The Netbook of Traps

A Resource for Fantasy Role Playing Games

Requires the use of the Dungeons & Dragons®
Player's Handbook, Third Edition, published by
Wizards of the Coast®

The Netbook of Traps

Version 001, October 2001

A project of the DnD Community Council

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Some parts of this document are adapted from other DNDCC Netbooks, such as the Netbook of Feats, the Netbook of Creatures and the Netbook of Plots and Encounters. A special thanks goes out to those teams for their hard work.

Traps in this book are fictional and should never be attempted or constructed in real life.

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Introduction

Welcome to the DND Community Council's Netbook of Traps. This netbook has been created to help effectively utilize traps in their adventures and campaigns. Herein you will find all manner of traps to inflict upon your players to cause them anxiety, frustration, and ultimately satisfaction as they overcome the obstacles put before them. There is also advice and optional material to assist with the creation, adaptation and placement of traps.

A Word to Players

This document is intended for Game Masters only. Players reading this netbook could spoil much of the fun they would have had experiencing these traps first hand. Please refrain from consulting this document if you are not a GM.

OGC Material

The OGC (Open Game Content) material in this book includes anything listed under *Special Rules for Traps, Simple Traps* and *Complex Traps.* This includes trap descriptions and additional rules, but does not include any other portion of this document. The OGC sections are bordered at the start and finish by the following statements: ***BEGIN OGC*** and ***END OGC***. If you are at all unsure what is OGC and what is not, ASK!

Change Log

This is the first version! Later versions will have new traps, features and corrections listed here.

What is the DNDCC and What are Netbooks?

The DnD Community Council is a non-profit organization of individuals who are attempting to create the best possible fan-based resources for the D20 role playing games. A netbook is a collection of unofficial fan-submitted works on a particular topic. Anyone can join the Council and anyone can submit materials to any netbook. Materials are reviewed and then added to the netbook.

What is a Trap?

Traps are deliberate mechanical or magical arrangements such that obvious or expected actions of the victim cause unexpected adverse consequences.

Examples of traps include: walking down the hallway only to have the floor fall out from under you, opening a door and getting pricked by a poisoned needle, or being hit by a *fireball* for no readily apparent reason.

What are Simple and Complex Traps?

Simple traps are traps that are… simple. They have basic mechanics and often accomplish only one thing. Simple traps are more general than complex traps and often have many variations. A Pit Trap is a simple trap.

Complex traps are often composed of simple traps. For instance, a *Reverse Gravity* Pit Trap is a combination of a simple Pit Trap and a simple *Reverse Gravity* Spell Based Magical Trap.

A GM's Guide To Using Traps

Coming Soon…

==========BEGIN OGC==========

Special Rules for Traps

We have included some new rules and clarifications to help make traps easier to create and run.

Challenge Ratings for Traps

One very important thing to remember about traps is that they typically have all-or-nothing effects. A trap with a CR of 10 could kill or seriously injure a 10th-level character – but only if he fails his saving throw. If he makes it, he often walks away completely unscathed. Thus a GM needs to take more care in placing a trap than they do with a monster. Using the wrong kind of trap could wind up killing a party member, or being laughably ineffective.

Assigning a challenge rating for a trap is more an art than a science. However, there are still a few guidelines that help make it more accurate. See the SRD section entitled Hazards and Obstacles for additional info.

- +1 point of CR for every 2d6 points of damage the trap can do. *(From the SRD.)*
- +1 if the trap causes a major hindrance to its victims (not including poisons or spells).
- +1 if the trap is extremely hard to detect or disarm, and is difficult to circumvent.

If the trap uses poison or magic (or psionics) consult the sections entitled Traps and Poison and Traps and Spells.

The best way to determine a CR for a trap is to locate a trap that has a similar effect and base it off that.

Traps and Poison

Many traps make use of poison. In order to help give a more accurate challenge rating of these poisoned traps, we have developed rules for assigning a challenge rating modifier to each type of poison. *The challenge rating modifier (CRM) is intended for use with traps only.* Monsters and NPCs have the use or possible use of poison already included in their challenge ratings and adding the CRM to their challenge ratings would result in an incorrect CR. The CRM is added to the base CR of a trap. The result is the new CR.

To determine the CRM of a poison, add the following modifiers:

- +1 for every 6 possible points of ability score damage, rounding up.
- +1 for every 3 points of DC above 10, rounding up.
- +1 if the poison causes Con damage.
- +1 if the poison causes paralysis or unconsciousness.
- +1 if the type is Inhaled or Contact.
- -1 if the Initial or Secondary damage is 0.

Divide the total by 2, rounding up. The result is the CRM, which can then be added to the challenge rating of a trap.

The table below is a list of poisons and their CMRs. Consult the SRD for more information about these poisons.

Poison	CRM	Poison	CRM
Arsenic	+2	Large scorpion venom	+3
Black adder venom	+2	Lich dust	+3
Black lotus extract	+6	Malyss root paste	+3
Blue whinnis	+3	Medium spider venom	+2
Bloodroot	+2	Nitharit	+3
Burnt othur fumes	+5	Oil of taggit	+1
Car. crawler brain juice	+1	Purple worm poison	+4
Dark reaver powder	+4	Sassone leaf residue	+3
Deathblade	+4	Shadow essence	+3
Dragon bile	+5	Small centipede poison	+1
Giant wasp poison	+3	Striped toadstool	+2
Greenblood oil	+2	Terinav root	+3
Id moss	+3	Ungol dust	+3
Insanity mist	+3	Wyvern poison	+4

Traps and Spells (and Psionics)

Like poisons, combining traps with spells and psionics requires the use of a CRM to better balance the traps that utilize these features. *Again, the CRM is only applicable to traps, and not to monsters or NPCs.*

The CRM of a spell or psionic effect is equal to its level. If the spell is to be cast at a higher caster level than minimum, add one point of CRM for every two additional caster levels above the minimum.

For metamagiced spells and powers, the CRM is determined by the "slot" the spell is cast from. A Maximized *Magic Missile* would be cast as a level 4 spell, so it would have a CRM of 4.

If a trap consists solely of a spell effect (i.e. no mechanical or other magical and psionic effects), it's challenge rating should be equal to 1 + its level or 1 + its CR based on damage. *(From the SRD.)*

Because of the wide variety of spells and powers, the CRM should be used as a rule of thumb, rather than a strict rule. GM discretion is advised. For instance, incorporating a *Limited Wish* spell into a trap could cause damaging effects that would increase the CRM above its listed value, or it could create a rain of fish that would have a significantly lower CRM.

Some spells have trap-like effects built in to them, such as *Fire Trap*. These spells are simply given a CR. More information about spells that are already traps is available under the trap Spells As Traps.

Psionic Traps

Psionic traps are fundamentally identical to magical traps. Only rogues can search for psionic traps. Throughout this netbook we assume use of general psionic-magic equivalency rules, unless otherwise stated.

Critical Hits

While not specifically stated in the Core Rules, traps can do critical hits. Unless otherwise mentioned, traps that make attack rolls have a threat range of 20 and do x2 damage on a critical hit. Traps that do not make attack rolls cannot critical.

Some traps, like spikes or spear traps, have a single attack and several hits if the attack succeeds, typically 1d4 hits for XdY damage. These traps do not critical normally. Instead, they do another die's worth of extra hits of normal damage if they critical. Thus, if a spiked pit trap criticaled on a victim, he would take 1d4 hits doing normal damage, plus another 1d4 hits from the critical, also doing normal damage.

Search and Disarm DCs

Search and Disarm DCs are relatively easy to calculate. Mechanical Traps usually start out with Search and Disarm DCs of 20. Add one or two if the trap is particularly well hidden or otherwise hard to notice, or if the trap is especially difficult to disarm. Traps that are incorporated into a room or other structure and have pieces that are difficult to get at often have higher

Disarm DCs, around 25. Mechanical traps usually do not have DCs higher than 25.

Magical, psionic and compound traps have higher DC's. Magical, psionic and compound traps have DCs that start at 25. Add the level of the spell or psionic effect involved. *(From the SRD.)* Consult the SRD section on Hazards and Obstacles for more info on creating magical traps.

When illusions are involved in disguising traps, a rogue gains a +20 circumstance bonus to detect the trap if he is able to touch or feel the trap where it is covered by the illusion. Non-rogues gain a +15 bonus to Search in similar circumstances. Of course, there is a chance that the PC sets the trap off by poking around blindly… (GM's option.)

