

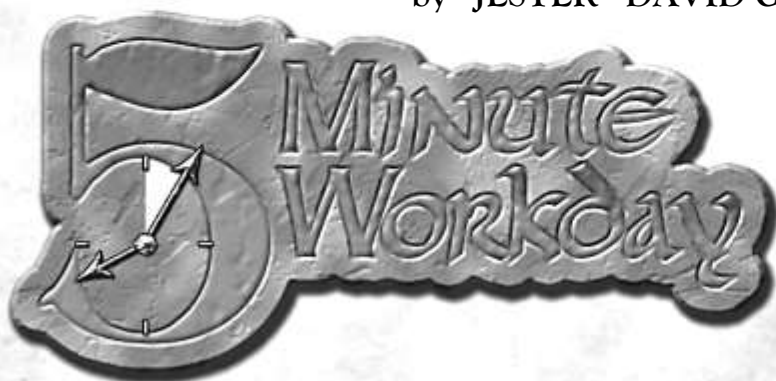
**5 Minute Workday
Presents:**

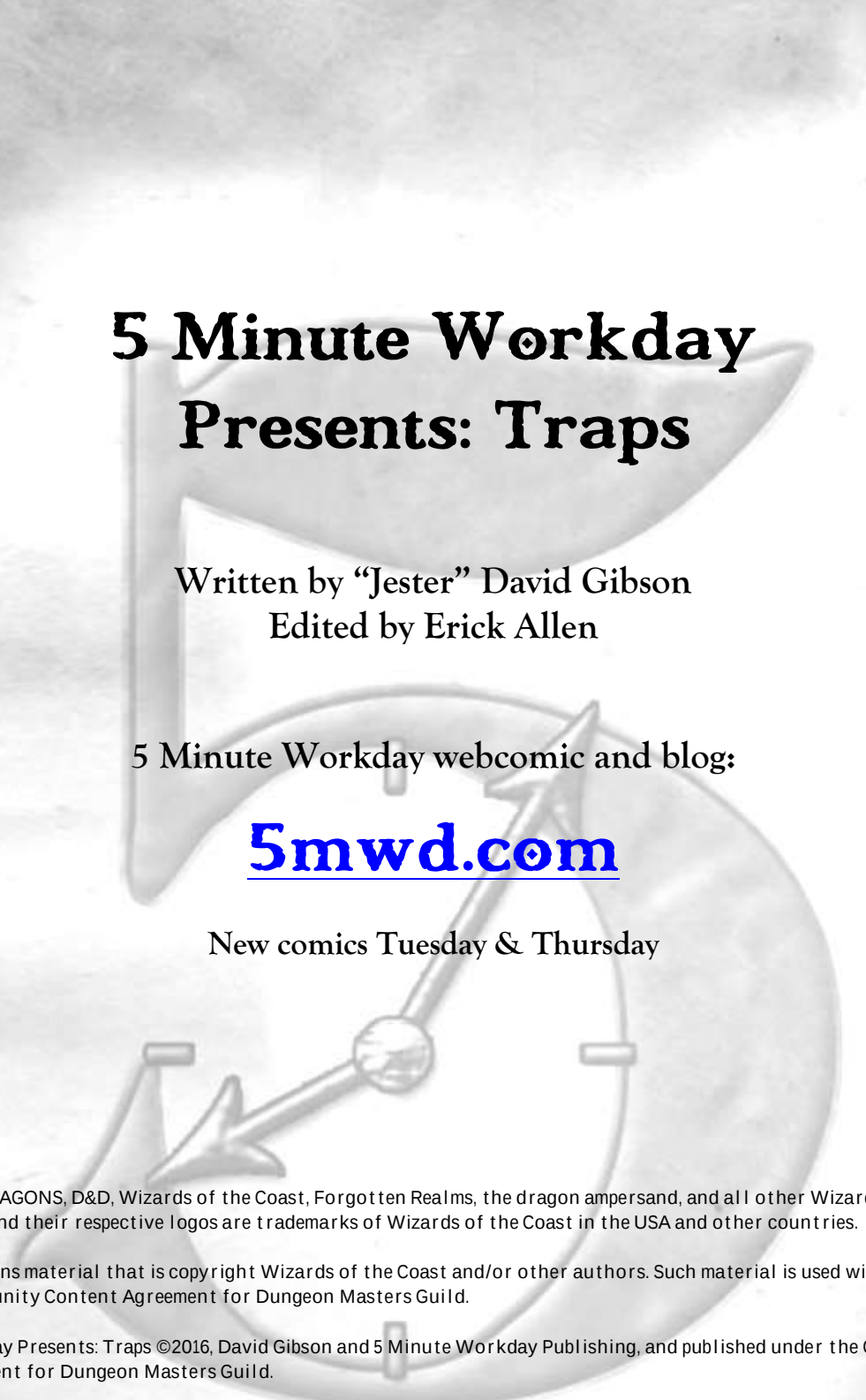
TRAPS



An assortment of new traps to challenge players in your 5th Edition game

by "JESTER" DAVID GIBSON





5 Minute Workday Presents: Traps

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Traps

Here are new traps for use in your 5th Edition game, using the format as seen in the *Dungeon Master's Guide*.

Arrow Launcher

Mechanical Trap

When a creature steps on this trap's hidden pressure plate, a barrage of arrows releases from launchers hidden in the surrounding walls. Larger chambers might include multiple pressure plates, each connected to its own set of launchers.

A successful DC 13 Wisdom (Perception) check locates the pressure plate. The small holes in the walls are often concealed by vines or cobwebs, or obfuscated by carvings or gaps in the masonry and require a DC 15 check to find. Wedging an iron spike or other object under the pressure plate prevents the trap from activating, while plugging or sealing the holes prevents the arrows from firing.

The trap activates when more than 30 pounds of weight is placed on the pressure plate, releasing six arrows. Each arrow makes a ranged attack with a +5 bonus against a random target within 30 feet of the pressure plate. Being obscured or hidden offers no benefit against this attack. If there are no targets within range, the arrows don't hit anything. A target hit by an arrow takes 4 (1d8) piercing damage. Arrow launchers typically hold enough ammunition for four or five barrages, after which they run out of arrows and the trap must be reloaded.

Blinding Burst

Magical Trap

When a creature steps on the hidden pressure plate the nearby walls flare with a suddenly magical brilliance. The lack of wear on the stone or absence of tracks reveals the pressure plate with a DC 15 Intelligence (Investigation) check. A spell or other effect that can sense the presence of magic, such as *detect magic*, reveals an aura of evocation magic along the wall.

