trap entirely. A Wizard can identify the enchantment before reading (Arcane Sense). Someone who is illiterate is completely immune. Copying the text while a second person watches for signs of enthrallment is safe (the copy is not enchanted). The parchment can be destroyed (it's just paper) to eliminate the threat. Taking the parchment and having it dispelled later allows safe reading.

Reset: Yes. The enchantment is permanent on the parchment.

57. Echo Step

Type: Magic | **Threat:** Dangerous | **Purpose:** Hinder

An enchantment on a corridor or chamber causes every footstep to produce a delayed echo - but the echo is louder than the original sound, and it comes from a different direction. After a few steps, the chamber fills with overlapping footstep echoes from every direction, making it impossible to tell where anyone actually is. Allies and enemies alike become disoriented in the cacophony of phantom footfalls.

Detection: Chance Roll, Wisdom TN 14 - the first echo is noticeably louder and from the wrong direction. Intelligence TN 15 recognizes the acoustic impossibility as magical rather than natural. A Wizard's Arcane Sense detects illusion magic.

Trigger: Making any sound while moving through the enchanted area (roughly 30 feet of corridor or a 20-foot chamber).

Effect: After 2 rounds of movement in the area, the echoes become overwhelming. All creatures in the area suffer -3 to all attack rolls (they can't pinpoint targets by sound), -2 to Wisdom-based Chance Rolls, and cannot communicate verbally. Creatures relying on hearing-based abilities (Elf Keen Hearing, Dark Sense) find those abilities useless in the affected area. The effect persists as long as anyone is moving and making sound.

Countermeasures: Standing perfectly still stops producing new echoes (existing echoes fade after 1 round of silence). Moving barefoot reduces echo volume (penalties halved). A Wizard can suppress the enchantment (Chance Roll, Intelligence TN 14). The enchantment is usually anchored to a specific stone or object in the area - finding and destroying it (Chance Roll, Intelligence TN 15 to locate, AC 12, 5 HP) ends the effect. Hand signals replace verbal communication.

Reset: Yes. Permanent until the anchor is destroyed.

58. The Sympathetic Wound

Type: Magic | **Threat:** Deadly | **Purpose:** Harm

A stone tablet or wall inscription bears a simple enchantment: it creates a sympathetic link between any creature that sheds blood within 10 feet of it and the tablet itself. Once linked, any damage dealt to the tablet is reflected to the linked creature as phantom pain and real wounds. The tablet is prominently placed where combat is likely - ensuring that someone bleeds near it during a fight.

Detection: Chance Roll, Intelligence TN 15 - the tablet has faint blood stains and runes of binding. A Wizard's Arcane Sense detects necromantic transmutation magic. Wisdom TN 16 notices old scars on the tablet's surface that correspond to weapon strikes. A Cleric's Mystic Sense detects a dark enchantment.

Trigger: Shedding blood (taking at least 1 HP of damage) within 10 feet of the tablet.

Effect: The link is established silently - the creature is unaware. From this point, any damage dealt to the tablet (AC 12, 20 HP) is also dealt to the linked creature (no save, DR does NOT apply - it's phantom damage). Clever enemies who know about the tablet may attack it instead of the creature, dealing guaranteed damage. The link lasts for 1 hour or until the tablet is completely destroyed. If the tablet is destroyed, the linked creature takes one final burst of 2d6 necrotic damage (DR does NOT apply) as the link snaps.

Countermeasures: Not shedding blood near the tablet prevents the link. A Cleric's healing magic can sever the link (Chance Roll, Wisdom TN 15). A Wizard can identify the link once established (Chance Roll, Intelligence TN 14) and warn the linked creature. Destroying the tablet quickly (before enemies can exploit it) limits the threat to the final burst damage. Covering the tablet with a thick layer of material (mud, stone, etc.) prevents enemies from easily striking it. Moving more than 100 feet from the tablet suspends the link until the creature returns to range.

Reset: No, if destroyed. Yes, if left intact - a new link can be formed with the next bleeding creature.

59. Phantom Floor

Type: Magic | **Threat:** Deadly | **Purpose:** Harm

A chamber appears to have a normal stone floor. In reality, the floor is an illusion covering a 30-foot deep pit. The real floor is at the bottom, covered in rubble and broken furniture from previous victims. The illusion is masterfully crafted - it has texture, temperature, and even produces convincing footstep sounds when probed with a pole. Only physical weight reveals the truth.

Detection: Chance Roll, Wisdom TN 17 - the floor has an almost imperceptible shimmer at certain angles. Intelligence TN 16 notices that dust motes falling from the ceiling pass through the floor rather than settling on it. A Wizard's Arcane Sense detects powerful illusion magic. A Gnome's Illusion Sense grants +2 to WIS Mind saves to disbelieve. Dropping a heavy object onto the floor reveals the truth instantly as it passes through.

Trigger: Stepping onto the illusory floor.

Effect: The creature falls 30 feet. No save prevents the fall once triggered - the illusion is complete. 3d6 bludgeoning damage from the fall (DR applies) plus 1d6 piercing from rubble and debris at the bottom (DR applies). Without a helmet, head trauma per Armor and Gear rules. Climbing out requires rope from above (Chance Roll, Strength TN 14, or Thief Climb Walls - the walls are rough stone).

Countermeasures: Probing with a pole doesn't work (the illusion simulates resistance). Throwing a heavy object (not a pole - something that would rest on a real floor) reveals the illusion. A Wizard can dispel the illusion (Chance Roll, Intelligence TN 15) or identify it with Arcane Sense before anyone steps on it. Tying a rope around the first person to cross provides a safety line. The edges of the pit are real stone - the illusion begins 2 feet from the walls, so creatures hugging the walls can edge around the room (Chance Roll, Dexterity TN 14).

Reset: Yes. The illusion is permanent until dispelled.



60. Vengeance Jar

Type: Magic | **Threat:** Dangerous | **Purpose:** Harm

A clay jar, sealed with wax and marked with a crude skull, sits on a shelf, in a niche, or on the floor of a chamber. The jar contains the bound essence of a creature that died in agony - its rage preserved by enchantment. Breaking the jar (intentionally or accidentally) releases a concussive burst of psychic fury - the dying scream of whatever was trapped inside, compressed into a single devastating instant.

Detection: Chance Roll, Wisdom TN 13 - the jar vibrates faintly when approached. Intelligence TN 14 recognizes the skull marking as a containment ward. A Wizard's Arcane Sense detects necromantic energy. A Cleric's Mystic Sense detects a trapped spirit. Touching the jar causes a jolt of anger to flash through the creature's mind (no damage, just a warning).

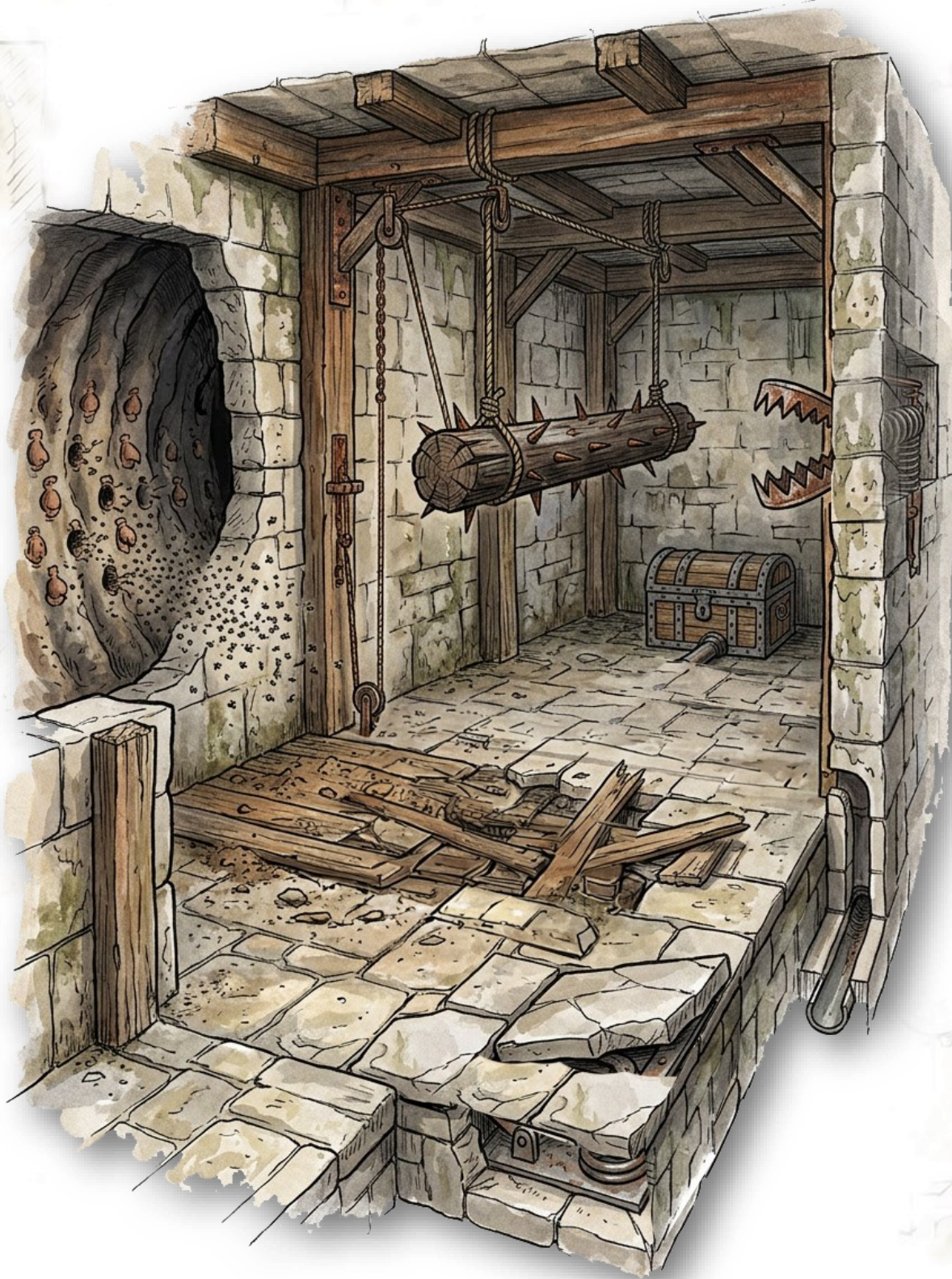
Trigger: Breaking the jar (dropping it, striking it, or removing the wax seal).