If a trap has magical effects that occur after the trap is triggered, the trap is considered non-magical for the purposes of assigning values to Search and Disarm. Non rogues can search for these traps, even if the DC is higher than 25. For instance, a Magic Needle Trap (a variant of the Poison Needle Trap) is just a needle hidden in a lock. No magic is used to disguise the needle or it's spring mechanism, so it is not any harder to locate the trap than it is to locate a Poison Needle trap. The difference is in the effect the needle has on a victim once it is triggered.

Trap Costs

The core rules give standard mechanical trap costs as 1000 gp and one week of labor per point of CR. One-use magical traps cost 50 GP and 4 XP times caster level and spell level, and multi-use magical traps cost 500 GP and 40 XP times caster level and spell level. *(From the SRD.* Note: This is different from the current version of the SRD, due to errata. We expect the change to be implemented shortly.)

While this is reasonable for some traps, it is simply silly for others. A tripwire trap, for instance, uses only a rope and two trees, costing about 4 sp for 20 feet of rope and taking all of 5 minutes to set up! Common sense is a must when costing out a trap.

==========END OGC==========

Traps Format Explained

All traps are listed in a standard format, reminiscent of the spell or monster formats.

The Name of the Trap

The name by which the trap is known. Usually descriptive.

Type:

The basic mechanism of the trap: Mechanical, Magical or Psionic.

Traps that are mechanical have moving parts and obey the laws of physics. There is no magic involved in a mechanical trap. Magical and psionic traps involve primarily magic or psionics, respectively. These traps typically have no moving parts and involve spells being cast (or psionics being activated) as part of the effect.

Some traps can be combinations of the three basic types. These are referred to as *compound* and have more than one type listed. The most common combination is mechanical and magical, usually involving a mechanical trigger and delivery method, with a magical effect. An arrow trap with arrows that *Hold Person* is a mechanical-magical trap, because the arrow shooting mechanism is mechanical, while the effect of the trap is (in part) magical.

Purpose:

A sentence describing what the GM's purpose is in placing this trap. Examples include:

Injure or trap a single PC, delay the party.
Injure a single PC.
Hinder the party during an ambush.
Alert nearby guards.

CR:

Challenge Rating for the trap as presented. This challenge rating is not as simple as the CRs for monsters. Traps often involve all-or-nothing effects. GMs need to use more discretion when using traps than they do with monsters.

Search DC:

The DC needed to find the trap if it is hidden or camouflaged. Some traps have "automatic" listed. These traps are immediately apparent as traps, or at least as something dangerous. Only rogues can successfully search for compound, magical or psionic traps.

Disarm DC:

The DC needed to disarm the trap, using the Disable Device skill. Only rogues can successfully disarm compound, magical or psionic traps. If the DC is listed as "None" than any fool can disable the trap, even without the Disable Device skill. If the DC is listed as "NA" then the trap cannot be disabled by normal means and must instead be circumvented. "None" and "NA" only occur on the simplest of traps.

The Author

The name or designation of the author of the trap. Email addresses and contact info are available in the Contributors section.

The Description

The description of the trap, including the appearance, how the trap functions, effects and other information. Construction costs and times follow at the end of the description. Construction costs are given in gp and in time to construct.

Variant:

Variations on traps are common. Variants explain how they are different from the original trap, and multiple variants are possible. Variants for simple traps usually contain new rules and changes to the original trap, while variants for complex traps may be more free-form and simply offer suggestions on how to change the trap.

New values for the variant replace ones listed for the original trap. In the case of the Challenge Rating, if +X is given, X is added to the CR of the trap. Most of the time, variants can be stacked with other variants of the same trap. Any special cases where variants cannot be stacked will be noted. Additions to the CR are cumulative with multiple variants. Variants may have different authors than the original trap.

Variants may be written by someone other than the author of the original trap. If no author is listed then the author is the same as the original trap.

One Last Note

Several of the traps contained in this book bear the same names as traps in the SRD. *These traps are not the same!* The traps listed in this book have different CRs, damage, and DCs than the ones in the SRD. Feel free to use whichever version of a trap that you feel is better for your situation.

Trap Indexes:

Non-italicized traps are simple. *Italicized* traps are Complex.

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Note: Variants may change a trap's Challenge Rating dramatically. This index does not reflect this.

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Simple Traps

==========BEGIN OGC==========

Bear Trap

Type: Mechanical
Purpose: To hinder animals or PCs.
CR: 3
Search DC: 20
Disarm DC: 20
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A bear trap is a jaw-like mechanical trap that springs shut on the foot of an unsuspecting victim. The trap is constructed from heavy iron or steel and is very strong. It is tethered to a tree trunk, stump or other solid, immovable object by a short, strong iron chain. The trap is camouflaged and usually placed in a high-traffic area, like a game trail or footpath in the woods.

A PC stepping on the trap causes the jaws to snap shut and suffers an attack at +20. If successful, it does 2d6 damage and traps the victim's leg. Trapped victims are considered entangled and suffer a –4 penalty to Dexterity, a –2 penalty to attack and damage and they cannot move from the area of the trap. On a critical hit, victims take no additional damage but their limb is wounded. They suffer a –2 penalty on skills related to that limb, as well as Dexterity checks and reflex saves. This persists until the wound is healed.

A PC can escape from the trap by succeeding at a Strength or Escape Artist check (DC 20). A strong lever can add a +2 circumstance bonus to the check. The jaws have a hardness of 10 and 30 hp. The chain is typically 2 feet long and has a hardness of 10 and 5 hp. It has a break DC of 26. Animals or PCs that spend several days in the trap may contract blood poisoning or even gangrene (GM's option).

The mechanical jaws for the Bear Trap costs 50 gp and the chain costs 15 gp for 5 feet. An additional 5 gp will include an iron spike to secure the chain, a hammer to drive the spike and a lever to set the trap with. The jaws take a blacksmith about 3 weeks to create (DC 20). Setup time is about 10 minutes: five to secure the chain to a stump or outcropping of rock and another five to open the jaws and set the trap.

Crushing Walls

Type: Mechanical
Purpose: To squish PCs.
CR: 10
Search DC: 22
Disarm DC: 25
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The PCs are squished between two moving walls, a la trash compactor. This trap usually involves a 10-20' x 10-20' room with only one entrance. The PCs enter and the door closes and locks behind them. Seconds later, the walls start to close in. The walls typically move at a rate of 2' per round, so in a 20' square room, the walls would touch in 5 rounds. At the end of that time, everyone in the room takes 20d6 damage. (At the GM's option, the characters could automatically die.) When the walls touch (or nearly so, if there are things in the way), they immediately start to back away, retreating at the rate of 2' per round. Then the door unlocks and any survivors can leave. The trap triggers when the door is shut again.

Disarming the trap causes the walls to halt or begin retreating, at the GM's option. The lock on the door could also be picked (DC 25), allowing the party to escape.

Sometimes spikes are attached to the walls. All effects are identical to the flat-walled variety, except the damage is piercing instead of crushing.

The cost to create this trap is a full 10,000 gp and 10 weeks construction time. The room must be specially created for this purpose. An engineer and a skilled trap maker must be hired to supervise the work.

Crushing Ceiling

The ceiling lowers to crush the PCs instead of the walls. Rooms are usually 10' tall, and the ceiling lowers at a rate of 2' per round. Damage and other effects are identical to Crushing Walls.

Deadfall

Type: Mechanical
Purpose: To squish PCs by dropping stuff on them.
CR: 3
Search DC: 20
Disarm DC: 23
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Deadfalls are traps that cause heavy or inconvenient objects to fall on the PCs. In dungeons, large stone blocks, rubble and other similar things are commonly used. In the wilderness, tree trunks or large rocks are the most common. Occasionally other large heavy objects are used. When the trap is triggered, usually by tripwire or pressure plate, the object falls on the PCs. All characters within the area of the trap (usually 5' x 5' to 10' x 10') are attacked at +15. If hit, they take 6d6 points of damage.

Large solid objects may block the path or passageway, but loose rubble and smaller rocks spread out when they hit and present no additional problems. Disarming the trap prevents the object from falling.