Wedging an object like an iron spike under the pressure plate prevents the trap from triggering. A successful *dispel magic* (DC 13) cast in the area also destroys the trap.

The trap activates when more than 10 pounds of weight is placed on the pressure plate, causing the walls to emit a dazzling light for a moment. Each creature within 60 feet of the walls and who can see the walls must succeed on a DC 13 Constitution saving throw or be blinded for 1 minute. A creature blinded by this trap makes another Constitution saving throw at the end of each of its turns. On a successful save, it is no longer blinded.

Crushing Walls

Mechanical Trap

The walls of this chamber slide inward, crushing everything between their surfaces into a messy paste.

A DC 12 Intelligence (Investigation) check notices telltale scrape marks along the walls and thin line of debris in the middle of the room, while a DC 15 check spots the pressure plate. Wedging an object like an iron spike under the pressure plate prevents the trap from triggering.

When activated, the wall makes an initiative roll with a +4 bonus. If there are multiple sliding walls, they all act the same initiative. Creatures within 5 feet of a wall when it moves with the wall. When the walls are 5 feet apart, creatures between the walls take 11 (2d10) bludgeoning damage, and are considered squeezed. When the walls move less than 5 feet apart, all creatures between the walls immediately take 22 (4d10) bludgeoning damage. This damage is repeated when a creature starts their turn between the walls. After 1 minute the trap resets and the walls begin moving away from each other.

As an action, a creature within 5 feet of the wall can attempt to push on the wall to stop it moving with a DC 14 Strength check. On a success, the wall does not move during its next turn. If a creature succeeds on this check by 5 or more they manage to shove the wall back 5 feet.

Some versions of this trap have a switch or other mechanics that resets the trap. Finding the hidden switch requires a DC 14 Wisdom (Perception) check.