Effect: The jar explodes with psychic force. All creatures within 15 feet must make a WIS Mind Save Roll. Failure: 3d6 psychic damage (DR does NOT apply) and the creature is stunned for 1 round as the dead creature's final moments flash through their mind. Success: half damage, no stun. The visions are disturbing regardless - even on a success, the creature suffers -1 to WIS Mind saves for 1 hour.

Countermeasures: Not breaking the jar avoids the trap. The jar can be safely moved without breaking it (it's sturdy ceramic, not fragile glass). Wrapping it in cloth before handling reduces the chance of accidental breakage. A Cleric can lay the spirit to rest without breaking the jar (Chance Roll, Wisdom TN 15), which dissipates the enchantment safely. A Wizard can drain the enchantment (Chance Roll, Intelligence TN 15) over 10 minutes. The jar can be deliberately broken from beyond 15 feet with a ranged attack or thrown object to trigger it safely at range.

Reset: No. The spirit is released.





HYBRID TRAPS

61. The Faithful Lock

Type: Hybrid | **Threat:** Dangerous | **Purpose:** Harm, Block

A locked iron door has an ornate keyhole surrounded by carved serpents. The lock is entirely mundane - but a magical ward is woven into the mechanism. If the lock is picked rather than opened with its proper key, the serpent carvings animate and bite the lockpicker's hands.

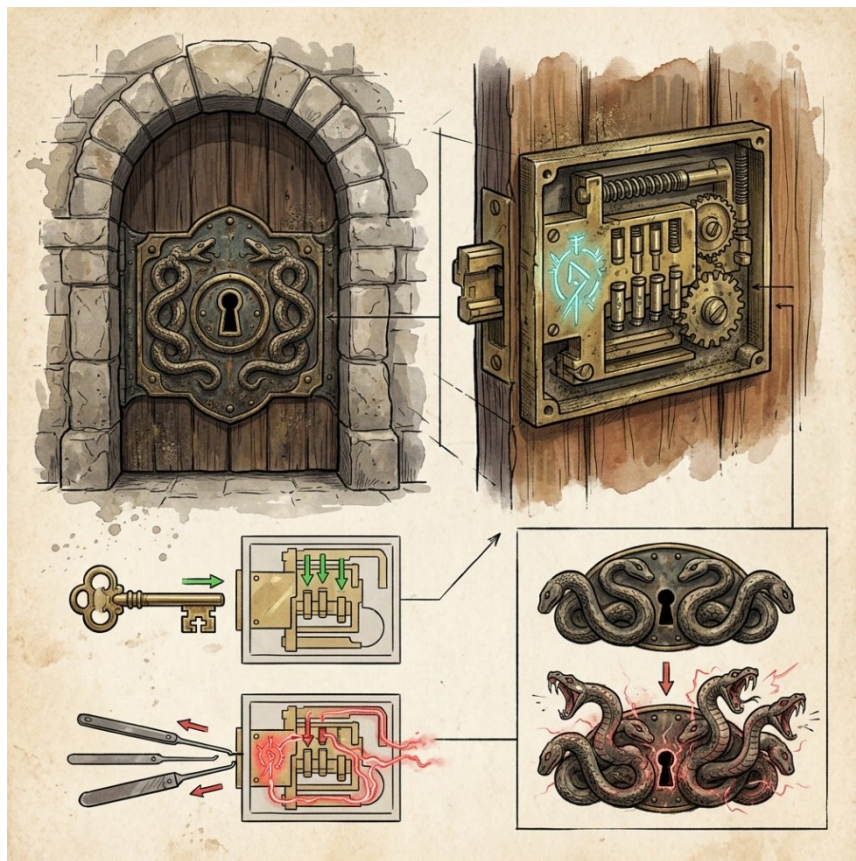
Detection: Chance Roll, Intelligence TN 14 - the serpent carvings are unusually detailed and lifelike. A Wizard's Arcane Sense detects the ward. Wisdom TN 15 notices the faintest hiss emanating from the carvings when a hand is placed near the lock.

Trigger: Attempting to pick the lock without the proper key.

Effect: The stone serpents animate and strike. The lockpicker must make a DEX Quick Save Roll. Failure: 1d6 piercing damage (DR applies) plus the creature must make a CON Tough Save Roll or suffer poison - 1d4 poison damage per round for 3 rounds (DR does NOT apply to poison). The lock also jams, making further picking attempts impossible without first destroying the door. Success on the Quick save: the creature yanks their hands back in time, taking no damage, but the lock still jams.

Countermeasures: Finding the proper key bypasses the trap entirely. A Cleric can suppress the ward with a Blessing before the Thief picks the lock. The door can be battered down instead (AC 16, 30 HP). The serpent carvings can be chiseled off before picking (3 rounds, Chance Roll Dexterity TN 13), which destroys the ward but makes noise.

Reset: Yes, if the lock is re-locked with the key.



62. Blood Toll Bridge

Type: Hybrid | **Threat:** Dangerous | **Purpose:** Harm, Block

A narrow stone bridge spans a deep chasm. At the midpoint, a shallow basin is carved into the bridge's surface, stained dark with old blood. A faintly glowing rune encircles the basin. The bridge is solid and safe to cross - but it only extends fully to the far side if the basin is fed. Without an offering of blood, the final 10 feet of the bridge simply isn't there - an illusion makes it appear solid, but stepping on it means stepping into empty air.

Detection: Chance Roll, Wisdom TN 15 - the illusory section shimmers slightly when viewed from an angle. Intelligence TN 14 recognizes the rune as a blood-binding ward. A Wizard's Arcane Sense detects both the illusion and the ward. Throwing an object onto the illusory section reveals it passes through (Chance Roll, Intelligence TN 10 to think of this).

Trigger: Attempting to cross the final 10 feet without placing blood in the basin.

Effect: The creature steps onto the illusion and falls. Damage depends on the chasm depth (typically 3d6 to 6d6, DR applies). No save - the illusion is perfect from the front.

Countermeasures: Placing any creature's blood (even a drop from a pricked finger, costing 1 HP) in the basin causes the bridge to fully extend for 10 minutes. A Wizard can attempt to dispel the illusion (Chance Roll, Intelligence TN 15), but the bridge still won't extend without blood. The gap can be bridged with rope, planks, or creative magic. A Thief's Gut Instinct registers "very wrong" when looking at the far end.

Reset: Yes. The bridge retracts 10 minutes after the blood offering dries.

63. The Screaming Idol

Type: Hybrid | **Threat:** Nuisance | **Purpose:** Alert, Hinder

A small stone idol sits on a pedestal near an entrance or intersection. It depicts a face with its mouth open in a frozen scream. The idol is weighted - moving it from the pedestal breaks a thin glass vial of alchemical gas hidden in the base, which also activates a minor enchantment in the idol itself.

Detection: Chance Roll, Intelligence TN 13 - the idol is oddly heavy for its size. Wisdom TN 14 reveals the pedestal has a slight depression that the idol sits perfectly into, suggesting a pressure mechanism. A Wizard's Arcane Sense detects the faint enchantment.

Trigger: Lifting the idol from the pedestal.

Effect: The glass vial shatters, releasing a puff of acrid alchemical gas (no damage, but the smell is nauseating). Simultaneously, the idol begins screaming - a piercing, magical shriek that lasts for 1 minute, audible for 500 feet. All creatures within 15 feet must make a WIS Mind Save Roll or be dazed for 1 round (lose their next action). The screaming alerts every creature within range.

Countermeasures: A Thief may attempt Remove Traps to disable the pressure mechanism under the idol before lifting it. Wrapping the idol in cloth before lifting muffles the scream

(reduces range to 60 feet). Smashing the idol on the pedestal destroys both the vial and the enchantment, but the gas still releases (CON Tough Save Roll or spend 1 round retching, no damage). Pouring water into the idol's mouth silences the enchantment before lifting.

Reset: No. Single use.

64. Mirror of Misfortune

Type: Hybrid | **Threat:** Dangerous | **Purpose:** Hinder

A tall, ornate mirror stands against a wall or fills a niche. Its frame is carved with leering faces. The mirror is mundane glass, but the frame is enchanted - when a creature looks at their reflection, the enchantment subtly reverses the creature's sense of left and right for the next hour.

Detection: Chance Roll, Wisdom TN 16 - the mirror's reflection seems to lag by a fraction of a second. Intelligence TN 14 recognizes the frame's carvings as warding symbols. A Wizard's Arcane Sense detects the enchantment.

Trigger: Looking at one's own reflection in the mirror.

Effect: The creature must make a WIS Mind Save Roll. Failure: for 1 hour, the creature's sense of left and right is reversed. All attack rolls suffer -2, all DEX Quick Save Rolls suffer -2, and any Chance Rolls involving coordination or direction suffer -2. The creature is not aware their perception has been altered - they believe everyone else is acting strangely. Success: the creature feels momentarily dizzy but shakes it off.

Countermeasures: Averting one's gaze while passing the mirror avoids the trap entirely. Covering the mirror with a cloak or blanket prevents it from functioning. Breaking the mirror destroys the enchantment but also triggers a final pulse - all creatures within 10 feet must make the WIS Mind Save Roll. The frame can be destroyed separately (AC 12, 15 HP) to end the enchantment safely.

Reset: Yes. The enchantment recharges every 10 minutes.



65. Widow's Veil

Type: Hybrid | **Threat:** Deadly | **Purpose:** Harm, Subdue

In a shadowy alcove or side chamber, a thick curtain of woven spider silk hangs across an opening. It looks like an old, dusty curtain. The silk is real - harvested from giant spiders - and enchanted to be nearly indestructible and incredibly adhesive. Touching it causes the silk to wrap around the victim like a living net.