The cost to create the Deadfall is dependent upon where the trap is constructed. If it is built in the wilderness near large trees or cliffs, the cost is 10 gp for 500 feet of rope and 5 gp for block and tackle, used in lifting and suspending the object to be dropped. The cost for the object to be dropped is usually 10 gp for saws and axes or picks and shovels to chop down a tree or dig up

an appropriate rock. It takes four laborers a whole day to build (2 gp). Total cost: 27 gp

If the deadfall is created in a dungeon or underground setting, the cost is significantly higher. A special chamber must be cut into the ceiling of the trap area, a cover made and a tripwire or pressure plate installed. Total cost for this is 3000 gp and 3 weeks of labor. If rubble is used to fill the trap, reduce the cost by 1000 gp and the labor by one week.

Weight and Height
CR: 1 per 2d6 points of damage

If heavier objects are used, or they are higher up, they do more damage. For every 200 lbs. of weight, 1d6 damage is done, as long as it falls 10' or more. For every 10' fallen, add 1d6 damage. The damage can never be more than 20d6. The standard deadfall involves an object that falls about 20' and weighs about 1000 lbs., doing 6d6 damage. If it were to be raised up 20' more (40' total), it would do 5d6 (weight) + 4d6 (distance) for a total of 9d6 damage, and a CR of 5. For lighter objects, consult the Environment section of the D20 SRD.

This variant usually does not stack with *Water*, but a GM may adjust it along similar lines.

Using this variant in the wilderness increases the cost by 5 gp per 10' raised or 200 lbs. more weight. This includes rope, labor and other materials. Time increases by 1 hour per 10' raised or 200 lbs. weight. Note that outdoors, the height and weight of the object is limited by the presence of objects that can support that weight at that height. Suspending 2000 lbs. of rock 200 feet in the air is not possible in the average forest. Total cost: varies

Underground, the cost is calculated normally at a rate of 1000 gp and 1 week construction time per point of CR. Again, if rubble is used to fill the trap, reduce the cost by 1000 gp and the labor by one week.

Water
CR: 3

Instead of a solid object, a significant volume of water is dumped on the PCs. Characters in the area suffer an attack at +20. If hit, they take 3d6 points of damage, and must make a Fortitude save (DC 20) to keep from being knocked down and washed away. Characters washed away move 1d6 x 5' down the corridor and are considered prone. This can be especially dangerous near a pit trap. This trap must be constructed underground or inside a building.

Construction costs are standard, 3000 gp and 3 weeks.

Flooding Room Trap

Type: Mechanical
Purpose: To drown PCs.
CR: 5
Search DC: 21
Disarm DC: 25
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The PCs enter a room, the door locks and water begins to fill the room. The water usually pours in from pipes or faucets near the ceiling. The room is typically 20' x 20' x 10' tall, and it fills at the rate of 2.5' per round, giving the PCs 4 rounds of air before the water reaches the ceiling. If the water is higher than their heads, the PCs must make swim checks to stay afloat (DC 10, calm water) and drowning rules will apply. See the rules for the Swim skill in the D20 SRD, and the water dangers and drowning rules in the Environment section of the D20 SRD. After 10 minutes, the water drains away at a rate of 5' per round and the door opens.

Disarming the trap before it goes off prevents the door from locking and the water from filling the room. A successful disarm check once the trap has been activated will cause the water to drain from the room and the door to open. The lock on the door can also be picked (DC 25). If the door is opened while the room is filled with water, everything is swept out into the hallway by the sudden rush.

This trap requires a specially constructed room with access to water. Construction costs are standard, 5000 gp and 5 weeks.

Net Trap

Type: Mechanical
Purpose: To entangle PCs.
CR: 1
Search DC: 20
Disarm DC: 20
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A net falls on the PCs, entangling them and preventing them from acting effectively. Net traps are typically triggered by a tripwire and are found almost exclusively in the wilderness, hidden in the trees above a trail. Nets are 10' square and have 5 hp.

PCs walking under the net when the trap is triggered suffer a touch attack at +10. If it is successful, the affected PCs are entangled and suffer a –2 penalty to attack and damage and a –4 penalty to Dexterity. Entangled creatures cannot charge or run and can move only at half speed. PCs can escape from the net with a successful Escape Artist check (DC 20) as a full-round action. A Strength check (DC 25) will burst the net, freeing all inside. The same happens if the net's hit points are depleted.

Because net traps hinder for only a short time, they are usually followed up by an attack.

100 feet of rope (2 gp) and a net (20 gp per 25 square feet) are needed to build a net trap. It takes 2 laborers 2 days to construct.

Rising Net
CR: 2

Instead of hanging above it's victims and falling on them, this net is carefully hidden underfoot. When the PCs cross over it, counterweights drop from the nearby trees, causing the net to spring upwards with victims inside, suspending them 5' above the ground. Nets set this way are usually a bit stronger than other nets, having 10 hp and requiring a Strength check at DC 27 to burst.

Victims in the net are entangled, as above, and suffer an additional –1 penalty to attack and damage for every other creature in the net. Victims in the net are immobile and cannot move until they escape the net. This version of the trap is otherwise identical to the normal net trap.

The amount of rope needed doubles for this version (2 gp more) and the net needs to be stronger (30 gp per 25 square feet), increasing the cost.

Pit Trap

Type: Mechanical
Purpose: To injure or detain PCs by dropping them in a hole.
CR: 1 per 20' deep, minimum 1
Search DC: Automatic
Disarm DC: NA
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A simple uncovered pit with an opening 10' x 10'. PCs will immediately notice the pit (except under special circumstances), so no Search check is necessary. Likewise, because there are no moving parts, there is no way to disarm the trap. PCs must circumvent it in other ways. If a PC is in danger of falling into the pit (being bumped or stumbling around in the dark), they can make a Reflex save (DC 20) to avoid the trap. Running PCs do not get a Reflex save. PCs who fall in the pit take 1d6 damage per 10' fallen, to a maximum of 20d6.

Climbing out of a pit typically requires a climb check at DC 15. (DC 20 for dungeon walls, -5 for bracing against perpendicular walls.) Characters move at half speed when climbing and a check is required for each movement action. If the climb check fails, the PC does not move this action. If the climb check fails by 5 or more, the PC falls, possibly taking damage again. See the rules for the Climb skill in the Skills section of the D20 SRD.

Basic pits dug in soil or dirt cost 20 gp for digging implements, 50 gp for 20 feet worth of buttressing equipment and 30 gp for 10 workers laboring for 1 week. The pit takes 1 week per point of CR, so a 40 foot pit would cost 180 gp and take 2 weeks to complete. The total cost is 20 gp plus 80 gp per week.

Pits dug underground or into solid stone cost 30 gp for digging implements, 50 gp for 20 feet of buttressing equipment and 30 gp for 10 workers, all per point of CR. Thus, the same 40 foot pit would cost 220 gp if it were dug into stone. The total cost is 110 gp per week.

Cover, complex
Search DC: 20
Disarm DC: 20

The pit is covered by a complex mechanical lid or trapdoor, which resets itself after being sprung. Instead of resetting itself, the cover may lock closed, trapping any victims inside the trap. Complex covers typically have a higher weight limit than simple covers, ranging from 50 to 80 lbs. of pressure. PCs who walk across the trap and trigger it are entitled to a Reflex save (DC 20) to avoid falling in the pit. Disarming the trap either prevents the trapdoor from opening or springs the trap and prevents the trapdoor from closing, player's choice.

Covers do not stack with other *Covers*.

A complex cover adds 50 gp to the cost of a pit trap.

Cover, illusionary
Type: Mechanical, Magical
Search DC: 29
Disarm DC: Special

The pit is covered by an illusion of the floor. PCs who walk across the trap fall in unless they make a Reflex save (DC 20) to avoid it. The illusion stays active even if things fall through it. Disarming the trap removes the illusion, but can only be attempted by a rogue. The DC to remove the illusion using Disable Device is 29, but anyone can automatically negate the illusion by sticking something through it that clearly marks it as an illusion, such as a rug or a pole. Dispel effects can also remove the illusion (DC 18), reducing the trap to an uncovered pit.

Covers do not stack with other *Covers*.

An illusionary cover adds 700 gp for the cost to cast an *Illusory Wall* spell.

