







(Investigation) check and that the ceiling holds a the outline of a trapdoor (from which the trap's blade springs forth) with a DC 20 Intelligence (Investigation) check. Wedging an iron spike or other object under the pressure plate prevents the trap from activating and attempting to open the compartment in the ceiling results in the trap activating.

Once the trap is triggered it acts at the start of every round. The scythe makes an attack roll against creatures in its path with a +7 bonus to attack. On a hit the attack deals 33 (6d10) slashing damage.

Some pressure plates are triggered to activate multiple pendulum scythes in a room or hall, each of which runs along a different line and gets to make its own attacks at the start of the round.

### **POISON MISTER**

#### *Mechanical trap*

A nozzle connected to a vial of poison gas is hidden within a chest's lock, or in something else that a creature might open. Opening the object without the proper key causes the nozzle to spring out, spraying poison.

When the trap is triggered the nozzle creates a 15-foot cone of gas originating from the lock. Creatures within the cone must make a DC 15 Constitution saving throw. Creatures who fail take 22 (4d10) poison damage and are poisoned for 1 hour. Creatures who succeed take half damage and are not poisoned.

A DC 20 Intelligence (Investigation) check allows a character to deduce the trap's presence from alterations made to the lock to accommodate the nozzle and vial. A DC 15 Dexterity check using thieves' tools disarms the trap, removing the nozzle and gas vial from the lock. Unsuccessfully attempting to pick the lock triggers the trap.

A DM can choose to have a different kind of inhaled poison (Dungeon Master's Guide page 257-258) within the lock. The effects and save DC for the poison change as appropriate.

### **ROOM FILLING WITH WATER**

#### *Mechanical trap*

This stone, 15-foot-cubic room has thick metal doors and 4 5-foot square metal grates in the ceiling. When the door to this room is first opened, characters within 5 feet of the door feel a burst of stagnant, moldy air with a DC 10 Wisdom (Perception) check.

A hidden pressure plate in the room causes the grates to pour water into the room. Any weight of more than 20 pounds placed on a hidden pressure plate triggers the trap. The pressure plate can be spotted with a DC 15 Wisdom (Perception) check. A character studying the area can determine the

pressure plate is a slightly different color than the rest of the floor with a DC 15 Intelligence (Investigation) check. Wedging an iron spike or other object under the pressure plate prevents the trap from activating.

When the trap is triggered, all doors to the room immediately close and lock. The doors are iron (AC 19, 27 hit points) and any character with thieves' tools can pick the lock with a DC 20 Dexterity check. A character without thieves' tools can attempt this check with disadvantage using a hair pin, wire, or other thin, metal tool.

At the start of every round add 3 feet of stagnant, opaque water to the sealed room. Once the water is 6 feet high, creatures without a swim speed who attempt to pick the lock using thieves' tools do so with disadvantage. Creatures in the room without a swim speed must make DC 10 Strength (Athletics) to swim above the rising water once it is equal to or greater than their height. Because the water is opaque, any creature who is submerged in the water is blinded while it remains underwater.

Have the rules for suffocating (Player Basic Rules pg. 65 and Player's Handbook pg. 183) and underwater combat (Player Basic Rules pg. 77 and Player's Handbook pg. 198) handy if you plan to run this trap.

Sometimes the designer of this trip will put a hidden kill switch somewhere within the room in case the trap is triggered by accident. Such a kill switch is usually well hidden beneath a stone in the floor or wall and requires a DC 20 Intelligence (Investigation) check to find. Pressing the switch causes the water to stop filling the room and the doors to unlock.

### **SPECTRAL TENDRILS**

#### *Magic trap*

This 20-foot-square area has been cursed with a ritual that forms tendrils of pure necrotic energy which hunger to feed on the living. The ritual is powered by an unholy symbol painted or carved into the ground at the center of the area. The tendrils live below the surface of the floor and wait for a living creature to walk into the area before attacking.

A character notices the trapped area and its immediate surroundings are slightly colder with a DC 10 Wisdom (Perception) check. A character trained in Religion can determine the meaning of the symbol with a DC 15 Intelligence (Wisdom) check.