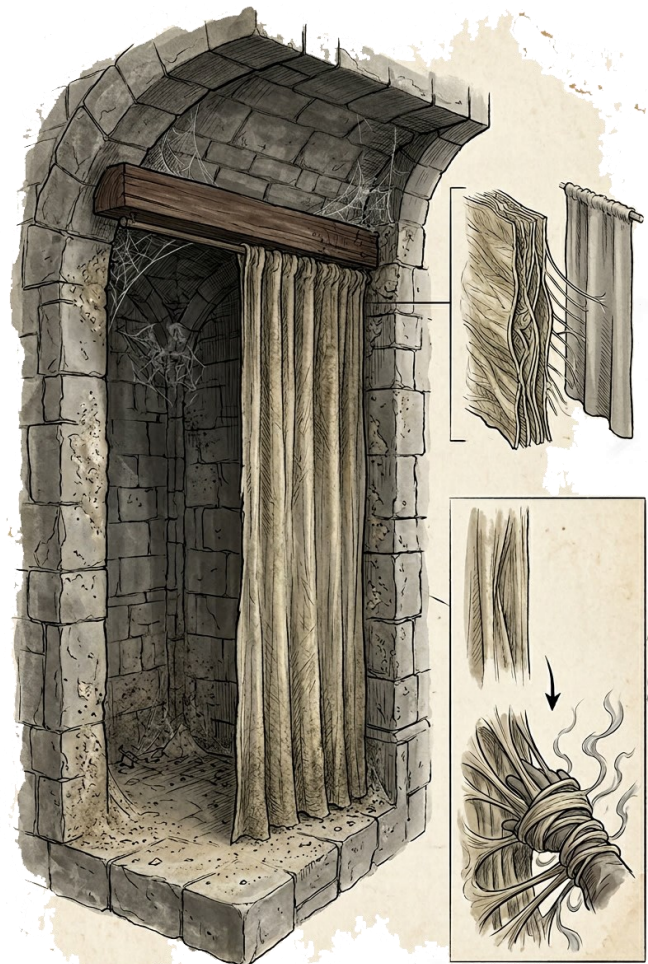
Detection: Chance Roll, Wisdom TN 14 - the silk moves slightly despite no breeze. Intelligence TN 15 recognizes the material as giant spider silk by its unusual sheen. A Wizard's Arcane Sense detects the enchantment on the silk.

Trigger: Physical contact with the silk curtain.

Effect: The silk wraps around the creature. They must make a DEX Quick Save Roll. Failure: the creature is restrained and cannot take actions other than attempting to break free. Each round, the silk tightens - the creature takes 1d4 bludgeoning damage (DR applies) and must make a Strength Chance Roll TN 15 to break free. After 3 rounds of restraint, the silk begins to suffocate - the creature must also make a CON Tough Save Roll each round or lose 1d6 HP (DR does NOT apply to suffocation). Success on initial save: the creature pulls back with only one limb stuck - they can act but cannot move until they free themselves (Strength TN 12).

Countermeasures: Cutting the silk requires a bladed weapon and 2 rounds of effort - the enchantment makes it resistant to casual slashing. Fire destroys the silk instantly but deals 1d6 fire damage to anyone wrapped in it. Oil or grease applied to the silk before contact makes it non-adhesive for 10 minutes. A Thief's Gut Instinct or a Cleric's Mystic Sense registers danger. Burning a torch near the silk before touching it causes the silk to visibly recoil, revealing its nature.

Reset: No, if destroyed by fire. Yes, if a creature breaks free without destroying the silk.



66. Turncoat Torches

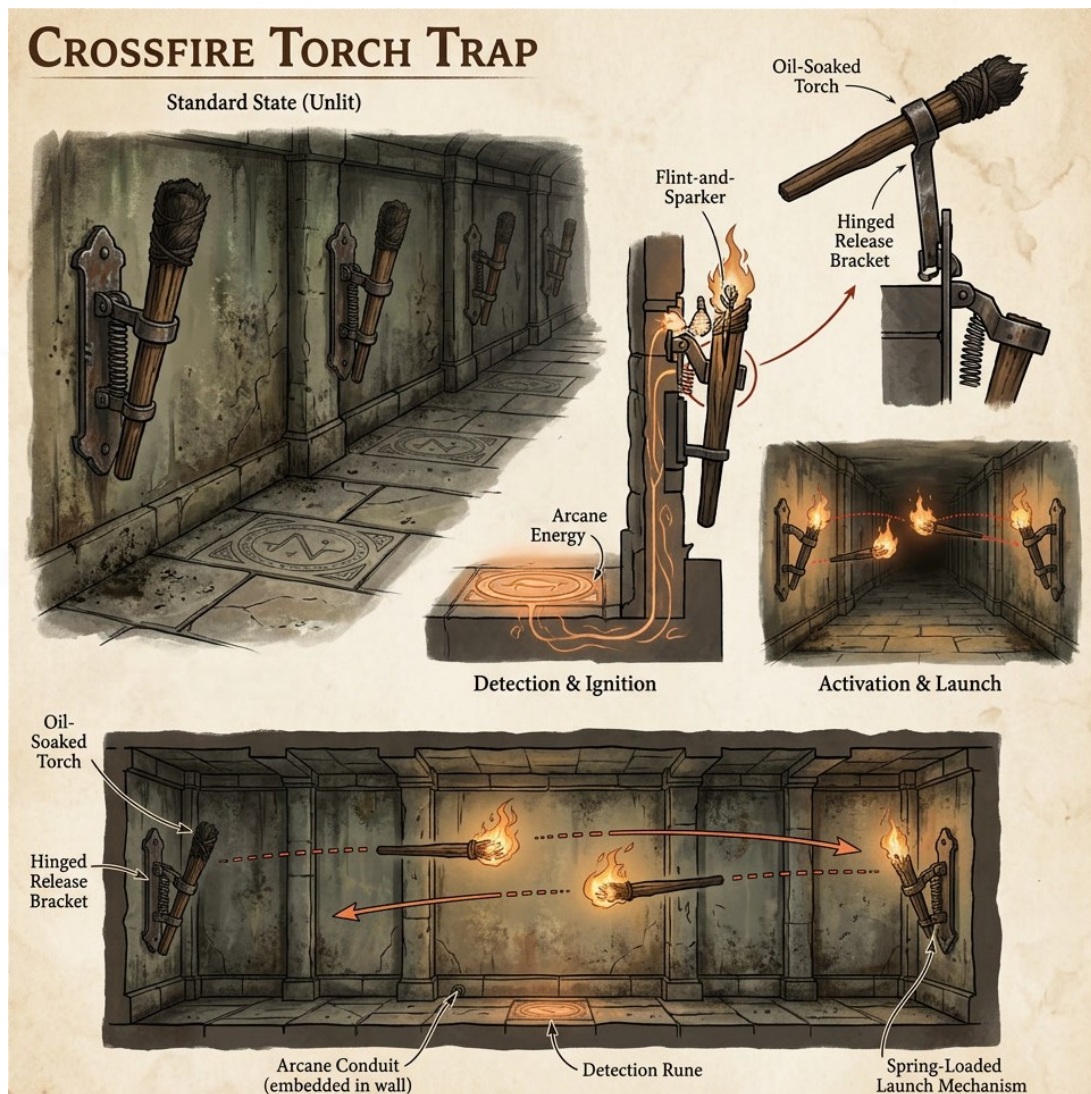
Type: Hybrid | **Threat:** Dangerous | **Purpose:** Harm

Iron wall sconces line a corridor, each holding what appears to be a standard oil-soaked torch - unlit. A detection rune is inscribed on the floor between each pair of sconces. When a living creature walks between them, the runes ignite the torches and simultaneously release their brackets, launching the flaming torches horizontally across the corridor at chest height from both sides.

Detection: Chance Roll, Intelligence TN 14 - the torches are seated in spring-loaded brackets rather than simple holders. Wisdom TN 15 notices the runes on the floor between each sconce pair. A Wizard's Arcane Sense detects the ignition enchantment.

Trigger: A living creature stepping on the rune between a sconce pair.

Effect: Two flaming torches launch from opposite walls. The creature must make a DEX Quick Save Roll.



Failure: 2d6 fire damage (DR applies) and the creature's clothing or gear catches fire - 1d4 fire damage per round until extinguished (1 action to pat out). Success: 1d6 fire damage (DR applies), no ongoing fire. Oil from the shattered torches pools on the floor, making a 5-foot area slippery (DEX Quick Save Roll or fall prone if moving through it quickly).

Countermeasures: A Thief may attempt Remove Traps to disable the brackets. The runes can be avoided by stepping over them (visible once detected). Dousing the torches with water before crossing renders them unable to ignite. The brackets can be jammed with iron spikes (Chance Roll, Dexterity TN 12 per pair). Triggering the trap from a distance with a thrown object wastes the torches safely.

Reset: No. The torches are spent after firing.

67. Serpent's Garden

Type: Hybrid | **Threat:** Dangerous | **Purpose:** Harm, Hinder

A chamber or wide corridor is overgrown with thick, thorny vines that have pushed through cracks in the stonework. The vines are real, living plants - but they've been enchanted to respond to vibration. When a creature moves through the area, the vines writhe and constrict, pulling thorns across exposed skin. The thorns carry a mundane paralytic toxin harvested from jungle frogs and applied by the trap's builder.

Detection: Chance Roll, Wisdom TN 13 - the vines shift subtly even without wind. Intelligence TN 14 notices the thorns have an unusual waxy coating (the applied poison). A Wizard's Arcane Sense detects enchantment on the vines. A Cleric's Mystic Sense does not trigger - the vines are alive, not undead or desecrated.

Trigger: Moving through the vine-covered area (roughly 20 feet of corridor or a 15-foot chamber).

Effect: The vines lash at anyone moving through. DEX Quick Save Roll. Failure: 1d6 piercing damage from thorns (DR applies) and the creature must make a CON Tough Save Roll or become paralyzed for 1d4 rounds (the frog toxin). While paralyzed, the vines continue to scratch - 1d4 damage per round (DR applies). Success: the creature pushes through with minor scratches, 1d4 damage (DR applies), no poison.

Countermeasures: Fire clears the vines permanently (1 round to burn a 5-foot path, but fills the area with acrid smoke for 2 rounds). A blade can hack a path through (2 rounds of work per 5 feet, no roll needed). Heavy armor (DR 3+) prevents the thorns from penetrating, negating both damage and poison. The enchantment can be suppressed by a Wizard (Chance Roll, Intelligence TN 14), causing the vines to go limp for 10 minutes. Anti-venom kit grants +4 to the CON Tough save.