Cover, simple
Search DC: 20
Disarm DC: Automatic

The pit is covered by a layer of refuse (hay, twigs, leaves, etc.), a rug, or a simple break-away surface. The surface will break if 30 to 50 lbs. of pressure are applied. The surface is usually camouflaged to blend with the environment. PCs who walk across the trap and trigger it are entitled to a Reflex save (DC 20) to avoid falling in the pit. Disarming this trap will cause the cover to be removed, rendering it an uncovered pit.

Covers do not stack with other *Covers*.

A simple cover adds nothing to the cost aboveground, but it costs 10 gp indoors or underground for an appropriate seeming cover.

Inhabitants
CR: Special (See Below)

This type of pit has one or more creatures living at the bottom. Rats, snakes and scorpions are among the most common, with mindless undead coming up a close second. Other creatures found include: crocodiles, sharks, barracuda, piranha, all manner of poisonous vermin, zombies, skeletons, puddings, oozes and gelatinous cubes. Organic hazards such as green slime and molds may also be found in the pit. Inhabitants are often placed by the builder of the trap, but sometimes fall in naturally. Oozes and gelatinous cubes are good examples of creatures that might fall in a pit and stay there. Undead are often placed in pits because they are low maintenance, as opposed to animals that require regular nourishment. An inhabited pit can be any other kind of pit, as long as there is space for the creature(s) to survive. For instance, aquatic animals only occur in *Water* pits.

Calculate the EL of an inhabited pit by taking the CR of the inhabitant and the CR of the pit without inhabitants and combine them the same as you would for a group of monsters. Treat organic hazards as creatures for this.

Inhabitants does not usually stack with *Poisoned*, because either the inhabitants are affected, or the poison is rubbed away by their movement.

The cost of adding inhabitants varies wildly. Normal animals typically cost 100 gp initially and 10 gp per animal per week in feeding and care. An animal handler is often employed to do this, costing 3 gp per week.

Oozes and similar inhabitants are more expensive initially, but require little or no upkeep (except to make sure they don't escape). They typically cost 500 gp per point of CR, but finding one for sale is extremely difficult. Often monster hunters are hired to locate and capture a creature.

Filling a pit with undead is easy if you have some around. It is next to impossible to find a spell caster who will animate dead for someone else, so this option is limited to those trap owners that can cast the spell *Animate Dead*.

Poisoned
CR: + Poison CRM

Poisoned spikes line the bottom of the pit, or contact poison coats the walls and floor near the bottom. Poisoned spikes operate identically to the non-poisoned variety, except PCs who are injured by the spikes are affected by the poison. Spikes are usually poisoned with injury type poisons, rather than contact poisons. If contact poison is used, the PC must bring bare skin into contact with the poison to be affected. PCs not wearing gloves or wearing minimal clothing can be assumed to come into contact. Contact poison typically does not coat the walls higher than 8-10', and sometimes it only coats the floor.

The most commonly used poisons are strength reducing varieties, to make climbing out that much more difficult, and paralysis or unconsciousness causing poisons to make more people enter the pit to retrieve comrades.

To use poisoned spikes, the *Spikes* variant must also be chosen. *Water* usually nullifies poison.

Using poison requires 1 dose for every 5' x 5' area of spikes or wall. Thus, coating a stripe 5' wide all the way around a 10' x 10' pit would cost 8 times the cost of the poison. Just covering the spikes or the floor in the same pit would cost 4 times the cost of the poison. The poison remains potent until used or otherwise wiped away.

Slick Walls

These traps have a slick or slimy substance coating the walls, making it harder to climb up out of the pit. Increase the difficulty of all climb checks by 5. The substance is extremely hard to remove. Slick walls are frequently found in spiked pits.

Making the walls slick costs 5 gp per month, and the substance must be renewed monthly or it dries out.

Spikes
CR: +1

Spikes line the bottom of the pit. PCs who fall in the pit suffer an attack at +10. If hit, roll 1d4 to determine the number of spikes that hit the PC. Each does 1d4 damage plus 1 per 10' fallen, to a maximum of 1d4+5 damage per spike. This damage is in addition to any falling damage. Spikes are sometimes poisoned, usually with injury type strength reducing varieties, to make climbing out that much more difficult.

PCs affected by *Feather Fall* or similar spells or effects can easily avoid the spikes do not take damage from them.

Adding spikes to a pit costs 10 gp per 5' x 5' section. Adding spikes to the floor of a standard 10' x 10' pit trap costs 40 gp.

Water
CR: +1

Water fills at least 10' of the pit, enough so that PCs must swim to stay afloat. PCs falling in the pit take damage like a normal pit trap, except the depth of the trap is measured from the edge to the surface of the water. A 40' pit trap with 10' of water would do 3d6 falling damage. PCs must make swim checks to stay afloat (DC 10, calm water) and drowning rules may apply. See the rules for the Swim skill in the Skills section of the D20 SRD, and the water dangers and drowning rules in the Environment section of the D20 SRD.

Water can stack with *Spikes*, but usually the water covers the spikes, so no additional damage is taken. However, the spikes can still be a hindrance underwater.

Adding water to a pit costs nothing, if it is readily available. If there is no convenient source for water, it costs 5 sp (or more, depending on the area) to fill 1000 square feet.

Poison Gas Trap

Type: Mechanical
Purpose: To injure PCs using inhaled poison.
CR: 2 + Poison CRM
Search DC: 21
Disarm DC: 25
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The PCs enter a room, the door locks and poison gas begins to fill the air. All PCs except those immune to poison or who do not need to breathe are automatically poisoned if they breathe. Characters may attempt to hold their breath for a number of rounds equal to twice their Constitution score. After this period of time, the character must make a Constitution check (DC 10) every round in order to continue holding their breath. Each round, the DC increases by 1. If the check is failed, the PC breathes normally but is poisoned. After 10 minutes, the door opens and the gas dissipates. PCs are only affected by the poison once per exposure.

Disarming the trap before it goes off prevents the door from locking and the gas from filling the room. A successful disarm check once the trap has been activated will cause the poison to cease filling the room and the door to open. The lock on the door can also be picked (DC 25). Typically, burnt othur fumes are used, but sometimes other inhaled poisons are substituted.

A nearly airtight room, self-locking door and a gas-delivery system make this kind of trap somewhat expensive. The room and other equipment costs 2000 gp and requires 2 weeks to construct. It also requires 2 doses of poison per 1000 square feet of room. A 20' x 20' x 10' room requires 8 doses of inhaled poison to be effective.

Poison Needle Trap

Type: Mechanical
Purpose: To injure and discourage a PC from dealing with a lock.
CR: 1 + Poison CRM
Search DC: 22
Disarm DC: 20
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Poison needle traps are usually locks that contain a sharp, spring loaded needle that has been coated with a poison. The needle is a projectile and is strong enough to penetrate soft gloves and clothing. Tampering with the lock, either by attempting to pick it or by opening it in an incorrect manner causes the trap to be triggered. The victim working on the lock is attacked at +10 bonus. If hit, he takes 1 point of damage and is poisoned. Other victims in the path of the object may be hit if the first is missed, to a maximum range of 20'. Only one needle is fired.

The specially made lock costs as much as a normal lock, plus the same again as much to insert the needle mechanism. There is also the cost of 1 dose of poison. It takes a skilled locksmith with the Craft: Trapmaking skill to construct such a lock. It takes twice as much time as a normal lock to create. Total cost: Twice the price of a normal lock, plus poison.

Magic Needle

Type: Mechanical, Magical
CR: 1 + Spell CRM

A magic needle trap is identical to a poison needle trap, except the needle is enchanted rather than poisoned. If the needle hits, the spell is cast upon the victim, who is entitled to saving throws and other magical resistance. Typical spells include *Hold Person, Sleep, Blindness/Deafness, Bestow Curse, Hold Monster, Flesh to Stone, Insanity, Poison, Contagion* and *Doom*.

Magic Needle Traps are as easy to find and disarm as normal Poison Needle Traps, because the magic doesn't take effect unless the trap is triggered.

Adding a magical needle costs 50 gp and 4 XP times caster level and spell level. Remove the poison cost. If the *Reloading* variant is used, calculate the cost for each needle separately.

Reloading

CR: +1

This version has an automatic reloading mechanism that allows the trap to reset itself after firing and fire another needle. The trap does not fire unless it is triggered again. It typically has enough ammunition for 5 shots. It can fire at a maximum rate of 1 needle per round.

