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Traps

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STEVE JACKSON GAMES

Stock #37-8101

Version 1.0 – October 2017

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About the *Dungeon Fantasy Roleplaying Game*

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Introduction

Brave heroes have no shortage of things trying to kill them, from wicked sorcerers to slavering monsters. But *traps* hold a special place in this genre. There's no emotional impetus behind a trap, and the enemy who set it may even be long gone – which is why traps drive home the point that *even the dungeon itself is trying to kill you!*

Traps and tricks allow the GM a chance to be truly creative and diabolical, seeking new ways to surprise and shock the adventurers (and their players). But sometimes the process of creation can use a little bit of inspiration . . . or the delvers have wandered off into uncharted territory, and the GM needs a trap *now.* No matter the reason, the 60+ ready-to-use examples in ***Traps*** will keep the entire party on their toes. Those who survive, at least.

Recommended Books

Traps uses the statistics explained on pp. 70-71 of ***Exploits.*** As such, that book is required to properly use this one. A few traps, mainly those involving summoned and hidden creatures, require ***Monsters*** as well.

Publication History

Some of these traps first appeared in ***GURPS Dungeon Fantasy 16: Wilderness Adventures*** and "It's a Trap!" from *Pyramid #3/60: Dungeon Fantasy III.*

About the Authors

As the Assistant ***GURPS*** Line Editor for Steve Jackson Games, Reverend Jason "PK" Levine has been fortunate enough to contribute to the original rules from which the ***Dungeon Fantasy Roleplaying Game*** was derived. (Does that make him this game's godfather?) He's been taking players on dungeon crawls since he was 12, and enjoys a good trap almost as much as he enjoys a terribly evil one. He keeps a repository of RPG randomness at **www.mygurps.com,** and lives just outside of Chattanooga with his amazing wife and family.

A frequent contributor to ***Dungeon Fantasy*** and *Pyramid,* Christopher R. Rice is constantly writing, tinkering with, and running ***GURPS***. Of course, if he's not writing about ***GURPS,*** he's blogging about it. Visit his site "Ravens N' Pennies" (**www.ravensnpennies.com**) for more ***GURPS*** goodies. From Portsmouth, Virginia, he wishes to thank L.A., his own personal muse, as well as the rest of his gaming group (The Headhunters) and his family (especially his mother). Special thanks to Elizabeth "Archangel Beth" McCoy for all that she's done and taught him.

Delicate Work

All *DX*-based rolls to disarm, rearm, or steal a trap (or trick) – not just those involving the **Traps** skill – benefit from **High Manual Dexterity** and suffer from **Ham-Fisted.** This includes *DX*-based **Alchemy, Hazardous Materials,** and **Thaumatology** rolls, though never *IQ*- or *Per*-based rolls.

The Off Switch

In any *inhabited* dungeon, there's likely to be a simple way to disable any trap or trick, at least temporarily – otherwise it would be nearly impossible to live there! The GM should decide where to hide these. Of course, such a switch should be very hard for interlopers to spot, usually requiring a *Per*-based **Traps** roll at -8 or worse.

Grükuk grunted impatiently. "Do you know what the symbols mean or not, monk? Remember, we have to reach the lich ***before*** *her midnight ritual starts."*

"Yes, which means reaching her ***in one piece,*** *" Francesco countered. "This is the old tongue for 'plague' . . . and pestilence is not something I'm equipped to –"*

"Is that all?" Grükuk grinned and bounded down the hall, past the stunned cleric.

Chapter One
Traps

These traps range from annoyances to potential party-killers, which is why it's important for the GM to tailor challenges to fit the skills and power level of the PCs. As a rule, if the GM can't think of any way for the party to escape or avoid the trap, *and* its effects are lethal enough to incapacitate them, considering using a different one!

Alternatively, the GM can adjust an existing trap to make it fit the party better, or even invent brand new ones. Here are some guidelines:

Detect and Disarm: This is usually **Traps,** or **Thaumatology** for magic. The GM should strongly encourage the group to give *some* of their PCs those skills at character creation, if for no other reason than to avoid stumbling into every trap in this supplement! If the party is deficient here, a kind GM may allow them to use a loosely related skill, like Observation or Scrounging (or Occultism for magic). The skill penalties here are only *suggestions,* and can be varied freely based on how obvious the GM wants the trigger and trap mechanisms to be.

Avoid: Remember that this is only for getting around *detected* traps. As such, there should usually be a way to do so, and it may even be automatic. For avoiding pits, see p. 12.

Save: As the last-ditch roll for those caught in a trap, this is important. Physical attacks and sudden falls usually allow an active defense, while magical and noxious effects give a **HT** or **Will** roll to resist. Don't hesitate to change the modifier; a bonus makes a trap *far* more survivable, while a penalty can ensure doom.

Effects: Tailor this to the group, particularly damage. Assume the trap will inflict (4 × dice) points of damage, see what that does to each adventurer, and then adjust to keep it dangerous yet survivable (unless it's meant to be truly lethal). When changing the damage on falls, be sure to adjust the distance to match the chart on p. 67 of ***Exploits.***

Shots, Rearm, Steal: These just need to make sense for the trap, regardless of party composition. However, consider tailoring the "Steal" value to fit the group's usual loot haul. If the trap rearms *itself* after triggering, note this as "*Rearm:* Automatic"; this takes place 1d×10 seconds after activation unless otherwise specified.