Reset: Yes. The vines resume activity 1 round after they are not being disturbed. They regrow from fire damage over 1d4 weeks.

68. The Bargain Door

Type: Hybrid | **Threat:** Dangerous | **Purpose:** Harm, Block

A heavy stone door blocks a passage. Carved into its surface is a face with moving lips - animated by a minor enchantment. When a creature approaches, the face speaks in a deep, theatrical voice: "Pay the toll and pass in peace. One gold coin per soul." The face accepts coins through a slot beneath the mouth. The trick? The door opens regardless of payment - but a mundane crossbow mechanism fires through a hidden slot at anyone who passes through without paying.

Detection: Chance Roll, Intelligence TN 15 - the crossbow slot is concealed in the doorframe, visible on close inspection. Wisdom TN 14 notices the door's hinges are oiled and functional (it's not actually locked or stuck). A Thief's Gut Instinct registers "suspicious" about the whole arrangement.

Trigger: Passing through the doorway without inserting a coin per person.

Effect: A heavy crossbow bolt fires from the concealed slot. The triggering creature must make a DEX Quick Save Roll. Failure: 1d10 piercing damage with -2 DR penetration (DR applies but is reduced). Success: the bolt misses, embedding in the opposite wall. The door's face cackles regardless of outcome.

Countermeasures: Paying the toll (1 gp per person) prevents the crossbow from firing. A Thief may attempt Remove Traps to disable the crossbow mechanism. The crossbow slot can be blocked with a shield or jammed with a spike. Inserting a copper coin instead of gold works - the mechanism only detects weight, not denomination. The door can be bypassed entirely by crawling under the bolt's firing line (the slot is at chest height).

Reset: Yes. The crossbow is magazine-fed with 6 bolts.

69. Choir of Chains

Type: Hybrid | **Threat:** Dangerous | **Purpose:** Hinder, Harm

A vaulted chamber has dozens of iron chains hanging from the ceiling at various lengths, filling the space like a metal forest. The chains are connected to a hidden clockwork mechanism. When a pressure plate near the entrance is triggered, the mechanism begins spinning the chains in overlapping arcs while an enchantment causes them to emit a deafening, discordant ringing - a sound that vibrates in the teeth and behind the eyes.

Detection: Chance Roll, Intelligence TN 14 - the chains are attached to rotating hubs rather than fixed points. Wisdom TN 15 notices the pressure plate near the entrance. A Wizard's Arcane Sense detects the sonic enchantment on the chains.

Trigger: Pressure plate near the chamber entrance. 50+ pounds activates it.

Effect: The chains begin spinning and ringing. All creatures in the chamber must make a WIS Mind Save Roll each round. Failure: the creature is disoriented by the noise, suffering -2 to all rolls and unable to communicate verbally (the sound drowns out speech). Any creature that moves through the spinning chains must also make a DEX Quick Save Roll or take 1d6 bludgeoning damage (DR applies) from being struck. Success on Mind save: the creature

endures the noise with only -1 to rolls. The mechanism runs for 2d6 rounds before the clockwork winds down.

Countermeasures: A Thief may attempt Remove Traps on the pressure plate or the clockwork mechanism (accessible from a panel in the wall, Chance Roll Intelligence TN 13 to locate). Plugging ears grants automatic success on the Mind save but doesn't help with the physical chains. Crawling through the chamber stays below most chain arcs (DEX Quick save at +4). Jamming the clockwork with an iron spike stops the mechanism (requires reaching a hub - Chance Roll, Dexterity TN 15 while dodging chains).

Reset: Yes, if the clockwork is rewound (10 minutes of work with tools).

70. The Generous Fountain

Type: Hybrid | **Threat:** Dangerous | **Purpose:** Hinder, Harm

A beautifully carved stone fountain stands in the center of a chamber, water flowing gently from a carved fish's mouth. The water is enchanted - drinking it heals 1d4 HP, and it tastes fresh and clean. The catch: the fountain has no drain. The enchantment causes water to flow faster each time someone drinks, and the chamber's only exit door is sealed with a mechanical lock that rusts shut when wet. The room slowly floods.

Detection: Chance Roll, Wisdom TN 15 - the chamber floor slopes slightly inward toward the center (designed to pool water). Intelligence TN 14 notices the door's iron lock mechanism has no protective coating against moisture. A Wizard's Arcane Sense detects enchantment on the water flow mechanism.

Trigger: Drinking from the fountain.

Effect: After the first drink, the water flow doubles. After the second, it quadruples. The chamber begins flooding - water rises approximately 1 foot every 3 rounds. The exit door's lock begins to rust - after 5 rounds of water contact, the lock jams permanently (can no longer be picked, must be broken). At 4 feet of water, Small creatures must swim. At 6 feet, Medium creatures must swim. The healing water continues to work while flooding, creating an ironic situation.

Countermeasures: Not drinking avoids triggering the acceleration. A Thief may attempt Remove Traps on the door lock before it rusts (standard difficulty). The door can be broken down (AC 14, 20 HP). Blocking the fish's mouth stops the water flow (Chance Roll, Strength TN 12 to jam something in). A Wizard can suppress the enchantment (Chance Roll, Intelligence TN 14), returning water flow to normal trickle. Draping oilcloth over the lock protects it from rust.

Reset: Yes. The enchantment resets when all water is drained (there is a concealed floor drain, Chance Roll Intelligence TN 16 to find, that can be uncovered to empty the room over 10 minutes).

71. The Ward of Returning

Type: Hybrid | **Threat:** Nuisance | **Purpose:** Block, Hinder

A doorway is inscribed with a barely visible translocation rune on its inner frame. The door itself is mundane and unlocked. The rune detects direction of travel - any creature that passes through the doorway heading deeper into the dungeon is instantly teleported back to the doorway's other side, facing the direction they came from. They feel a brief moment of disorientation but otherwise suffer no harm. The effect is maddening - they can walk through the door a hundred times and always end up back where they started.

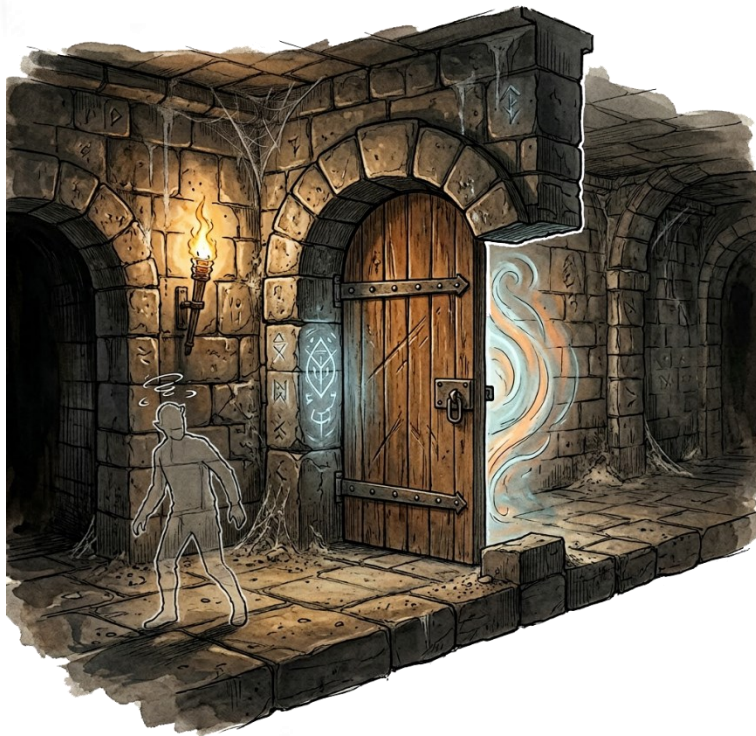
Detection: Chance Roll, Intelligence TN 15 - the rune is faintly visible on close inspection. A Wizard's Arcane Sense detects conjuration magic. Wisdom TN 16 notices that air doesn't flow through the doorway in one direction (a subtle clue).

Trigger: Passing through the doorway in the warded direction.

Effect: The creature is teleported back to the entry side of the doorway. No damage, no save. The effect is instantaneous - the creature simply finds themselves facing the wrong way. The teleportation is seamless enough that a creature might not realize what happened for a moment (Wisdom Chance Roll TN 12 to immediately understand what occurred).

Countermeasures: Walking through backward bypasses the directional ward. A Wizard can dispel the rune (Chance Roll, Intelligence TN 14). The rune can be physically scratched away (Chance Roll, Dexterity TN 13, 2 rounds of careful work). Throwing an object through from the warded side shows it appearing back on the same side, confirming the trap. Being carried through by an undead creature (which the rune doesn't detect as living) bypasses it.

Reset: Yes. Permanent until dispelled or physically destroyed.



72. The Branded Step

Type: Hybrid | **Threat:** Dangerous | **Purpose:** Harm

A single stone step at the entrance to a crypt or sanctum is inlaid with an iron plate shaped like a holy or unholy symbol. The plate is connected to a small furnace cavity beneath the step, kept perpetually hot by an enchantment. The iron surface is searing hot but appears normal to the eye. Stepping on it with bare or lightly shod feet causes an immediate and vicious burn. The symbol is branded into the sole of the foot.

Detection: Chance Roll, Wisdom TN 14 - heat shimmer is faintly visible above the step in still air. Intelligence TN 13 notices the iron plate is a different material than the surrounding stone. Thermal Vision reveals the step as blazing bright. A Wizard's Arcane Sense detects evocation magic (the heating enchantment).