Chamber. This version of the trap activates when more than 20 pounds of weight is placed on the pressure plate, triggering the walls. However, some variants of this trap activate when a chamber door is incorrectly opened, triggered by turning a handle in the wrong direction or not pushing a hidden button.

Every round on its initiative, a wall moves 5 feet. When the trap activates, the doors to the chamber automatically lock. A character can pick a typical lock with a successful DC 14 Dexterity check that requires thieves' tools and proficiency in their use. The door can also be forced open with a successful DC 16 Strength check.

Hallway. The trap activates when more than 20 pounds of weight is placed on the pressure plate, triggering the walls. Some versions of this trap employ a tripwire instead of a pressure plate.

Every other round each wall moves 5 feet. Additionally, when this trap is triggered, metal portcullises fall from the ceiling, blocking off the corridor. Creatures underneath a portcullis must succeed

a DC 12 Dexterity saving throw or be struck by the falling grate, taking 9 (2d8) piercing damage. Creatures escaping from a falling portcullis end up on random side. Lifting a portcullis requires a DC 14 Strength check.

Spikes. This variant can be constructed in either a chamber or hallway, and adds rows of retractable spikes to the shifting walls. These spikes slide out of concealed holes when the trap is triggered, and these holes can be noticed with a DC 12 Wisdom (Perception) check. When pushed or crushed by a spiked wall, creatures must make a DC 12 Dexterity saving throw, taking 11 (2d10) piercing damage on a failed saving throw, or half as much damage on a successful save.

Darkmist Cloud

Magical Trap

A thick fog of utter black is released when this trap's pressure plate is stepped upon.

Spotting the pressure plate is a DC 14 check, identified by the indentations of magical runes across its surface. A spell or other effect that can sense the presence of magic, such as *detect magic*, reveals an aura of conjuration magic centered on the pressure plate. Wedging an iron spike or similar object under the pressure plate prevents the trap from triggering. A successful *dispel magic* (DC 14) cast on the floor destroys the trap.

The trap activates when more than 30 pounds of weight is placed on the pressure plate, causing cloud of necrotic gas to fill the area, centered on the pressure plate, or another point within 15 feet chosen when the trap was designed. The cloud spreads around corners. Each creature that enters or starts its turn in the cloud takes 14 (4d6) necrotic damage and are blinded. Creatures remain blinded upon exiting the cloud, as the blackness clings to their eyes. At the end of each turn, blinded creatures can make a DC 14 Constitution saving throw, ending the effect on a success. The cloud lingers in the area for 10 minutes, or until dispersed by a strong wind.

Exploding Chest

Magical Trap

More than mundane locks protect the contents of this chest. When carelessly opened it explodes in a blast of fire or toxic gas. The chest might require a special key or the lock to be opened in a particular way.

A successful DC 15 Intelligence (Investigation) can deduce the presence of the trap through the design of the lock or arcane sigils on the surface of the chest. A spell or other effect that can sense the presence of magic,

such as *detect magic*, reveals an aura of evocation magic along the wall. A successful *dispel magic* (DC 13) cast in the area destroys the trap, while the trigger can be bypassed with a DC 14 Dexterity check using thieves' tools.

Gas. When the trap triggers a cloud of gas fills a 15-foot sphere. The cloud spreads around corners and remains for 10 minutes or until a strong breeze disperses it. When a creature enters the cloud or starts their turn there, they must make on a DC 13 Constitution saving throw, taking 17 (5d6) poison damage on a failure or half as much damage on a successful saving throw.

Fire. When the trap triggers the chest erupts in a blast of fire. Each creature within 10 feet of the chest must make a DC 14 Dexterity saving throw. On a failure the creature takes 14 (4d6) fire damage, or half as much damage on a success.

Explosive Gas

Mechanical Trap

The dip in this sloping tunnel is filled with a dangerous but invisible gas that violently explodes if exposed to an open flame. The gas is heavier-than-air, and the tunnel is designed to concentrate the gas.

The tunnel slopes downward then levels out for 30 feet before rising again. The subtle presence of the gas can be detected with a DC 16 Wisdom (Perception) check to notice a subtle shifting of the air or faint odour of the gas.