These special locks are rare and pricey. The cost is 4 times as much as a normal lock and take 4 times as long to construct. It also requires 1 dose of poison per needle. The poison may vary from needle to needle, but the CR is calculated using the highest poison value.

Portcullis Trap

Type: Mechanical
Purpose: To hurt and hinder PCs by dropping a big gate on top or in front of them.
CR: 2
Search DC: 20
Disarm DC: 20
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Portcullis traps are similar to deadfalls. They are always found in man-made structures, usually as part of a gate system or in a hallway. The main goal of a portcullis traps is to stop the party from advancing, or to divide the party into two groups.

Portcullises usually take the form of heavy iron gates, usually 2" thick, 5-10' wide and tall enough to completely block the passageway. They are hidden in a recess in the ceiling and are usually triggered by pressure plates and tripwires. Sometimes they are triggered manually by hidden observers. When the trap is triggered, the portcullis falls. An attack at +10 is made on the PC directly under the portcullis. If the PC is hit, he takes 3d6 damage and the portcullis blocks the passage. Roll 1d6. On a 1 or 2, the PC stays on the near side of the gate. On a 3 or 4, the PC ends up on the far side. On a 5 or 6, if the PC took damage, he is trapped under the portcullis. If the PC did not take damage, reroll until a 1, 2, 3 or 4 is rolled.

Disarming the trap prevents the portcullis from falling. Lifting the portcullis requires a Strength check (DC 25). PCs trapped under the portcullis can escape by making an Escape Artist check (DC 25).

Construction costs are standard.

Locking

The portcullis locks in the down position once the trap is sprung. Once down it cannot be raised unless the trap has been disarmed. PCs trapped underneath may still escape, as above.

Add 100 gp for a strong locking mechanism.

Projectile Trap

Type: Mechanical
Purpose: To injure PCs by shooting things at them.
CR: Varies, see below
Search DC: 20
Disarm DC: 20
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A projectile trap flings pointy objects at PCs when triggered. Typically the trap is triggered by a pressure plate in the floor or tripwire. Once triggered, the trap shoots its projectiles in the direction of the trigger. Traps may shoot a single projectile or many.

Single projectiles attack a randomly determined target selected from those in the path of the object. Multiple projectiles attack every target within a given radius. For multiple projectiles, make a single attack roll. If a character is hit, roll 1d4 to determine how many attacks hit. Volleys of multiple projectiles do not critical normally. If a critical hit occurs, roll an additional 1d4 to see how many hit. Consult the chart below for details of specific kinds of projectile traps.

Ammunition	CR	Att.	Damage / Critical	Max Range
Dart or Rock (single)	1	+10	1d4/x2	100'
Dart or Rock (many)	2	+20	1d4 each	100'
Dagger (single)	1	+10	1d4/19-20 x2	80'
Dagger (many)	2	+20	1d4 each	80'
Arrow (single)	1	+10	1d6/x3	200'
Arrow (many)	3	+20	1d6 each	200'
Crossbow Bolt (single)	1	+12	1d8/19-20 x2	200'
Crossbow Bolt (many)	4	+20	1d8 each	200'
Spear (single)	2	+12	1d8/x3	200'
Spear (many)	5	+20	1d8 each	200'
Needles (many) *	1	+20	2d4	20'
Glass vial (single) **	Var.	+10	0	50'

* Treat as a single attack.
** Touch attack, see below.

Once the trap has fired a single volley, it is empty and considered disabled.

Glass vials are usually filled with poisons, acids or potions. Acid and alchemist's fire are common. The CR varies with the contents of the vial, and a touch attack is made against the PC to see if the vial hits and shatters, spilling the contents on the victim. Poisons must be either contact or inhaled to affect the victim. See Special and Superior Items and Poisons in the D20 SRD for more information.

These traps are expensive to make because of the complex triggers and firing mechanisms. Traps that fire a single projectile cost 1000 gp and take 1 week to construct, regardless of the type of projectile. Traps that fire volleys cost 2000 gp and take 2 weeks to construct. Reduce the cost by half if crossbows are used. Add the cost of the projectiles to the total. Traps constructed to fire one kind of ammunition cannot fire another kind, with the exception of the dart, rock and vial throwers. Range is limited by ammunition type.

Outdoors

Some projectile traps are used outdoors by woodsmen and bandits. Crossbow traps are the most common because they are completely self-contained. Just tie a tripwire to the trigger and string it across the path. Spears are also sometimes used, requiring a crossbow- or ballista-like arrangement. The weapon can be hidden in a shallow pit, in the underbrush or up a tree. Outdoor traps are almost always single shot and poisoned to make them more effective.

These simpler versions cost significantly less than their indoor brothers. A light crossbow trap costs 40 gp, a heavy crossbow trap costs 55 gp and a light spear trap costs 100 gp, including the cost of a tripwire. It takes about 5 minutes to set up, plus time to camouflage it.

Poisoned
CR: + Poison CRM

A projectile may be poisoned. This is most commonly done to darts or daggers, but almost never done to multiple projectiles. If the attack hits, the victim is

poisoned. Injury based poison is almost always used but sometimes contact poison may be utilized. See Poisons in the D20 SRD for more information.

Add the cost of poison to the trap, 1 dose per item of ammunition. The poison may vary between items, but the CR is calculated using the highest poison value.

Reloading
CR: +1

Unlike the standard projectile trap, this one has an automatic reloading mechanism that allows the trap to reset itself after firing. The trap does not fire unless it is triggered again. It typically has enough ammunition for 10 volleys. It can fire at a maximum rate of 1 volley per round.

Reloading projectile traps cost double what a non-reloading trap does.

Snare

Type: Mechanical
Purpose: To detain and possibly kill animals or PCs.
CR: 1 (small animal), 2 (large animal or human)
Search DC: 10 or 23 (see below)
Disarm DC: 20
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Snares are small traps that are usually set to trap and kill animals. Sometimes large versions are set for humanoids. A thin rope or wire is looped noose-like around a trigger mechanism (and bait, for animals) and then connected to a weight or springy branch. When something steps inside the noose, the trap is triggered and the weight falls or the branch springs back, causing the noose to tighten around the limb of the victim. If the noose is wrapped around the neck of the victim, he may take strangulation damage.

When the trap is triggered, the victim suffers a touch attack at +20. If successful, the victim is caught by the nearest appropriate limb, usually a foot for humanoids or the head for animals. Victims caught suffer a –4 penalty to Dexterity, a –2 penalty to attack and damage, and cannot move from the area. If the PCs head is caught, he starts to suffocate from lack of oxygen. Consult the D20 SRD for suffocation rules.

Small animal traps are usually set for creatures like rabbits. These traps can kill if the noose wraps around the creature's neck, but they are usually too small to hinder PCs for more than a round or two. A typical PC could not fit a head in, but it could easily wrap around a hand or foot. The weights or branches used in this trap are lightweight and a PC should have no trouble removing himself from the trap as a full-round action.

Large animal traps pose more of a problem. The nooses are large enough to fit around the head and neck of medium sized creatures, so if a PC stumbles into one, they could be in trouble. Extracting a head or limb from a large animal trap takes a Strength or Escape Artist check (DC 18) and a full-round action.

Animal traps are usually set so that wilderness travelers can notice them with relative ease. They also commonly use bait, which is easily visible to anyone who is looking, so the Search DC for an animal trap is a mere 10. Snares made for humanoids are set much more cunningly and are deliberately hidden. The Search DC for such traps is 23. Snares made for humans are otherwise identical to those made for large animals. Disarming a snare either harmlessly triggers it or prevents it from triggering at all, PCs choice.

Snares are extremely cheap, costing only 2 sp for 10' of rope for a small trap, and 4 sp for 20' of rope for a large trap. Using wire costs the same.

Hanging Snare
CR: 4

This type of snare suspends victims off the ground, causing them to strangle faster. When the snare is triggered, the victim is dragged off their feet and hung suspended 3' to 10' off the ground. These snares require the presence of trees and branches or rocky outcroppings large enough to suspend a humanoid off the ground. PCs caught by a limb take no damage, but if they are caught around the neck they automatically take 1d4 points of subdual damage per round (due to the added stress from hanging by the neck and constriction of the noose) and start to suffocate. Disengaging a head or limb from the trap is more difficult without leverage, so the check to escape (Strength or Escape Artist) increases to 23.