When a creature steps into the area, the tendrils rise from the ground and make an attack roll against that creature with a +8 bonus. On a hit the tendrils deal 22 (4d10) necrotic damage and the target is grappled (escape DC 15). Another creature can attack the tendrils grappling a creature (AC 15). If they deal more than 15 damage in one attack the tendrils let go. The tendrils disappear if they are dealt radiant damage.

## SPINNING SAW BLADES

### *Mechanical trap*

Hidden behind a wall, this circular saw blade with a 5-foot- radius runs along a track in the wall, floor, or ceiling after a trip wire is activated.

The trip wire is 3 inches off the ground and stretches between two columns. A successful DC 15 Wisdom (Perception) check spots the trip wire or the blades hidden deep within a slot in the walls. A DC 10 Wisdom (Perception) check notices the deep grooves in the wall, ceiling, or floor which serve as the saw's track. A DC 15 Dexterity check made with thieves' tools breaks the trip wire harmlessly. A character without thieves' tools can attempt this check with disadvantage using any edged weapon or edged tool. On a failed check the trap triggers.

Once the trap is activated the saw moves 40 feet along its track at the start of a round. The saw makes an attack roll with a +5 bonus against any creature in its path. On a hit the creature takes 11 (2d10) slashing damage. If the saw gets to the end of its track, it switches direction and comes back the other way.

Some trip wires are triggered to activate multiple saws in a room or hall, each of which runs along a different track and gets to make its own attacks at the start of the round.

## WIDENING PIT

### *Mechanical trap*

These rooms are outfitted with a special floor which slowly opens from the center when a creature steps onto the hidden 10-foot-square area pit cover at the center of the room.

A successful DC 15 Wisdom (Perception) check discerns an absence of foot traffic over the center of the floor. A successful DC 15 Intelligence (Investigation) check is necessary to confirm that the trapped section of the floor is actually the cover of a pit.

When a creature steps on the cover, it swings open like a trapdoor causing the intruder to spill into the pit below, which is usually 20 or 30 feet deep, but can be deeper. Once the pit is revealed, it begins to widen. At the start of a round the pit's area grows another 5 feet on all sides as the floor begins to slide open. Creatures adjacent to the pit before it grows must make a DC 15 Dexterity saving throw, or fall into the pit. The pit may have spikes at the bottom as described in page 123 of the *Dungeon Master's Guide*.

When the trap is triggered, all doors to the room immediately close and lock. The doors are iron (AC 19, 27 hit points) and any character with thieves' tools can pick the lock with a DC 20 Dexterity check. A character without thieves tools' can attempt this

check with disadvantage using a hair pin, wire, or other thin, metal tool.

Once the pit is detected, an iron spike or similar object can be wedged between the pit's cover and the surrounding floor in such a way as to prevent the cover from opening and springing the rest of the trap. It can also magically be held shut using the arcane lock spell or similar magic.

## WITHERING TAPESTRY

### *Magic trap*

This 10-foot-square tapestry depicts a regal king and queen sitting upon a throne with crowns of gold. Any creature who can see the tapestry must make a DC 15 Charisma saving throw. A creature who fails is overcome with admiration for the tapestry and cannot willingly move out of sight of the tapestry for 24 hours. During that time the creature cares only about the tapestry and will defend the work of art with its life. It acts hostile toward any creature who tries to touch the tapestry or tries to move the effected creature away from the tapestry. The creature will try to find its way back to the tapestry if it is forcibly removed from it. The creature will not sleep while it is under this effect. After 24 hours the affected creature suffers a level of exhaustion. It must repeat the saving throw if the tapestry is still within line of sight.

A DC 15 Intelligence (Arcana) check reveals the nature of the trap. A DC 20 Intelligence (Arcana) check reveals the tapestry is immune to all damage except for fire. The tapestry has AC 10 and 30 hit points.

## ZEALOUS ALTAR

### *Magic trap*

This altar bears the symbol of the patron god of its creator. Any creature who can see the altar who is not wearing a visible holy symbol of the altar's god must make a DC 15 Wisdom saving throw. Creatures who fail are blinded and deafened for 8 hours or until the altar is destroyed. Creatures who are successful are immune to the altar's effects for 24 hours.

A creature trained in Religion who makes a DC 15 Intelligence (Wisdom) check knows the nature of the altar. The altar is made of a magically treated metal and much tougher than it looks. It has AC 22 and 200 hit points.

## ABOUT THE AUTHOR

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