If a torch, lantern, or other flame is brought into the tunnel the gas ignites, filling the entire 30-foot stretch of tunnel with fire that also extends out an additional 10 feet. All creatures in the area must make a DC 16 Dexterity saving throw, taking 44 (8d10) fire damage on a failure, or half as much damage on a successful save.

Triggered. A variant of this trap doesn't rely on explorers bringing their own flame, and uses a tripwire that produces a spark. The tripwire is 3 inches off the ground and stretches between the walls. The DC to spot the thin tripwire is 14. A successful DC 15 Dexterity check using thieves' tools disables the tripwire harmlessly. On a failed check, the trap triggers. A character without thieves' tools can attempt this check using an edged weapon or tool but have disadvantage.

Falling Cage

Mechanical Trap

Triggering the hidden pressure plate releases a concealed cage. The cage is typically a heavy freestanding cage that falls from the ceiling, but variants exist where walls swing down to form the cage, or the bars emerge from the floor.

With a successful DC 14 Intelligence (Investigation) check a character can detect the hidden pressure plate. A DC 15 Wisdom (perception) check notices the concealed cage overhead. Wedging an object like an iron spike under the pressure plate prevents the trap from being triggered.

When 30 or more pounds of pressure is placed on this pressure plate the trap is activated, and creatures in the 10-foot-square underneath the cage must succeed on a DC 13 Dexterity saving throw or become trapped by the falling cage. Cage typically have AC 18 and 40 hit points. Some cages have doors that can be opened with a DC 15 Dexterity check using thieves' tools. Freestanding cages can be lifted or knocked over with a DC 20 Strength check. The bars can be bent with a DC 18 Strength check, allowing a Small creature to wriggle out, or a Medium creature to squeeze through with a DC 13 Dexterity check.

Variants of this trap that are favoured in vaults replace the pressure plate on the floor with one on a pedestal triggered when the object is lifted off the pedestal.

False Door

Mechanical Trap

When the latch for this heavy iron door is turned, the spring-loaded false door swings down, slamming into the floor with crushing force.

Damage to the floor beneath the door can be easily detected but the cause is not readily apparent, requiring a DC 14 Intelligence (Investigation) check, noticing signs of damage to the door, the false nature of the door's hinges, or lack of airflow through the false doorway.

When attempts are made to open the door the trap is triggered and the metal door pivots down. Each creature within 10 feet of the door must make a DC 13 Dexterity saving throw. On a failure, the creature takes 19 (3d12) bludgeoning damage and is knocked prone, or half as much damage on a success.

Flooding Chamber

Mechanical Trap

This trap is activated by a pressure plate, which opens a valve that floods the chamber.

A successful DC 16 check allows a character to notice the pressure plate through the undisturbed dust overtop. The shifting stonework that moves to open the floodgates in the ceiling and the drains in the floor can be located with a DC 14 Wisdom (Perception) check. Wedging an object like an iron spike under the pressure plate or into the floodgates prevents the trap from being triggered. Hidden drains in the floor can also be located with a DC 13 Wisdom (Perception) check.

The trap activates when more than 20 pounds of weight is placed on the pressure plate, opening the floodgates and releasing the contents of the connected tanks into the chamber. The chamber fills in 3 rounds and remains flooded for 5 minutes before beginning to empty through drains in the floor, which takes another 3 rounds. The drains can be manually opened early with a successful DC 15 Dexterity check requiring thieves' tools and proficiency in their use.

Acid. Corrosive liquid rushes into the specially designed chamber, built to resist its effects. When the acid reaches a creature or a creature starts its turn in the acid it takes 13 (3d8) acid damage. Creature reduced to 0 hit points by the acid are completely dissolved.

Gas. Acrid green gas flows into the room, quickly sinking to the ground. Each time a living creature starts its turn in the gas, it must make DC 12 Constitution saving throw, taking 9 (2d8) poison damage on a failure, or half as much on a success.

Sand. The chamber rapidly fills with loose sand. One rounds after the chamber begins to fill, each creature in the trapped area must succeed on a DC 13 Strength saving throw or become restrained while in the sand. As an action, a creature can choose to repeat the saving throw, removing the restrained condition on a success. If this saving throw fails by 5 or more the creature takes 9 (2d8) bludgeoning damage. After two rounds all creatures in the trap are blinded while in the sand and cannot breathe.