Victims caught and hanging are considered flat-footed and entangled. They suffer a –4 penalty to Dexterity, a –2 penalty to attack and damage. Victims hanging by the neck may only make partial actions (except Strength and Escape Artist checks to escape).

Spells As Traps

Type: Magical
Purpose: Varies
CR: Varies
Search DC: 20 + Spell Level
Disarm DC: 20 + Spell Level
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Certain spells, when cast, create traps or trap-like effects. Few special rules need to be noted for these spells that are not already covered in the spell descriptions. For most spells, the CR is equal to the CRM of the spell.

The following spells create traps or trap like effects. Where these values differ from the CRM, use these: *Alarm* (CR ½), *Explosive Runes* (CR 3), *Fire Trap* (CR 2 + 1/5 caster levels), *Sepia Snake Sigil* (CR 4), *Symbol* (CR 10), *Teleportation Circle* (CR 10+, varies by destination). This is not a complete list of spells that create traps or trap-like effects.

If metamagic is used with these particular spells, calculate the CRM as if the trap was a Spell Based Magical Trap (below), not including metamagic. Then calculate it using metamagic and subtract the lower value. Add the difference to the base CR for that spell.

For example, *Explosive Runes* has a CR of 3 and is level 3. It's listed CR happens to be the same as it's CRM based on level. If it is Empowered, it is cast at level 5 and has a CRM of 5. 5 – 3 = 2, so 2 is added to the base CR of 3 for a total of 5.

Cost varies by particular spell, the level it is cast at and any metamagic involved. See spell descriptions or consult the cost for making a Spell Based Magical Trap, below.

Spell Based Magical Trap

Type: Magical
Purpose: Varies
CR: Varies
Search DC: 20
Disarm DC: 20 + Spell Level
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Many standard arcane and divine spells may be converted into traps. Spells of instantaneous duration can be converted into one-time or resetting versions. Both kinds of trap consist of a magical focus (similar to a wand) in which the magical energy for the trap is stored, and some kind of simple triggering conditions. These conditions must rely on basic sensing information--when something enters a room, when weight is applied to a tile, or when a beam of light is broken. The one-time track triggers only once, and the resetting trap can be triggered once every 10 minutes.

When the trap is triggered, the spell effect occurs, targeted on the person triggering the trap or a designated area. Spells with multiple targets may target more than one person in an area. Any saving throws the spell allows are calculated normally as per the rules for save DCs for magical traps in the Hazards and Obstacles section of the D20 SRD. Like wands, traps have an effective caster level (usually the minimum required to cast the spell.)

These traps may be detected with *Detect Magic* or by rogues making a successful Search roll, and disabled with a *Dispel Magic* or other appropriate abjuration, or by a rogue using Disable Device.

The CRM of magical traps of this nature is calculated normally, though again GM discretion is required for each particular effect

One-use traps cost 50 GP and 4 XP times caster level and spell level, and multi-use traps cost 500 GP and 40 XP times caster level and spell level. (Note: This is different from the current version of the SRD, due to errata.)

Complex Trigger
CR: +1

The conditions that set this trap off are more complex than in a standard trap. This trap can distinguish race, find simple information through a *Detect Thoughts*, or not fire when a designated person would be affected.

A *Complex Trigger* adds one level to the effective caster level for the purposes of calculating cost.

Continuous
CR: +1
Search DC: varies

Only available for spells with duration, in this form the spell is continuously in effect in the target area. For some spells (such as *Wall of Fire*), this makes noticing the trap automatic. This trap cost as much as a standard resetting variant of the same spell.

Continuous traps cost double what a multi-use trap costs.

Increased Caster Level
CR: +1 per 2 levels

Traps can be created with an effective caster level higher than the minimum cost to cast them. This affects all caster level-dependent traits of the spell, including area and damage.

Calculate the cost using the new effective caster level.

Metamagic
CR: Varies

Magical traps can also be created with metamagical feats built into the spell effect. Recalculate the CRM for the new spell level using the guidelines above.

Calculate the cost using the new effective caster level.

Quick-Reset
CR: +1 or +3

Only available for instantaneous spells in multiple use traps. The reset time (usually 10 minutes) may be shortened to either 1 minute or 6 seconds (every round).

The former doubles the cost of the trap in both gold and XP, and the latter quadruples it.

Spring Loaded Spears

Type: Mechanical
Purpose: To injure PCs in a corridor.
CR: 5
Search DC: 20
Disarm DC: 20
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Spring loaded spears shoot out from small covered holes in the walls, floor or ceiling, stabbing the PCs. This type

of trap is typically laid in a corridor 5' wide and is 5-10' long. The spears are not projectiles and remain partially in the wall. Every PC in the area when the trap is triggered suffers an attack by the spears at +20. If a character is hit, roll 1d4 to determine how many spears hit. Each spear does 1d8 damage. Critical hits roll an additional 1d4 hits.

One sprung, the spears slowly retract back into the walls. When the trap is next triggered, the spears will spring out again. The resetting process takes 1 minute.

This type of spear trap costs 4000 gp and 4 weeks to build. The main components are the spring-platform that pushes the spears out, and the retracting mechanism. Reduce the cost to 2000 gp and 2 weeks time if the trap does not contain the resetting mechanism.

Swinging Blade Trap

Type: Mechanical
Purpose: To injure PCs in a corridor.
CR: 1
Search DC: 20
Disarm DC: 20
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A single blade scythes out of the wall or ceiling and attacks the PC that triggered the trap. The attack is made at +10 and does 1d8 damage, criticalling at 20/x3. After the attack, the blade returns to the wall to await the next victim. The trap can be triggered as often as once per round. Sometimes other weapons like maces or flails are used in this kind of trap. If so, simply replace the given damage and critical bonus with the ones listed for the weapon.

This trap costs 500 gp and takes one week to build. Most of the gold is spent on the swinging and resetting mechanisms. Off-the-shelf blades may be used. Sometimes magical blades are used, but very rarely.

Swinging Scythes

Type: Mechanical
Purpose: To injure or hinder PCs in a corridor.
CR: 5
Search DC: 20
Disarm DC: 20
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Scythe-like blades swing out of recesses in the wall, sweeping back and forth and blocking a corridor. The scythes continue swinging until someone stops them or a time limit is reached. This type of trap is typically laid in a corridor 5-10' wide, and is 5-10' long The trap is triggered by a PC walking through the corridor, but is sometimes set to be activated before the PCs actually enter as a way of deterring passage. Every PC in the area when the trap is triggered is attacked at +20. If a character is hit, roll 1d4 to determine how many blades hit. Each blade does 1d8 damage. Critical hits roll an additional 1d4 hits.

PCs attempting to run or jump through the corridor make a Reflex save (DC 20). If it is successful, they make it to the other side. If they fail, they stay on the side they started on. In either case, the PC is attacked by the blades.

A spring-wound system provides the motion for the scythes. Because of it's size and strength, it costs about 4000 gp. Other components, such as the scythes and the trigger mechanism come to 1000 gp, bringing the total to 5000 gp and 5 weeks of construction time.

Swinging Spikes

Type: Mechanical
Purpose: To injure PCs on a wilderness path.
CR: 2
Search DC: 20
Disarm DC: 20
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Similar to Spring Loaded Spears, this trap commonly occurs outdoors. When triggered, a spiked arm consisting of short spears or spikes tied to branches either swings up out of the underbrush (like a rake) or down from above. This is done using the weight of the spikes (or a counterweight) to swing the spiked head down forcefully. Only the PC triggering the trap is attacked by the spikes at +10. If a character is hit they take 2d6 damage. This trap does not reset and is considered disabled once it has been sprung. This trap is sometimes found indoors as well, usually made of better materials.

Another way to create this trap uses a springy branch studded with small spikes. The branch is bent back around the tree and then attached to the tripwire.

A skilled woodsman and trapmaker can build this trap completely from scratch using materials found in a forest and a little twine. Sharpened wooden stakes form the spikes, which are either tied to a branch with twine or stuck there with dried mud.

Trapmakers wishing for higher quality equipment can expect to spend 10 gp on metal spikes mounted on a sturdy wooden arm, plus twine.