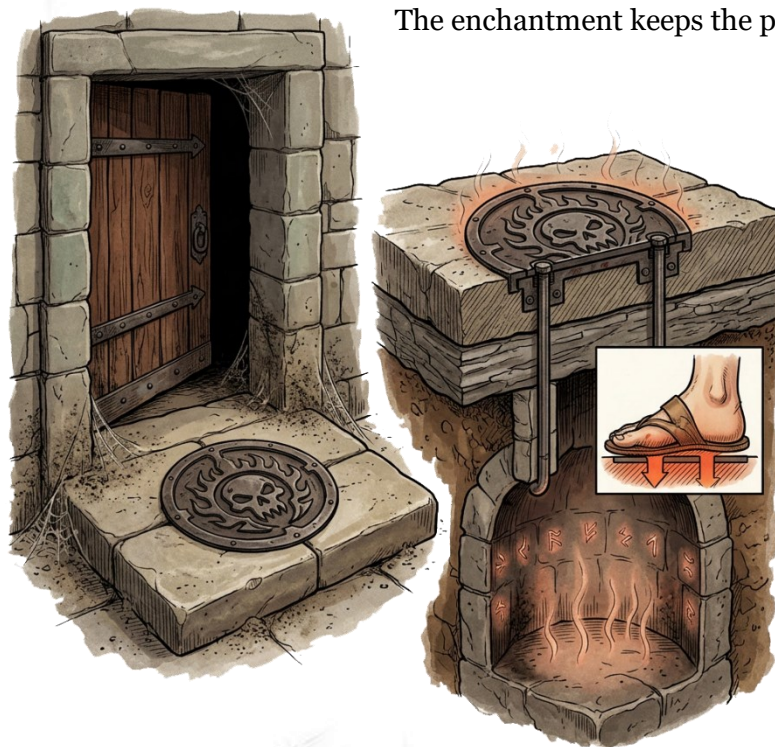
Trigger: Stepping onto the iron plate.

Effect: The creature stepping on the plate must make a DEX Quick Save Roll. Failure: 2d6 fire damage (DR does NOT apply - direct contact burn) and the creature's foot is branded with the symbol, halving their movement speed for 24 hours or until magically healed. The brand itself marks the creature as a trespasser - creatures loyal to whoever placed the trap recognize the brand on sight. Success: the creature feels the heat through their footwear and leaps off, taking 1d4 fire damage (DR does NOT apply) with no lasting brand.

Countermeasures: Metal-soled boots or thick wooden clogs negate the trap entirely (the heat doesn't penetrate fast enough). Jumping over the step avoids it. Pouring water on the plate cools it temporarily (3 rounds before the enchantment reheats it). A Wizard can suppress the heating enchantment (Chance Roll, Intelligence TN 13). The plate can be pried up with a crowbar (Chance Roll, Strength TN 12) but the metal is painfully hot to handle without protection.

Reset: Yes.

The enchantment keeps the plate perpetually hot.



73. The False Ally

Type: Hybrid | **Threat:** Dangerous | **Purpose:** Harm, Hinder

In a corridor or chamber, a perfect illusion of a friendly NPC the party has previously met stands waiting - smiling, beckoning, calling them by name. The illusion is projected by a crystal embedded in the wall behind the figure's position. The illusory NPC stands directly over a concealed pit. When a creature approaches within 5 feet to speak or interact, the pit opens.

Detection: Chance Roll, Wisdom TN 16 - the NPC doesn't blink and their clothing doesn't move. Intelligence TN 14 notices the figure casts no shadow. A Wizard's Arcane Sense detects illusion magic. A Gnome's Illusion Sense grants +2 to WIS Mind saves to see through it. The crystal in the wall can be spotted with Intelligence TN 15.

Trigger: A creature moving within 5 feet of the illusory figure.

Effect: The pit opens (10 feet deep, spiked). DEX Quick Save Roll. Failure: 1d6 falling damage plus 1d8 piercing from spikes (DR applies to both). The illusion flickers and vanishes, replaced by mocking laughter that echoes for 1 round. Success: the creature catches the edge, dangling. They can pull themselves up on their next action. The emotional impact of seeing a "friend" turn into a trap may shake morale - the DN can call for a WIS Mind Save Roll to avoid -1 to rolls for 1d4 rounds from the betrayal.

Countermeasures: Any Thief ability that detects traps applies to the pit, even if the illusion isn't seen through. Throwing an object at the "NPC" reveals it passes through. Calling out to the figure and waiting for a response reveals it only repeats the same beckoning phrases. The crystal can be destroyed (AC 12, 8 HP) to end the illusion. A Gnome who succeeds on their Illusion Sense save sees through the figure and can warn the party.

Reset: Yes, if the pit is re-covered and the crystal is intact.

74. Harvest Moon

Type: Hybrid | **Threat:** Deadly | **Purpose:** Harm

A massive curved blade hangs from the ceiling of a tall chamber on a mechanical arm, resembling a crescent moon. The blade is enchanted to glow with pale silver light. A pressure plate triggers the blade to swing in a wide horizontal arc, but the enchantment adds a terrifying twist - as it swings, it emits a wave of supernatural dread that weakens the victim's will to dodge.

Detection: Chance Roll, Wisdom TN 13 - the glowing blade is visible. Intelligence TN 15 notices the pressure plate and the mechanical arm's pivot. A Wizard's Arcane Sense detects both the enchantment on the blade and necromantic traces in its glow. A Fighter's Tactical Eye identifies the swing arc immediately.

Trigger: Pressure plate in the center of the chamber.

Effect: The blade swings. All creatures in the chamber must first make a WIS Mind Save Roll against the fear aura. Failure on Mind save: the creature hesitates, suffering -3 to their subsequent DEX Quick Save Roll against the blade itself. Success on Mind save: no penalty to

the Quick save. Then, DEX Quick Save Roll against the blade. Failure: 3d8 slashing damage (DR applies). Success: 1d8 slashing damage (DR applies) as the blade clips the creature. The blade passes through the entire chamber in one arc.

Countermeasures: A Thief may attempt Remove Traps on the pressure plate. The blade's arc is at roughly 4 feet - Small creatures (Halfling, Gnome, Half-Goblin) can duck under it automatically with a basic DEX Quick Save Roll at +4. Going prone before the blade swings avoids it entirely but costs an action. The enchantment on the blade can be suppressed by a Wizard (Chance Roll, Intelligence TN 15), removing the fear aura but not the physical blade. A Cleric's Sanctify aura grants allies +1 to the Mind save against the dread.

Reset: Yes. The arm retracts over 1 round.

75. The Alchemist's Farewell

Type: Hybrid | **Threat:** Deadly | **Purpose:** Harm

An abandoned alchemist's laboratory has shelves lined with labeled bottles, jars, and flasks - many still full. A magical ward is woven through the entire shelving system. If any container is removed from its shelf without first speaking the alchemist's name (carved in tiny letters on the underside of the workbench), the ward destabilizes every container simultaneously. Corks pop, seals break, and dozens of volatile alchemical substances mix on the floor in a catastrophic chain reaction.

Detection: Chance Roll, Intelligence TN 15 - a Wizard recognizes the ward threading the shelves. Wisdom TN 16 notices every bottle is perfectly aligned and equidistant, suggesting a connected system. Intelligence TN 14 finds the name carved under the workbench if the creature specifically searches the furniture. A Wizard's Arcane Sense detects the ward.

Trigger: Removing any container from the shelves without speaking the passphrase.

Effect: Every container on the shelves destabilizes simultaneously. The resulting chemical reaction fills the room with toxic, corrosive, flammable vapor. All creatures in the room must make a CON Tough Save Roll. Failure: 3d6 acid damage (DR applies) plus 2d6 poison damage (DR does NOT apply) plus the creature is blinded for 1d6 rounds by the fumes. Success: half of all damage, no blindness but -1 to rolls from eye irritation for 10 minutes. The vapor is also flammable - any open flame in the room causes a secondary explosion: 2d8 fire damage to all creatures (DEX Quick Save Roll for half, DR applies).

Countermeasures: Speaking the alchemist's name before taking anything disarms the ward cleanly. A Wizard can suppress the ward (Chance Roll, Intelligence TN 17 - this is a well-crafted ward). The name can also be found in the alchemist's journal if one exists elsewhere in the dungeon. Holding one's breath grants +2 to the CON Tough save. Extinguishing all light sources before triggering prevents the secondary fire explosion. A wet cloth over the face provides +1 to the save.

Reset: No. The laboratory is destroyed.

76. Guilt Chains

Type: Hybrid | **Threat:** Dangerous | **Purpose:** Subdue, Hinder

Iron manacles hang from the walls of a prison cell, interrogation chamber, or torturer's room - open, rusted, clearly old. They appear mundane and harmless. However, each set of manacles is enchanted with a compulsion: any creature that has harmed an innocent within the last year feels an overwhelming urge to place their own wrists into the shackles. The compulsion is subtle, manifesting as a quiet certainty that they deserve punishment.

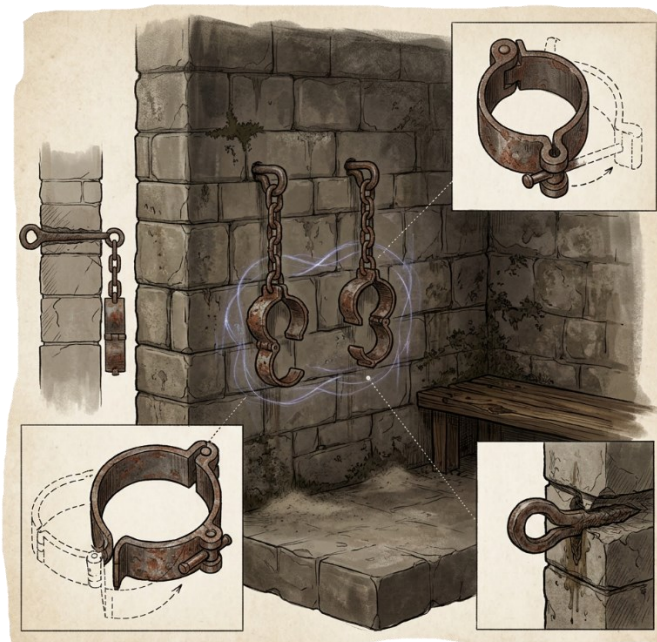
Detection: Chance Roll, Wisdom TN 16 - the manacles radiate a faint aura of judgment, perceptible as a nagging guilt near them. A Cleric's Mystic Sense detects the enchantment as divine in origin (not arcane). A Wizard's Arcane Sense detects enchantment magic. Intelligence TN 14 recognizes the runes on the manacles as confession wards.