Water. Stagnant water pours into chamber. During the three rounds that the chamber fills, creatures in the trapped area can make a DC 10 Strength (Athletics) check to tread water, allowing a few last breaths before the chamber completely fills with water. Creatures that ingest the fetid water might be required to make a saving throw against disease.

Freezing Jets

Magical Trap

Elemental energy is unleashed when this pressure plate is stepped upon, entombing the unfortunate creature in a block of solid ice.

It is a DC 13 check to spot the pressure plate, identified by the faint magical runes etched across its surface. A spell or other effect that can sense the presence of magic, such as *detect magic*, reveals an aura of evocation magic throughout the chamber. Wedging an iron spike or similar object under the pressure plate prevents the trap from triggering. A successful *dispel magic* (DC 14) cast on the floor destroys the trap.

The trap activates when more than 30 pounds of weight is placed on the pressure plate, causing a torrent of prenatural cold to fill the area. Each creature within 15 feet of the pressure plate must make a DC 13 Dexterity saving throw. On a failure, the creature takes 21 (6d6) cold damage, or half as much damage on a successful save. All creatures within 5 feet of the pressure plate must also succeed a DC 15 Strength saving throw or become encased in a shell of solid ice. While inside the ice, the creature is restrained. The ice can be shattered with a DC 17 Strength check, or the ice can be broken off the creature. The ice block has 20 hit points, AC 13, and is immune to cold damage but vulnerable to fire.

Gravity Reversal

Magical Trap

This trap is activated with a hidden pressure plate. When 20 or more pounds is placed on the pressure plate, the magic effect triggers.

A DC 15 Wisdom (Perception) or Intelligence (Investigation) check is required to spot the enchanted pressure plate. Wedging an object like an iron spike under the pressure plate prevents the trap from being triggered. A spell or other effect that can sense the presence of magic, such as *detect magic*, reveals an aura of transmutation magic in the area. A successful *dispel magic* (DC 16) cast in the area destroys the trap.

The trap targets a 40-foot radius, 50-foot high cylinder centered either in the middle of the chamber or on the pressure plate. This trap is typically built into a room designed to accommodate the effect, with a high ceiling and smooth walls. Each creature in the area falls upward, taking falling damage normally. Creatures at the edge of the effect can make a DC 15 Dexterity saving throw, moving out of the area on a success. The effect lasts for 1 minute before ending.

Spikes. The ceilings in this variant of the gravity reversal trap are covered in sharp spikes or jagged ridges. Creatures that take falling damage from the trap also take an additional 9 (2d8) piercing damage from the spikes.

Hidden Blades

Mechanical Trap

Walking atop this trap's pressure plate causes deadly spinning or swinging blades to spring forth from the walls.

A DC 14 Wisdom (Perception check) will notice the gaps in the wall for the blades, which are often hidden as gaps between bricks or natural crevices. Examining the floor and succeeding on a DC 13 Intelligence (Investigation) check will reveal the pressure plate through the absence of footprints or wear. Wedging an iron spike or other object under the pressure plate prevents the trap from activating.

When 20 pounds or more is placed on the pressure plate, the blades are released from the wall, swinging through the trapped area. Each blade targets two random creatures that are within 20 feet of the pressure plate but no more than 10 feet apart. The blades make an attack roll with a +6 bonus against each target, dealing 16 (3d10) slashing damage on a hit. Being obscured or hidden offers no benefit against this attack. Once the trap has been triggered, it resets automatically after one round.

Kobolds are fond of this trap and use a variant with blades that swing above their heads. The blades only target Medium-sized or larger creatures.

Necromantic Skull

Magical Trap

Black-violent energy streaks forth from this skull, draining the life from all those it touches. The magic of the skull triggers automatically when a living creature approaches within 15 feet of the skull.

The unholy energy of the skull is dormant until it triggers, but a successful DC 17 Wisdom (Perception) check feels the tingle of hair along the back of the neck standing on end. A spell or other effect that can sense the presence of magic, such as *detect magic*, reveals an aura of necromancy magic on the skull. A successful *dispel magic* (DC 16) cast on the skull destroys the trap.

