

DUMP STAT TRAPS

Looking for ways to trip up those pesky, over-powered characters that are stomping through your campaign? The traps detailed in this series focus on effects that target imbalanced groups.

The fifth entry is called Magnetic Personality. This trap specifically targets creatures who wear metal armor. While strong characters may be able to avoid the deadly parts of the trap, a well-balanced party will excel against it.

MAGNETIC PERSONALITY

Simple trap (level 5-10, deadly threat)

The characters enter a room with only one exit at the far end. On their left side is a large chamber in which the north wall is completely magnetized. Any creature wearing medium or heavy metal armor is pulled straight to it. And if that's not bad enough, they've got to pass through a beam of electricity as they go. Finally, the door at the far side is locked. You can give the lock any DC you like for breaking or picking it (suggested DC 15 or less).

Trigger. This trap is constantly activated. At your discretion, you can offer a button somewhere else that turns it off. However, its default mode should be on.

Effect. Any creature wearing metal armor or made of metal has its movement speed reduced by half by the magnet and it has disadvantage on all Strength and Dexterity ability checks and all attack rolls. Also, creatures wielding metal weapons make attack rolls at disadvantage.

The first time a creature wearing a suit of heavy or medium metal armor enters the room or ends their turn in the room, they must make a DC 15 Strength saving throw against the magnetized wall. A character already restrained by the magnetic wall need not make the save until they free themselves. On a failed saving throw, the character is flung

35 feet towards the magnetized wall, taking 3 (1d6) bludgeoning damage for every 10 feet they travel before they hit the wall; they are then restrained by the wall.

A creature restrained by the wall can use their action on each of its turns to make another Strength saving throw, freeing itself on a success.

The electric beam is an 80-foot-long line that is 5-feet wide. If a creature passes through the electric beam as it is pulled towards the magnetized wall, walks through the beam, or ends their turn within the beam, it automatically takes 7 (2d6) lightning damage.

Countermeasures. A successful DC 15 Wisdom (Perception) check reveals the wiring that operates the wall. A successful DC 15 Intelligence allows a creature to disable the magnetized wall. Once disabled, all creatures made of or wearing metal are freed and suffer no further penalties.

The electric beam's generators are easy to spot. They can be disabled with a successful DC 15 Intelligence check using proficiency in thieves' tools, or they can be attacked. Each generator has an AC of 13, 10 hp, and immunity to poison and psychic damage. Only one generator needs to be disarmed or destroyed to shut both down.

UPPING THE DANGER

There are numerous ways that this trap can be made more dangerous.

Monsters in the Room. Because of the disadvantage that the wall applies to creatures wielding metal weapons, one nasty trick is to add in some monsters. The monsters don't even need to be tough. They can simply be annoying, sucking up valuable action economy from characters who are stuck to the magnetized wall or are trying to disable the lightning beam or the wall itself.

Spikes on the Wall. The wall deals bludgeoning/falling damage when a character is flung into it, but if they're less than 10 feet away, they suffer no damage. Fix that by adding spikes to the wall that deal 3 (1d6) damage every time a character hits the wall.