Trigger: A creature with guilty conscience (has harmed an innocent, DN's judgment) moving within 10 feet of the manacles.

Effect: The guilty creature must make a WIS Mind Save Roll. Failure: the creature calmly walks to the manacles and places their wrists in them. The manacles lock with a mundane mechanism (Pick Lock to open, or Strength Chance Roll TN 16 to break). While shackled, the creature is docile and cannot take hostile actions for 1d6 rounds. Success: the creature feels the pull but resists, suffering -1 to all rolls for 1d4 rounds from the lingering guilt. A creature with a genuinely clear conscience feels nothing and is completely unaffected.

Countermeasures: A Cleric's Blessing grants +2 to the save. The manacles can be destroyed before approaching (AC 12, 10 HP per set). A creature who is aware of the enchantment gains +2 to the save. An ally can physically restrain a creature that fails the save before they reach the manacles (grapple rules apply). The manacles can be jammed shut with iron spikes so they can't close even if a creature tries to put their hands in.

Reset: Yes. The enchantment is permanent.



77. The Weeping Wall

Type: Hybrid | **Threat:** Dangerous | **Purpose:** Harm, Hinder

A section of dungeon wall is perpetually damp, with moisture seeping through cracks and running down the stone face. The water is real, drawn from an underground spring, but it passes through an enchanted mineral vein on its way to the surface. The result: the weeping water is mildly caustic - not enough to notice on brief contact, but prolonged exposure eats through leather, corrodes metal, and burns skin.

Detection: Chance Roll, Wisdom TN 13 - the water has a faint acrid smell. Intelligence TN 14 notices the stone around the seepage is pitted and corroded. Touching the water briefly causes a faint tingling (no damage, but a warning). A Wizard's Arcane Sense detects transmutation magic in the mineral vein behind the wall.

Trigger: Prolonged contact with the water (more than 1 round of exposure) or being splashed with a significant quantity.

Effect: Creatures in contact with the water for more than 1 round must make a CON Tough Save Roll. Failure: 1d6 acid damage per round of contact (DR applies). Leather armor loses 1 DR permanently per 3 rounds of exposure. Metal armor and weapons begin corroding - after 5 rounds, metal items suffer -1 to damage or DR until repaired. Success: half damage, no equipment degradation. The water pools on the floor for 10 feet in each direction from the wall, making the area dangerous to stand in.

Countermeasures: Simply avoiding the wet area negates the trap entirely. The water can be diverted by cutting a drainage channel in the floor (3 rounds of work with tools). Oilskin cloaks and waterproof boots prevent skin contact. The enchanted mineral vein can be destroyed by breaking into the wall and removing it (Chance Roll, Strength TN 15, 2 rounds of work), which turns the water harmless. Neutralizing the acid with alkaline substances (chalk, baking powder, crushed limestone) renders the pooled water safe.

Reset: Yes. The spring flows continuously.

78. The Clockwork Warden

Type: Hybrid | **Threat:** Deadly | **Purpose:** Harm, Block

A bronze humanoid figure stands in an alcove beside a door, posed like a decorative suit of armor. It is a clockwork automaton powered by a wound spring mechanism and guided by a simple enchantment that identifies intruders. When a creature attempts to open the door without presenting a specific token (a coin, badge, or sigil), the automaton activates, steps forward, and attacks. It fights mechanically, without creativity, but with relentless precision.

Detection: Chance Roll, Intelligence TN 14 - the figure's joints are articulated, not decorative. Wisdom TN 15 hears a faint ticking from inside its chest. A Wizard's Arcane Sense detects the guiding enchantment. A Fighter's Veteran's Eye can assess the automaton as a potential combatant.

Trigger: Touching the door handle without presenting the correct token to the automaton's outstretched hand.

Effect: The automaton activates and attacks. It has 30 HP, AC 14, DR 3 (bronze plating), and attacks once per round with a bronze halberd for 1d10 damage. It fights until destroyed or until the correct token is presented to its outstretched hand (which causes it to immediately return to its alcove). It cannot leave the 20-foot area around the door. It prioritizes the creature nearest to the door.

Countermeasures: Presenting the correct token deactivates it instantly. A Thief may attempt Remove Traps on the spring mechanism while it's inactive (before triggering). The enchantment can be suppressed by a Wizard (Chance Roll, Intelligence TN 16), leaving the automaton as a mundane statue. Luring it away from the door and then rushing past works - it cannot pursue beyond 20 feet. Destroying it in combat is straightforward if costly. Tipping it over (Chance Roll, Strength TN 15, or Fighter's Weapon Stunt) causes it to spend 2 rounds righting itself.

Reset: No, if destroyed. If deactivated by token, it resets automatically when the token is removed.

79. Liar's Lantern

Type: Hybrid | **Threat:** Nuisance | **Purpose:** Hinder

A hooded lantern hangs from a hook at a corridor junction, burning steadily with warm, inviting light. The lantern is mundane, but the oil inside is enchanted. The light it casts subtly warps perception - corridors that lead deeper into danger appear warm and inviting, while the safe path appears dark, threatening, and cold. Signs of habitation (warm campfires, voices, comfort) seem to come from the dangerous direction.

Detection: Chance Roll, Wisdom TN 16 - the light doesn't cast shadows correctly. Intelligence TN 14 notices the oil in the lantern has a faint violet tint. A Wizard's Arcane Sense detects illusion magic. A Gnome's Illusion Sense grants +2 to resist. A Thief's Gut Instinct registers "suspicious" about the whole junction.

Trigger: Looking at the corridor options while within the lantern's light (30-foot radius).

Effect: All creatures within the lantern's light must make a WIS Mind Save Roll when choosing a direction at the junction. Failure: the creature is convinced the dangerous path is the safe one. They feel drawn toward it and will argue with allies who suggest otherwise. They are not compelled to go, but they genuinely believe the wrong direction is correct. Success: the creature sees through the distortion and can identify the true safe path. They can warn others, granting allies a new save at +2.



Countermeasures: Extinguishing the lantern removes the effect entirely (the junction looks normal in the party's own light). Covering the lantern with a cloak works just as well. Moving beyond the lantern's 30-foot radius restores normal perception. A Wizard can identify and suppress the enchanted oil (Chance Roll, Intelligence TN 13). A map or prior knowledge of the dungeon layout overrides the perceptual distortion.

Reset: Yes. As long as the enchanted oil burns.

80. The Tax Collector

Type: Hybrid | **Threat:** Nuisance | **Purpose:** Block, Hinder

A narrow passage is blocked by an iron portcullis. Beside it stands a stone pillar with a coin slot and a carved plaque reading: "Passage fee: 10 gold per soul. Underpayment will be penalized." The portcullis is mechanical - inserting the correct amount of gold causes a counterweight to lift it. The enchantment is in the coin slot: it magically counts the gold and knows exactly how many living creatures are in the party. Inserting too little triggers a penalty.

Detection: Chance Roll, Intelligence TN 13 - the mechanism is visible and the plaque is clear. The trap isn't hidden - it's the penalty for underpayment that's the surprise. A Wizard's Arcane Sense detects divination magic (the counting enchantment) and evocation magic (the penalty).

Trigger: Inserting less than 10 gold per party member and then touching the portcullis.

Effect: Underpayment penalty: the coin slot erupts with a burst of electrical energy. The creature who last touched the portcullis or coin slot must make a CON Tough Save Roll. Failure: 2d6 lightning damage (DR applies) and the gold is not returned. The portcullis remains shut. Success: 1d6 lightning damage (DR applies). The slot resets, allowing another payment attempt. The portcullis can be lifted by paying the full correct amount. Overpayment is accepted without change.

Countermeasures: Paying the full amount avoids the trap entirely. The portcullis can be lifted by brute force (Strength Chance Roll TN 18, or Fighter's Mighty Heave, or multiple characters working together). The bars can be bent or cut (AC 16, 30 HP total). Sending a single person through and paying only for one is valid - the enchantment counts creatures actually present, not the full party. Copper coins don't fool it (it detects gold specifically). A Wizard can suppress the penalty enchantment (Chance Roll, Intelligence TN 14), allowing the portcullis to be forced without shock.

Reset: Yes. The portcullis drops again 1 minute after the last creature passes through.



81. Grave Breath

Type: Hybrid | **Threat:** Deadly | **Purpose:** Harm

A sealed stone sarcophagus sits in the center of a burial chamber. The sarcophagus is trapped with both a mechanical gas reservoir and a necromantic enchantment. When the lid is moved, a pressurized compartment releases a cloud of alchemical gas infused with necrotic energy. The gas is heavier than air and pools on the floor, making the lowest point in the room the most dangerous.

Detection: Chance Roll, Wisdom TN 14 - a faint odor of decay seeps from the sarcophagus seams despite the seal. Intelligence TN 15 notices the lid has a secondary seal (the gas compartment) visible as a groove around the outer edge. A Cleric's Mystic Sense detects both the gas (physical) and the necrotic enchantment. A Wizard's Arcane Sense detects the necromantic component.

Trigger: Sliding or lifting the sarcophagus lid.

Effect: The gas cloud erupts in a 20-foot radius, pooling to 3 feet deep on the floor. All creatures in the area must make a CON Tough Save Roll. Failure: 2d6 poison damage (DR does NOT apply) and 1d6 necrotic damage (DR applies). The creature is also nauseated for 1d4 rounds (-2 to all rolls). Success: half of all damage, no nausea. Creatures below 3 feet tall (Halfling, Gnome on their knees) are fully submerged in the gas and make the save at -2. The gas persists for 3d4 rounds before dissipating.

Countermeasures: Opening the sarcophagus from a distance with rope avoids the initial blast (the gas still fills the room). Wet cloth over the face grants +2 to the save. Standing on elevated surfaces (the sarcophagus itself, tables, ledges) keeps creatures above the gas after the initial burst. Fanning the gas toward a doorway clears the room faster (reduces duration by half). A Cleric's Sanctify aura suppresses the necrotic component, reducing damage to the poison only. Sealing the room's exits and waiting 10 minutes allows the gas to dissipate completely.

Reset: No. The gas reservoir is spent.