When the skull activates beams of enervating energy stream from its eye sockets. The skull rolls for initiative with a +2 bonus. On its turn, 1d6 beams target random creatures within 30 feet. Each beam makes an attack roll with a +9 bonus, dealing 16 (3d10) necrotic damage on a

hit. The skull continues to emit beams for 5 rounds, after which it deactivates. Once it has been triggered, the skull resets automatically after the next sunset.

Pits

Mechanical Trap

Four additional pit traps are presented here, expanding on the rules found in the *Dungeon Master's Guide*.

Acid. This pit trap is a simple, hidden, or locking pit trap partially filled with acid. A creature falling into the pit only takes half as much damage from the fall but also takes 9 (2d8) acid damage. A creature that remains in the acid takes an additional 9 (2d8) acid damage at the start of each of its turns. The flesh of creatures reduced to 0 hit points by the acid dissolves into a thick sludge leaving rubbery bones behind.

Conflagration. The base of this pit is filled with burning oil or magical fire. Creatures that fall into the pit take 7 (2d6) fire damage, and an additional 7 (2d6) fire damage when they start their turn in the fire.

Separating Floor. This complicated variant of a pit trap is triggered by a pressure plate or tripwire. When triggered, the floor splits and slides into recesses in the wall. The gap widens by 5 feet each round. Creatures in the affected area when it starts moving must succeed on a DC 10 Dexterity saving throw or be knocked prone by the sudden motion.

Tar. This pit trap is a simple, hidden, or locking pit trap half filled with viscous tar. A creature that falls into the pit takes half damage as much damage from the fall, but must succeed on a DC 16 Strength saving throw or be restrained. At the start of each of its turns, a creature in the tar must make a DC 8 Strength (Athletics) check to avoid sinking. On a failure, the creature sinks 5 feet down into the tar. While fully submerged in the tar, the creature is blinded. While on the surface of the tar, as an action the restrained creature can repeat the saving throw, pulling themselves free on a success. Once a creature has sunk into the tar, they must be pulled free. Another creature can pull a trapped creature free with a DC 12 Strength check. After being removed from the tar, the creature has vulnerability to fire damage until they complete a short or long rest or otherwise clean themselves of the tar.

Vermin. This pit trap can be a simple, hidden, or locking pit trap. The pit is filled with an assortment of different vermin including spiders, centipedes, scorpions, and assorted insects. Creatures that fall into the pit treat the fall as if it were 10 feet shallower. The vermin swarm rolls for initiative with a +2 bonus. On its turn, the swarm deals 9 (2d8) piercing damage to all creatures

sharing its space. The swarm uses the statistics of a **swarm of insects** but does not move from the pit or pursue prey.

Some pits are filled with poisonous vermin. Creatures injured by the swarm must succeed on a DC 12 Constitution saving throw or take 5 (1d10) poison damage.

Water Filled. This trap is a locking pit trap filled with water. Creatures that fall into the pit do not take falling damage. However, when a living creature falls into the pit, they must succeed on a DC 12 Dexterity saving throw to catch their breath before they hit the water. On a failure, the creature was unable to inhale before being submerged and begins suffocating as if it had run out of breath.

Pool of False Healing

Magical Trap

The water of this spring issues endlessly, sparkling slightly as it bubbles from the font. The crystal clear liquid is cool to the touch and smells faintly of lilies, but hides a magical danger.

The water appears natural to mundane examination, although its slight sheen suggests magic. Spells similar effects that can sense the presence of magic, such as *detect magic*, reveals an aura of necromancy magic on the water. A successful *dispel magic* (DC 15) cast on the pool renders the magic inert for 24-hours.

Creatures that sip lightly from the pool or dip an injured limb into its waters regain 2 (1d4) hit points. Drinking deeply or bathing in the pool restores 12 (3d8) hit points, but also reduces the creature's maximum hit points equal to the hit points restored. Creatures affected by this reduction are unaware of the loss until they fall unconscious. Creatures whose hit point maximum is reduced to 0 falls unconscious and cannot be awoken until their hit point maximum is above 0. After each long rest, an affected creature can make a DC 14 Constitution saving throw. On a success, the effect ends and they regain their lost hit points.