Tripwire Trap

Type: Mechanical
Purpose: To trip PCs.
CR: 1
Search DC: 20
Disarm DC: None
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A tripwire trap is a simple rope or wire strung across path, intended to trip or clothesline people. This is different from the tripwire trigger, which is used to trigger traps. Anyone unaware of the tripwire trap and

walking through the trapped area must make a Reflex save (DC 15). If it is unsuccessful, the victim falls flat on their face, taking no damage but becoming prone. Running victims must make a Reflex save (DC 25), and if it is unsuccessful they take 1d6 falling damage and are prone.

Cutting the wire will disarm the trap. Tripwire traps can be especially dangerous in front of a pit trap.

Tripwire traps require rope and two immobile objects, typically trees. 20' of rope is sufficient for a 10' wide path, costing 4 sp.

Clothesline Trap
CR: 2

The clothesline trap is a tripwire set farther off the ground and intended to catch running or riding PCs across the neck or chest and knock them down. Clotheslines must be set at a certain level; creatures shorter than this are not affected by it, while creatures taller than that height may be affected differently than intended. Clotheslines are effectively tripwires for very large creatures,

Creatures walking or riding slowly towards the tripwire may make a Spot check (DC 20) to notice the clothesline in front of them (because it is at or near eye level), but they are unaffected if they should run into it, other then a moment of surprise and possibly the cessation of movement. Creatures running or riding quickly towards the clothesline may make a Reflex save (DC 25) to avoid the wire. If they fail the save, they take 1d6 damage from the wire and if they are mounted they must make a Riding check (DC 20) or be dismounted. Dismounted victims suffer an additional 1d6 points of falling damage and are knocked prone. Running creatures that fail the save are also knocked prone.

Clothesline traps are often set across forest roads and are a precursor to bandit ambushes.

==========END OGC==========

Complex Traps

==========BEGIN OGC==========

False Door Trap

Type: Mechanical
Purpose: Injure or kill the PCs
CR: 3
Search DC: 20/varies
Disarm DC: 20
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This trap is positioned at the end of a dead-end corridor in any finished indoor complex. It consists of a standard 20' covered pit (as wide as the corridor, and 10' long) directly in front of a false door set in a movable wall. There is a 2' ledge between the wall and the pit.

First, the PCs will encounter the pit, which has gravity-opened thin trap cover, and is non-resetting. The door appears to be locked and has a large lock plate with keyhole. The door is of strong wooden construction. Searching the lock for traps will discover that it is not holding the door closed (DC 30). Searching the door as a whole will discover that it is false (DC 25), and searching the edges of the wall will discover that it can slide forward (DC 25).

Attempts to bash down the door are at a -2 damage penalty due to the narrowness of the ledge. The door is hardness 5, has 30 HP, and has a break DC of 35. If the door is successfully battered down, the mechanism behind it has a 25% chance of triggering. The lock is of standard difficulty to pick (DC 25) but success does not indicate that the door has opened. Instead, the mechanism that moves the wall is triggered, and it slides forward 2 feet until it is flush with the near edge of the pit.

When the mechanism is triggered, any PC on the ledge must make a Reflex save (DC 15) to act at all before being pushed into the pit. Those that succeed may attempt to jump the ledge with a standing long jump at a -2 penalty. A result of 8' or greater indicates that the PC may attempt to catch the far ledge (Strength check, DC 15). Alternatively, a PC that succeeds at his initial Reflex save may try to grab and hang on the door. This requires a special Climb check (DC 20) to grab onto the door, where failure means falling into the pit. Once clinging to the door, climbing past the pit to the floor requires a DC 25 Climb check.

Variants

The pit can be of any depth, spiked, or contain another surprise at the bottom. To change the pit, find the CR of the new pit type and consult the table below.

Pit CR	Trap CR
1 – 3	Pit +2
4+	Pit +1

Illusory Pit Trap

Type: Mechanical, Magical
Purpose: Injure or trap a single PC, delay the party
CR: 10
Search DC: 34
Disarm DC: 34
(C) 2001, Alan Eisinger

This trap can be placed in any underground stone corridor. It consists of a permanent Teleportation Circle spell that is linked to a Programmed Image of a trap door opening in the floor, the victim falling in, and the door closing again. The teleportation circle is set to teleport the victim to the top of a 60' shaft nearby, but not directly underneath, the corridor. The trap then goes dormant for 1 hour.

A successful Search check reveals that the next section of corridor has a faint magical circle etched on it. If the circle is not noticed, the first person to step on the circle is automatically caught by the trap (Teleportation Circle does not allow a save), though the GM should ask for a reflex save to prevent players from becoming suspicious. Other people who witnessed the illusion may make a Spot check (DC 35) to notice that something wasn't normal about it, but only if they carefully review events or express skepticism.

The victim experiences a brief jarring discontinuity (if a player wonders about it, allow a Spellcraft check, DC 14 to recognize that she was teleported), then falls down the pitch-black shaft, taking 6d6 damage at the bottom. The victim may believe that she has fallen into a conventional pit trap. The shaft is solid stone, and 8' x 8'. The bottom of the shaft is empty (or perhaps has the remains of previous victims.)

Others in the victim's party will likely try to find and open the "pit trap," and the victim may try to climb out. All of these efforts are doomed to failure, because the pit isn't actually under the floor. All search checks to find the trap door mechanism automatically fail, and there is nothing under the stone floor but more stone, if the party somehow digs through it. The victim may attempt to magically fly or climb to the top of the shaft to escape from the inside, as well. A Climb check (DC 25) allows anyone in the shaft to scale the interior wall to the top, but any attempts to search the ceiling cause them to run the risk of losing their grip and falling again, unless they pass another DC 25 Climb check.

Finding the dormant teleportation circle via a Search check (DC 34) or detect magic, magically communicating with the victim in the pit, or using divination are all potential methods to figure out the truth. If and when the party does realize what has happened, they must still use teleportation or tunnel through stone to rescue the victim.

Powerful wizards will prepare these traps to delay and separate invaders. Sometimes, the wizard will attack the victim in the shaft, or try to capture and interrogate her.

The character creating this trap must be at least a 17th level Wizard or Sorcerer. It costs 4,500 XP (for the permanent Teleportation Circle), plus 2000 gold for material magical components and the material costs of digging and sealing the shaft.

Variants

The location a victim is teleported to can vary widely. Longer shafts, spikes, or another teleportation destination entirely are possibilities.

The trap can also be built with a unique triggered teleport or teleport without error. This will reduce the cost to construct and allow the victim a Will save to resist the teleportation. Clever GMs should disguise this Will save as a Reflex save so as not to tip players off about the nature of the trap.

Log Ballista Trap

Type: Mechanical
Purpose: Injure the party
CR: 5
Search DC: 20
Disarm DC: 20
(C) 2001, Alan Eisinger

This trap can be placed in any indoor environment of suitable arrangement (see map). The design of the trap is for an unwitting person to trigger the ballista, be hit by the log, and knocked back into the pit. The best placement for this trap is in places where the pit is part of the construction or a natural part of the environment.

The ballista (1) is a large crossbow like device loaded with a heavy log. There is a pressure plate or tripwire at (2) and a pit at (3). When triggered, the ballista fires at +15 at the closest person in the log's path, and does 2d8+8 points of damage on a successful hit.

In the case of a hit, or a miss where the attack result is good enough to hit as a touch attack, the log also knocks the target back. Treat this as a Bull Rush attempt, with the log receiving a +6 Str bonus from the ballista and a +4 Size bonus as a Large object. Other people in the path of the victim may try to stand their ground by rolling a Bull Rush check opposing the original roll, with a +2 for each person currently being moved. A success stops the group immediately. A failure means the group will move no farther than the result indicated in the rules for Bull Rush from this roll, measured from the first point of impact (this may have no effect). Alternatively, other people may try to evade with a Reflex save at a DC of 16. Success means the log passes them, and failure means they are knocked over (but not pushed along.)

If the bull rush moves the victim(s) further than 10', they are in danger of falling into the pit (3), and suffering 2d6 falling damage for falling 20 feet. (If the distance moved is less than 5' more than the distance to the pit, the GM may allow a Reflex Save DC 15 to catch the edge. If it is more than 5', the victim has been knocked too far out to catch the edge at all.)

Variants

A pit is not the only possible element to place in the path of the log for victims to be knocked into. A victim can be simply slammed against the wall, causing 1d6 points of damage for every full 10 feet he had still to be pushed by the log. The wall can be spiked (though the spikes should be concealed in some fashion or player suspicion will be aroused) doing damage as spikes in the bottom of a pit, or some other hazardous element entirely can be used.