82. The Mimic Door

Type: Hybrid | **Threat:** Dangerous | **Purpose:** Harm, Block

What appears to be a standard wooden door in a stone frame is actually a thin wooden facade stretched over a concealed steel jaw mechanism. The facade is enchanted with a minor illusion to look, feel, and even smell like real wood. When a creature pushes or pulls the door, the jaw mechanism activates - two steel plates studded with blunt iron teeth slam together on the creature's hand or arm. The "door" has no room beyond it - just a solid wall.

Detection: Chance Roll, Intelligence TN 15 - the door has no visible hinges (the facade covers them). Wisdom TN 14 hears a faint metallic creak when weight is applied to the handle. Knocking on the door sounds oddly hollow and metallic rather than woody. A Wizard's Arcane Sense detects the illusion on the facade. A Thief's Gut Instinct registers "suspicious."

Trigger: Pushing, pulling, or attempting to open the door.

Effect: The steel jaws slam shut on whatever body part is in contact with the door. DEX Quick Save Roll. Failure: 2d6 bludgeoning damage (DR applies) and the creature's hand/arm is caught in the mechanism - they are restrained until freed (Strength Chance Roll TN 14 to wrench free, taking an additional 1d4 damage, or an ally can pry the jaws open with a lever in 1 round). Success: the creature pulls back in time, taking 1d4 damage as the jaws clip their fingers. The loud crunching sound alerts creatures within 100 feet.

Countermeasures: A Thief may attempt Remove Traps on the mechanism before operating the handle. Testing the door with a pole or tool instead of a hand triggers the trap safely. Kicking the door (rather than using the handle) also triggers it but at leg height - same damage but the creature's boot provides +1 DR. Looking for hinges first reveals the deception. The solid wall behind can be confirmed by tapping the wall beside the "door" - the sound matches.

Reset: Yes. The jaws reset automatically after 1 round.

83. The Traitor's Toast

Type: Hybrid | **Threat:** Dangerous | **Purpose:** Hinder, Harm

A wine cask or keg sits in a cellar or banquet hall, tapped and ready. A tin cup hangs from a hook beside it. The wine inside is real and drinkable - a decent red, nothing special. But the cup is enchanted. Any creature that drinks from the enchanted cup suffers a delayed curse: within 1 hour, they become violently ill whenever they attempt to speak an untruth. The illness is convincing and painful enough to reveal them as a liar to anyone watching.

Detection: Chance Roll, Intelligence TN 15 - the cup has faint runes around its rim, visible on close inspection. A Wizard's Arcane Sense detects enchantment magic on the cup (not the wine). Wisdom TN 14 notices the cup feels oddly warm to the touch.

Trigger: Drinking from the enchanted cup.

Effect: No immediate effect. The creature feels fine and the wine tastes normal. After 1 hour, the curse activates. For the next 24 hours, whenever the creature attempts to lie, they must make a CON Tough Save Roll. Failure: they vomit uncontrollably for 1 round (losing their action, -2 to all rolls that round) and everyone nearby knows they just tried to lie. Success: they suppress the nausea but their voice cracks audibly (-2 to Charisma-based Chance Rolls). The curse is not detectable by Arcane Sense once it takes hold - it's woven into the drinker's body.

Countermeasures: Drinking from a different vessel (one's own cup, waterskin, etc.) avoids the enchantment - only the cup is cursed, not the wine. A Cleric's healing magic can purge the curse if the Cleric knows to look for it (Chance Roll, Wisdom TN 14). Simply not lying avoids all symptoms. Identifying the runes before drinking prevents the mistake. The cup can be destroyed (it's tin - easy to crush) to remove the threat for others.

Reset: Yes. The cup's enchantment is permanent.

84. The Marked Path

Type: Hybrid | **Threat:** Dangerous | **Purpose:** Harm

A corridor has a series of glowing runes painted on the floor at 5-foot intervals, creating what appears to be a guided path through a dangerous area. The runes genuinely glow with enchantment magic, reinforcing the impression that following them is safe. In reality, the glowing runes are the trap - each one is a pressure-activated fire glyph. The actual safe path is the unmarked stone between and beside the runes.

Detection: Chance Roll, Intelligence TN 16 - the runes are standard fire glyphs, recognizable to anyone trained in arcane knowledge. Wisdom TN 15 notices scorch marks around the edges of each rune (from previous victims). A Wizard's Arcane Sense detects evocation magic on each rune. A Thief's Gut Instinct registers "very wrong" about the setup - glowing paths in dungeons are never trustworthy.

Trigger: Stepping on a glowing rune.

Effect: The rune detonates in a 5-foot burst of flame. DEX Quick Save Roll. Failure: 2d6 fire damage (DR applies). Success: 1d6 fire damage (DR applies). Each rune is independent - stepping on multiple runes triggers multiple detonations. A creature running down the "path" could trigger 4-6 runes in rapid succession.

Countermeasures: Walking on the unmarked stone between runes is perfectly safe. A Thief may attempt Remove Traps to deactivate individual runes (each requires a separate attempt). A Wizard can suppress individual runes (Chance Roll, Intelligence TN 12 per rune - they're simple glyphs). Throwing objects onto the runes detonates them harmlessly from a distance. The runes can be scraped away with a blade (Chance Roll, Dexterity TN 13 per rune to avoid triggering while scraping).

Reset: No. Each rune is single-use.

85. The Inheritance

Type: Hybrid | **Threat:** Deadly | **Purpose:** Harm

A beautifully crafted weapon - a sword, axe, or mace of obvious quality - rests on a stone altar or weapon rack, displayed prominently. The weapon is real, well-balanced, and finely made. It is also cursed. The moment a creature picks it up, a binding enchantment fuses the weapon to their hand. The weapon then begins vibrating at a frequency that causes sympathetic resonance in the wielder's bones, dealing increasing internal damage.

Detection: Chance Roll, Wisdom TN 15 - the weapon has a faint dark sheen that seems to pulse. Intelligence TN 14 notices the altar or rack has restraint marks (as if previous wielders struggled to put it back). A Wizard's Arcane Sense detects necromantic and transmutation magic. A Cleric's Mystic Sense detects a cursed object.

Trigger: Picking up the weapon with a bare or gloved hand.

Effect: The weapon bonds to the creature's hand. It cannot be dropped, sheathed, or removed by any non-magical means. Round 1: no effect, the weapon feels excellent. Round 2: faint vibration, -1 to rolls. Round 3: 1d4 damage (DR does NOT apply - internal bone resonance). Round 4+: 1d6 damage per round, escalating. A Cleric's healing magic or Remove Curse effect breaks the bond immediately. Without magical intervention, the weapon can be severed from the hand by an ally cutting through the wielder's grip (2d6 slashing damage to the wielder, DR applies, but the weapon is freed). The weapon clatters to the ground and resets.

Countermeasures: Not picking up the weapon avoids the trap entirely. A Wizard or Cleric can detect the curse before anyone touches it. Using a tool (tongs, rope, cloth wrap) to pick it up doesn't prevent the bonding - the enchantment targets living creatures, not skin contact. The weapon can be safely destroyed while on the altar (AC 14, 15 HP) without triggering the curse. A Cleric's Divine Ward cast before picking it up grants 3 rounds of immunity to the bonding (enough time to examine and put it down). Kicking it off the altar without touching it sends it clattering harmlessly to the floor where it can be examined at range.

Reset: Yes. The weapon resets whenever it is released or separated from a wielder.

86. Toll of the Tomb

Type: Hybrid | **Threat:** Dangerous | **Purpose:** Harm, Hinder

A burial chamber has several stone sarcophagi arranged in rows. One sarcophagus lid is slightly ajar, revealing a faint golden gleam within - treasure visible to anyone with a torch. The sarcophagus is rigged with a mechanical pressure plate under the lid and an enchantment on the treasure itself. Moving the lid triggers a dart launcher, and touching the treasure triggers a slow-acting curse of exhaustion.

Detection: Chance Roll, Wisdom TN 14 - the slightly ajar lid is too convenient, as if positioned to tempt. Intelligence TN 14 spots the dart holes in the sarcophagus walls. A Wizard's Arcane Sense detects enchantment magic on the treasure inside. A Cleric's Mystic Sense detects desecration on the sarcophagus.

Trigger: Two triggers: (1) Sliding the lid, which fires darts. (2) Touching the treasure inside, which activates the curse.

Effect: Trigger 1 (lid): Poisoned darts fire from holes in the sarcophagus walls. DEX Quick Save Roll. Failure: 1d4 piercing damage (DR applies) plus CON Tough Save Roll or suffer -2 to all rolls for 1 hour from a mild toxin. Success: darts miss. Trigger 2 (treasure): The creature touching the treasure must make a WIS Mind Save Roll. Failure: the creature is cursed with magical exhaustion - they gain the Weary condition (-2 to all Save Rolls) that cannot be removed by rest for 24 hours, only by Cleric healing or breaking the curse. Success: the creature feels a wave of fatigue but shakes it off.

Countermeasures: A Thief may attempt Remove Traps on the dart mechanism in the lid. The treasure can be retrieved with a hooked tool or rope to avoid skin contact. A Cleric's Blessing grants +2 to both the Tough and Mind saves. The darts can be blocked by holding a shield over the sarcophagus while the lid is moved. The enchanted treasure loses its curse if removed from the sarcophagus and placed in sunlight for 1 hour (if sunlight is available).

Reset: Darts: No (single use, limited ammunition). Curse: Yes (treasure recharges after 24 hours).

87. The Grinning Gate

Type: Hybrid | **Threat:** Nuisance | **Purpose:** Block

A stone archway frames a passage. The keystone is carved into a grinning face with its mouth wide open. The arch is enchanted with a simple condition: only creatures who are genuinely smiling or laughing when they pass through may enter. The face detects emotional state, not facial expression - forcing a fake smile doesn't work. Anyone who attempts to pass through while anxious, angry, fearful, or neutral bounces off an invisible barrier as if they walked into a wall.



Detection: Chance Roll, Intelligence TN 13 - the grinning face is obviously enchanted (it's a magical barrier, not a hidden trap). A Wizard's Arcane Sense detects abjuration and divination magic. Wisdom TN 14 notices that air passes freely through the arch but solid objects (thrown rocks) bounce back unless the thrower was amused while throwing.