Water removed from the pool retains its magic for 12-hours before becoming mundane and quite stagnant water.

Retracting Spikes

Mechanical Trap

A hidden pressure plate activates a series of spring-loaded spikes hidden inside the floor or walls.

The subtle signs of the pressure plate can be spotted with a DC 13 Intelligence (Investigation) check. The spikes' holes are hidden in the gaps between bricks and

often obscured with dust or loose sediment, but can be found with a successful DC 15 Wisdom (Perception) check. Wedging an object like an iron spike under the pressure plate prevents the trap from being triggered. Plugging the holes is ineffective at stopping the spikes from releasing, but a heavy object or shield placed over the holes can block the spikes.

When 30 or more pounds of weight is placed on the pressure plate, the hidden spikes violently extend from the walls or floor before retracting back into their hidden crevices. Each creature within 5 feet of the trapped surface must make a DC 16 Dexterity saving throw. On a failure, the creature takes 21 (6d6) piercing damage, or half as much damage on a success. Once the trap has been triggered, it takes a full round to reset.

Spears. A variation of the trap replaced the short spikes with longer spears hidden in the walls that are able to strike distant targets at the cost of power. When the trap is triggered each creature within 10 feet of the trapped surface must make a DC 16 Dexterity saving throw. On a failure, the creature takes 17 (5d6) piercing damage, or half as much damage on a success.

Shocking Floor

Magical Trap

When this trap is triggered the floor of the chamber arcs with lightning. Typically triggered by one or more pressure plates that are either hidden or part of a pattern in the floor.

The DC is 12 Intelligence (Investigation) check to locate a pressure plate. It is also possible to detect the odor left by the lightning with a DC 15 Wisdom (Perception) check. A spell or other effect that can sense the presence of magic, such as *detect magic*, reveals an aura of evocation magic throughout the chamber. Wedging an iron spike or similar object under the pressure plate prevents the trap from triggering. A successful *dispel magic* (DC 12) cast on the floor destroys the trap.

The trap activates when more than 20 pounds of weight is placed on the pressure plate, causing bolts of lightning to crack across the floor. Each creature in affected spaces must make a DC 14 Dexterity saving throw, taking 21 (6d6) lightning damage on a failed save, or half as much damage on a successful one.

The trap typically targets the entire room or a sizable section of a large chamber, such as a 20-foot radius centered on the pressure plate. However, some variants only target specific sections of the floor, leaving safe areas where creatures can stand unharmed.

Slick Floor

Mechanical or magical Trap

An obscured pressure plate causes the floor of the trapped area to become slick. Mechanical variants cause an oily liquid to issue from hidden vents, while magical traps instead generate a sheet of mirrored ice.

The pressure plate can be detected with a DC 15 Intelligence (Investigation) check, noticing subtle discolouration between the plate and surrounding stone. A spell or other effect that can sense the presence of magic, such as *detect magic*, reveals an aura of conjuration magic. Wedging an iron spike or similar object under the pressure plate prevents the trap from triggering. A successful *dispel magic* (DC 12) cast on the floor destroys the trap.

When triggered, a stretch of floor 10-feet wide by 30-feet long becomes slick. Creatures that begin their turn in the trapped area or enter slick spaces must succeed on a DC 15 Dexterity saving throw or fall prone.

Sloping Stairs

Mechanical Trap

What were once stairs become a steep slope sending victims tumbling down the trapped staircase.

This trap is triggered by a false step. The absence of foot traffic on the step can be detected with a DC 12 Intelligence (Investigation) check. Slight scratches like drag marks can also be detected on the surrounding steps with a DC 14 Wisdom (Perception) check.

When 30 or more pounds of weight is placed on the step, the steps in the staircase retract and fold inward creating a slide. Creatures on the staircase slide down at a rate of 15 feet per round. When they strike the bottom, sliding creatures take 1d6 bludgeoning damage for every 20 feet they travelled. Creatures within 5 feet of the banister or wall can attempt to stop their descent with a DC 14 Dexterity check.

Spikes. A more deadly variant of the trap exposes a pit at the base of the stairs when the trap is triggered. Creatures that slide into the spikes must make a DC 15 Dexterity saving throw, taking 10 (3d8) piercing damage on a failure, or half as much damage on a success.