Variant	CR
50' pit	6
100' pit	7
Wall	5
Spiked Wall	6

Reverse Gravity Pit Trap

Type: Mechanical, Magical
Purpose: Injure or trap and confuse PCs
CR: 3 (40' version)
Search DC: Automatic with Spot check (DC 10)
Disarm DC: 32 (*Dispel Magic* DC 25)
(C) 2001, Adam Nave

A group of adventurers tromp down a hallway towards a hole in the ceiling. When they get close, one of them steps out under the hole – and goes flying upwards, the victim of a *Reverse Gravity* spell.

This trap is the simple combination of a pit – dug into the ceiling – and a permanent *Reverse Gravity* spell. Because of the reversed pit this trap is always found underground. When the PCs first approach the trap, if the pit is not covered or otherwise hidden the PCs need to make a Spot check (DC 10) to notice it. If a PC steps under the trap they can make a Reflex save (DC 17) to catch the edge of the pit before they fall in. If the PC fails the check, they fall upward into the shaft and land at the "top" of the pit, taking falling damage (1d6 per 10' fallen).

Victims can attempt to climb out of the pit normally, although getting out of the spell's area of effect is sometimes awkward.

Typical *Reverse Gravity* Pit Traps are at least 40' deep and 10' square, doing 4d6 damage if a victim falls in. Disarming the trap negates the *Reverse Gravity* effect, causing the contents of the pit to come tumbling down. Casting *Dispel Magic* against DC 25 will also dispel the *Reverse Gravity* effect, with the same results.

The trap costs twice what a normal pit trap costs to construct, or 440 gp for the 40' version, plus 980 gp for a *Reverse Gravity* spell (cast at 14th level) and 500 gp and 3500 XP for a *Permanency* spell (cast at 15th level).

Variants

Any of the Pit Trap variants can be applied to this trap, increasing the CR as necessary. If covers are used, they are always to provide camouflage, so remove the Spot check and a Search check at the cover's DC is required.

Reverse Gravity Pit Traps usually don't have inhabitants, poison or slick walls, but frequently have spikes to increase damage.

Rarely, the pit is filled with water. If the trap is disarmed, the water comes pouring down. The effect is the same as for a Deadfall filled with water, as long as there is at least 200 cubic feet (20' x 10' x 10') of water in the pit. Rogues who attempt to disarm traps without carefully examining them are particularly susceptible to this.

==========END OGC==========

Designing and Submitting Traps

The Submissions Process

Traps submitted to the Netbook of Traps will be examined by the traps team. Suggestions will be made to the author about improving the trap. When the author is ready, the traps team takes a vote. If all members agree, the trap is added to the Netbook.

Submitted traps should be your own, original design. We are not looking for write-ups of the traps in other published documents or any other non-Open Gaming document.

We are also not interested in traps that are identical in effect to traps already published in this netbook. For instance, a *fireball* trap that utilizes a vial in which *fireball* "beads" are stored before flinging them at its victims is fundamentally identical to a trap that merely casts a *fireball* at the appropriate time. While one is more interesting and embellished, it has the same effect. We prefer to leave these details up to the GM, and instead present simply what is necessary for the trap.

If you have a trap you want to submit, the first step is to read the Statement of Understanding and obtain a Permission Agreement (PA), which allows the DNDCC to use your submitted ideas in a netbook. Go to http://www.dndcommunitycouncil.org/submissions to find out more about the Statement of Understanding and Permission Agreements.

If you do not have a PA signed and on file, you cannot have your materials published in any DNDCC netbook.

The next step is to write out your trap using the submission form we have provided at the end of this document. Make sure to fill out the form as completely as possible. You do not need to send us your trap with the form, but you do need to include all of the information on it.

When your trap is ready and your PA is on file, send it to the current team leader (listed at the beginning of this document), along with your Statement of Authority to Contribute (details are in the Statement of Understanding document). Please send traps via email attachment in text, RTF or MS Word format.

All submissions should be checked for spelling, punctuation and, if possible, grammar. Illegible submissions will be rejected.

Once we receive your trap, the TRB will review it and suggest changes, if necessary. We will continue to review it until you consider it to be done or no longer wish to make changes to it. The trap then voted on by the Traps Team. If all members agree it is placed in the Netbook.

Changes and Updates to Existing Traps

If you have made changes or updates to one of your traps and those changes are not reflected in this netbook, please send us the revised trap. Please only include one updated trap per e-mail. Make sure the subject includes "change – [Trap Name]". All changes will be posted as quickly as possible. Changes that alter the trap beyond that reviewed by the TRB will be reevaluated. The same procedures used to submit a trap must then be followed.

Handling Special Review Situations

Anonymous Submissions

Cannot and will not be accepted.

Non-compliant Submissions

Submissions that do not include a Statement of Understanding, Contributor ID number (unless one is pending) or that are incoherent will be deleted unread. A message notifying the submitter of the problem will be sent.

Multiple Duplicate Traps

An effort will be made during the submission process to identify traps that duplicate another trap. The duplicate traps will be reviewed together and sent to both, or all contributors who created the duplicate traps in question. An effort will be made to create one trap from the duplicate traps that addresses the goal of each contributor. When the trap has been completed, each contributor that was involved in the process will be added to the Author subheading.

If a trap submitted is a duplicate of a trap already published, the second trap will be rejected on the grounds that it is too similar. Unfortunately, there is not enough space in the Netbook to credit every individual who thinks of the same trap independently, so only those that think of it first can be listed here.

The Issue of Due Credit

With a project of this size, it is nearly impossible to ensure that the entire process is perfect, but one of the key most important aspects of this process is ensuring contributors receive due credit for their efforts.

Legally, and in accordance with the OGL, as well as the Permission Agreement signed by each contributor, each contribution MUST BE an original work. We intend to make every possible effort to correct any issues of credit

immediately and without bias. If you recognize a trap of your design within these pages, but it has been offered under someone else's name, please bring the matter to our attention immediately by writing to the current Traps Team Leader, listed in the appendix.

Hopefully our use of the Permission Agreement and OGL compliance policy will prevent copyright theft, but in the unlikely event that a trap of your design has been posted here without your permission, please contact us to discuss keeping the trap as part of the netbook or having it removed entirely.

All we ask is that you be reasonable when claiming copyright theft or failure to properly credit a work. You need to understand how credit should work. If you had an idea and someone else took your idea, you DO NOT get credit. If you did the work and someone takes your work, you DO get the credit.

By doing the work, you own the copyright. Now, under the OGL, once your material is released, derivative works may appear, but they must still maintain a reference to your original material and copyright.

Looking through various published supplements, many of us have the very same ideas. You cannot corner an idea. If you see a trap that is based on your exact wording, includes your exact wording, or is edited based on your exact wording (without due credit), then you definitely have a valid complaint. Just let us know and we will try to straighten out the situation before the next release.

Trap Submission Form

Your Real Name: _____

Your Email: _____

Contributor ID #: _____ (Or Pending)

Simple/Complex:_____
Is the trap simple or complex?

Trap Name: _____

Type: _____
Mechanical, Magical and/or Psionic.

Purpose: _____
_____
A sentence describing what the GM's purpose is in placing this trap.

Challenge Rating: _____

Search DC: _____
The DC needed to find the trap if it is hidden or camouflaged. Usually a number between 10 and 30, or "automatic."

Disarm DC: _____
The DC needed to disarm the trap, using the Disable Device skill. Usually a number between 10 and 30, "none" or "NA."

Author: _____
The name or designation of the author of the trap, as you would like it to appear. Aliases are fine.

The Description

Appearance and Location: Include what the trap looks like, any relevant components of the trap, and where it is commonly found.

Functions: Include how the trap is triggered, exactly what happens when it is triggered, and any effects the trap has on PCs or other things.

Misc. Put any other information here, like who might use the trap, or any other info that doesn't fit in another category.

Construction: List the total cost in time and gold to create the trap. Include any special items that are necessary for the creation, such as adamantium or a *Reverse Gravity* spell.

If any part of your trap is significantly different from the guidelines, include your reasoning as to why it is different.

Description: _____

Variant(s): Include any changes to the CR or DCs. Fill out the description of the variant like you would for the original trap, but only include the differences.

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