Trigger: Attempting to pass through while not genuinely happy or amused.

Effect: The creature bounces off an invisible barrier. No damage, no save. They simply cannot pass. The barrier is impervious to physical force and resists most dispelling attempts (Chance Roll, Intelligence TN 18 to suppress it). The grinning face seems to laugh silently whenever someone bounces off.

Countermeasures: Making yourself genuinely laugh or smile works perfectly - telling a joke, remembering something funny, or tickling an ally are all valid approaches. A Bard-type character (Thief with Ear for Music or Distraction Artist) can generate genuine amusement in allies. The barrier doesn't block the floor - crawling under it while pressed to the ground bypasses the detection zone (Chance Roll, Dexterity TN 14). A Wizard can attempt to suppress the barrier but the TN is high (18) because the enchantment is surprisingly well-made. The face can be destroyed (AC 16, 15 HP) to drop the barrier permanently.

Reset: Yes. Permanent until the keystone face is destroyed.

88. Rot Blossom

Type: Hybrid | **Threat:** Deadly | **Purpose:** Harm

A cluster of beautiful flowers grows from cracks in the stone of a dungeon chamber - vivid purples and deep reds, completely out of place in the underground darkness. The flowers are sustained by a necromantic enchantment woven into the soil beneath them. When a creature approaches, the flowers release a cloud of pollen that carries necrotic energy. The pollen causes living tissue to decay on contact - skin blisters, muscle weakens, and wounds that won't close begin opening.

Detection: Chance Roll, Wisdom TN 13 - flowers growing underground with no light source is inherently wrong. Intelligence TN 14 recognizes the species as extinct surface flowers, impossibly alive here. A Cleric's Mystic Sense detects strong necromantic energy. A Wizard's Arcane Sense detects necromancy in the soil. The flowers are beautiful enough that some adventurers may not want to believe they're dangerous.

Trigger: Moving within 10 feet of the flowers.

Effect: The flowers release a 15-foot cloud of glowing pollen. All creatures in the cloud must make a CON Tough Save Roll. Failure: 2d6 necrotic damage (DR applies) and the creature bleeds for 1d4 damage at the end of each of its next 3 rounds as tissue splits and old scars reopen. A creature that receives healing or successful bandaging before the third round ends the bleed immediately. A creature at full HP with no prior wounds takes only the initial damage with no bleed. Success: half initial damage, no bleeding.

Countermeasures: Destroying the flowers from a distance (fire, ranged attacks) prevents the pollen release. A wet cloth over the face grants +2 to the save. A Cleric's Sanctify suppresses the necromantic energy in the pollen within its aura. The soil can be dug up and removed (3 rounds of work), permanently killing the flowers. Holy water poured on the flowers causes them to wilt immediately. Strong wind (a bellows, a spell, vigorous fanning) disperses the pollen cloud in 1 round.

Reset: Yes. The flowers regenerate pollen over 1 hour.



89. The Shepherd's Gate

Type: Hybrid | **Threat:** Nuisance | **Purpose:** Subdue, Hinder

A stone archway at the entrance to a sacred or protected area has a faint enchantment woven into its structure. When a creature passes through, the enchantment attempts to separate the creature from all weapons and armor - gently at first. Buckles unbuckle, straps loosen, sheaths open, and items begin sliding off the body as if the creature were coated in oil. The enchantment is designed to ensure that only unarmed, unarmored supplicants may enter the area beyond.

Detection: Chance Roll, Intelligence TN 14 - small piles of dropped equipment are visible just inside the archway from previous visitors. Wisdom TN 13 notices buckles and clasps tingling when near the arch. A Wizard's Arcane Sense detects transmutation magic.

Trigger: Passing through the archway while wearing armor or carrying weapons.

Effect: The creature must make a DEX Quick Save Roll for each major item (armor, shield, each weapon). Failure: the item slides off, unbuckles, or drops to the ground at the archway. The creature passes through but their gear remains behind. Success: the creature holds onto the item through the arch, but it feels unnaturally heavy and uncomfortable (-1 to rolls involving that item for 10 minutes). Items dropped at the arch are not damaged and can be picked up by allies who haven't passed through.

Countermeasures: Removing all gear before passing through and having an ally hand it through afterward bypasses the enchantment (the arch only affects items being worn or carried through). Tying items to the body with extra rope grants +2 to the saves. A Wizard can suppress the enchantment (Chance Roll, Intelligence TN 14) for 5 minutes. The arch can be climbed over rather than walked through (Chance Roll, Strength TN 13) - the enchantment only affects the passage opening. Willingly entering unarmed as a sign of respect causes the enchantment to grant a faint blessing: +1 to WIS Mind saves for 1 hour.

Reset: Yes. Permanent.

90. The Patient Poison

Type: Hybrid | **Threat:** Deadly | **Purpose:** Harm

A spring-loaded mechanism hidden in a treasure chest, door handle, or other commonly touched surface fires a tiny, nearly painless needle into the creature's skin upon contact. The needle is so fine that most creatures don't notice the prick. The needle delivers a slow-acting magical poison that has no symptoms for 1d4 hours, then causes sudden, catastrophic internal damage - the poison crystallizes inside the bloodstream.

Detection: Chance Roll, Intelligence TN 16 - the spring mechanism is tiny and masterfully concealed. Wisdom TN 15 feels a faint prick but might dismiss it as a splinter (DN's call whether the creature notices). A Thief's Gut Instinct does not trigger for the needle itself (it's too well-hidden) but may trigger for the overall object being trapped.

Trigger: Touching the trapped surface with bare skin.

Effect: The creature feels nothing or a slight prick (DN's choice). There are no immediate symptoms. After 1d4 hours (rolled secretly by the DN), the poison activates. The creature must make a CON Tough Save Roll. Failure: 4d6 poison damage (DR does NOT apply) and the creature is incapacitated for 1d4 rounds from searing internal pain. Success: 2d6 poison damage (DR does NOT apply) and -2 to all rolls for 1 hour from lingering agony. A natural 1 on this save increases the damage to 6d6 and leaves the creature incapacitated for 1d4 rounds, but it does not automatically drop them to 0 HP.

Countermeasures: Thick gloves prevent the needle from penetrating. A Cleric's healing magic administered before the poison activates neutralizes it entirely (but they must know to look for it). An anti-venom kit administered within the first hour grants +4 to the save. If the creature noticed the prick, a successful Intelligence TN 14 Chance Roll identifies it as a needle trap, allowing preemptive treatment. The poison can be identified in the needle mechanism itself (Intelligence TN 15) before anyone touches the object.

Reset: No. The needle is spent. The mechanism can be re-loaded by a skilled poisoner.

91. The Debtor's Vault

Type: Hybrid | **Threat:** Dangerous | **Purpose:** Harm, Block

A heavy vault door is set into the wall, its surface covered in intricate clockwork mechanisms visible behind glass panels. A keyhole sits at the center. The door has no key - instead, the clockwork mechanism is enchanted to accept a specific 'payment': the creature attempting to open it must sacrifice something of genuine personal value. Not gold (that's impersonal) - something they care about. A family heirloom, a favored weapon, a lock of a loved one's hair. The vault reads intent and sincerity. Offering something meaningless triggers a punishing shock.

Detection: Chance Roll, Intelligence TN 14 - the clockwork has no visible keyhole mechanism (it's not a lock in the traditional sense). A Wizard's Arcane Sense detects divination and abjuration magic. Wisdom TN 15 notices an inscription in small text above the keyhole: 'What you value opens what you seek.'

Trigger: Inserting anything into the keyhole.



Effect: If the offering is genuinely valued by the creature, the door opens smoothly. The offered item is consumed by the clockwork and cannot be recovered. If the offering is insincere (something the creature doesn't truly care about), the clockwork delivers a violent electrical shock: 2d8 lightning damage (DR applies), CON Tough Save Roll for half. The door remains locked. Multiple insincere attempts escalate the damage (+1d8 per subsequent failed attempt).

Countermeasures: Offering something genuinely valued opens the door (the price is real but fair). The door can be destroyed (AC 18, 40 HP - it's heavily reinforced). A Wizard can attempt to bypass the divination enchantment (Chance Roll, Intelligence TN 18 - very difficult, the magic is sophisticated). The wall around the door may be weaker than the door itself (DN's call). A Fighter's Mighty Heave can attempt to force the door (-20% difficulty - it's built to resist). The escalating shock damage makes brute-force insertion attempts dangerous after 2-3 tries.

Reset: Yes. The door relocks when closed and requires a new offering.

92. The Wrong Answer

Type: Hybrid | **Threat:** Dangerous | **Purpose:** Harm, Block

A stone door bears an inscription: a riddle carved in Common. Below the riddle is a carved mouth with a hollow throat - the answer must be spoken into the mouth. The door's enchantment evaluates the answer. A correct answer opens the door. A wrong answer causes the carved mouth to bite down on whatever is nearest - usually the speaker's face, since they must lean close to speak into the hollow.

Detection: Chance Roll, Intelligence TN 13 - the carved mouth has teeth that are suspiciously sharp and articulated. Wisdom TN 14 notices dried blood in the mouth's grooves. A Wizard's Arcane Sense detects divination and transmutation magic (the intelligence that evaluates answers, and the animation that bites).

Trigger: Speaking a wrong answer into the carved mouth.

Effect: The stone mouth bites. DEX Quick Save Roll. Failure: 2d6 piercing damage (DR applies) to the face/head. Without a helmet, the DN should call for head trauma per Armor and Gear rules. The creature's nose or ear may be badly damaged (cosmetic injury, DN's call). Success: the creature jerks back in time, taking 1d4 damage from a glancing bite. The mouth resets and can be attempted again.

Countermeasures: Answering correctly opens the door without danger. Speaking the answer from a distance (shouting from 5+ feet) still activates the evaluation but the bite can't reach - however, the door only opens for answers spoken directly into the mouth. A shield held in front of the face while speaking grants +4 to the save. The riddle can be solved by the party collaboratively before anyone speaks. The door can be destroyed (AC 16, 30 HP) to bypass the riddle entirely. A Thief may attempt Remove Traps on the jaw mechanism, allowing safe wrong answers.

Reset: Yes. The jaw resets after each bite.