Springboard

Mechanical Trap

The powerful spring hidden underneath this pressure plate is strong enough to launch a creature into the air or slam them into a wall.

A DC 13 Intelligence (Investigation check) will notice the pressure plate through the absence of footprints or

wear along with signs of mobile stonework. A DC 15 Wisdom (Perception) check detects the edges of the springboard. Wedging an iron spike or other object under the pressure plate prevents the trap from activating.

When 20 pounds of weight or more is placed on the pressure plate, a 10-foot by 10-foot section of the floor bounds upward, propelled by heavy springs. All creatures sized Large or smaller in the trapped space must succeed on a DC 15 Dexterity saving throw or be thrown into the air. Thrown creatures are sent flying 15 feet away from the springboard, taking 3 (1d6) bludgeoning damage from the fall and landing prone. Springboards aimed at a wall or ceiling slam creatures that fail the saving throw into that surface, inflicting 22 (4d10) bludgeoning damage.

Swinging Log

Mechanical Trap

This trap uses a tripwire to remove the supports holding a large log in place causing it to swing in a crushing arc.

The tripwire is 3 inches off the ground and stretches between two trees or walls. The log is hidden by light foliage or a false wall. The DC to spot the tripwire is 12, while locating the massive log is only DC 10, although its nature as a trap might not be immediately apparent. A successful DC 15 Dexterity check using thieves' tools harmlessly breaks the tripwire. A character without thieves' tools can attempt this check with disadvantage using an edged weapon or tool. On a failed check, the trap triggers.

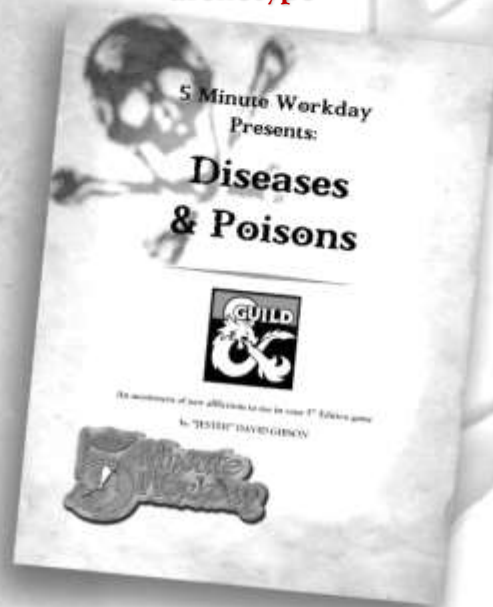
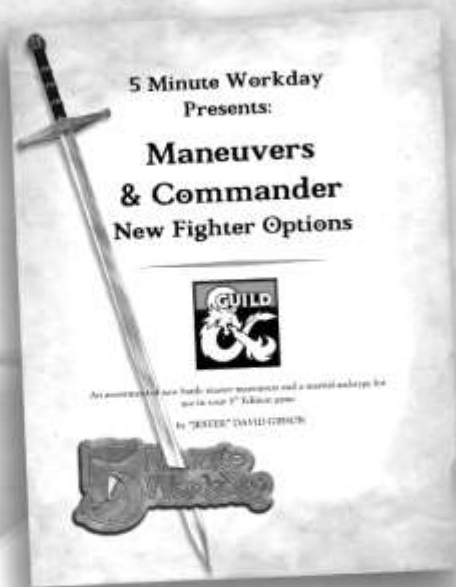
When the trap is triggered, the supported holding back the log are pulled loose, releasing the log. The log swings in a 5-foot-wide line towards the tripwire, and an additional 10 feet beyond the tripwire before swinging back the way it came. The log makes an attack roll with a +10 bonus against each creature in the area. Being obscured or hidden offers no benefit against this attack. On a hit, a target takes 26 (4d12) bludgeoning damage.

Spiked. In open spaces, the swinging log can be horizontally rotated to strike a wider area. Because the log strikes with less force it is often covered in spikes and short spears. The log swings in a 15-foot wide line towards the tripwire and 10 feet beyond, and makes an attack roll with a +8 bonus against each creature in the area. Being obscured or hidden offers no benefit against this attack. On a hit, a target takes 18 (4d8) piercing damage.

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