Keep an Eye Out

Many traps and tricks give a **Perception** or *Per*-based skill roll to detect, avoid, or save. Such a roll always takes the modifiers for *Sense Rolls* (***Exploits,*** p. 9) based on the most applicable sense (usually vision). This applies even in the rare cases where a delver must *fail* such a roll; advantages like **Acute Senses** make it harder to do so, while disadvantages like **Hard of Hearing** make it easier.

Alchemy and Gunk

Concoctions and hazardous potions are common threats, as they're easy ways for non-spellcasting bad guys to include magical effects in a dungeon without having to rely on *Foul Magic* (pp. 7-8). See also *Alchemy Basin* (p. 19).

Alkahest Siphon

A siphon attached to a tripwire squirts alkahest (***Adventurers,*** p. 116) at unsuspecting adventurers. (The GM can fill this with other concoctions to vary the trap's effects.)

Detect: Per-based **Traps** at -9.
Disarm: DX-based **Traps** or **Hazardous Materials.** Failure triggers!
Avoid: Automatic (step over the tripwire).
Save: Detection, or **Hearing** at +1, allows a **Dodge** roll.
Effects: 1d corrosion, bypassing DR.
Shots: 1d.
Rearm: Yes, requires *DX*-based **Traps** roll.
Steal: Yes, with a *DX*-based **Alchemy** or *DX*-based **Hazardous Materials** roll to steal alkahest grenades equal to remaining shots, and a *DX*-based **Traps** roll to steal the siphon ($1,000, 10 lbs.).

Black Wind

This small room or hallway is lined with pressure plates. Touching one results in the area being pumped full of demon's brew (***Adventurers,*** p. 116), dispersed through sprayers to cover a four-yard-radius area and linger. This trap is often found areas with low or no mana and sanctity, to prevent **Purify Air** from easily countering it.

Detect: Per-based **Traps.**
Disarm: DX-based **Traps** or *DX*-based **Poisons.**
Avoid: **DX** at -5 or **Light Walk.**
Save: **HT** to halve injury (round down).
Effects: 2d HP of injury per *second* spent in the area, to anyone who breathes.
Shots: 1d, each lasting 5 seconds.
Rearm: Yes.
Steal: Yes, with a *DX*-based **Hazardous Materials** or *DX*-based **Poisons** roll. Yields one dose of demon's brew per remaining shot.

Magebane Dust

A five-yard stretch of corridor covered with magebane (***Adventurers,*** p. 116) that's been made to look like ordinary dust and grime. By adjusting "Save" and "Effects," the GM can use this as the template for *any* trap involving a grenade; demon's brew, sleep potion, visibility dust, and weakness potion are all particularly fun examples.

Detect: Per-based **Thaumatology** – or **Perception** + **Magery,** for mages – at -6.
Disarm: **Alchemy** or **Hazardous Materials.**
Avoid: **DX** at -5 or **Light Walk** to avoid disturbing the dust while walking at Move 1. If moving faster, each point of Move past 1 gives another -1.
Save: Detection, or **Smell** at -2, allows a **HT** roll at -2 to *not* inhale the dust.
Effects: Bards and wizards cannot cast spells for one hour.
Shots: 1.
Rearm: No.
Steal: Yes, can be scraped into a container with a *DX*-based **Alchemy** or *DX*-based **Hazardous Materials** roll. Yields enough for (margin of success) + 1 magebane grenades.

Rain of Liquid Ice

Pressure plates in the floor trigger sprayers in the ceiling that rain liquid ice (***Adventurers,*** p. 116) down along a 10-yard stretch of passageway. Once triggered, your best defense is to put up a shield and run!

Detect: Per-based **Alchemy** or *Per*-based **Traps**, at -4.
Disarm: DX-based **Alchemy** or *DX*-based **Traps**, at -4.
Avoid: **DX** at -5 or **Light Walk.**
Save: **Block** at -2 avoids the effects for one second, plus an additional second for every two full points of success, as you move down the passageway.
Effects: 2d(5) burning per second. This is extreme cold and cannot set fires.
Shots: 3d sprays of 10 seconds each.
Rearm: Yes.
Steal: Yes, by getting to the sprayers *within* the ceiling and making a *DX*-based **Alchemy** or *DX*-based **Hazardous Materials** roll. Yields one liquid ice grenade per remaining shot.

Common Dangers

These classic traps can be found in almost any type of dungeon. In addition, most of them work well as outdoor hazards and are thus easily dropped into wilderness adventures.

Deadfall

Something heavy (logs, stones, rusty morningstar heads, etc.) is stashed above the delvers, ready to come crashing down when the tripwire is struck. Everyone within a one-yard radius of the victim is "attacked" with effective skill 9.

Detect: Per-based **Traps** at -5.
Disarm: IQ-based **Traps.** Failure triggers!
Avoid: Automatic (step over the tripwire).
Save: **Dodge,** at -2 without **Danger Sense,** but +3 for diving for cover. Successful or not, you end up prone.
Effects: 10d crushing.
Shots: 1.
Rearm: Yes, but one or more delvers who *aren't* making the Traps roll must hold 150 lbs. over their heads for a full minute; see *Lifting and Shifting* (***Exploits,*** p. 22).
Steal: No.

Elven Clothesline

This trap is only a danger to riders – anyone on foot can automatically detect and avoid it (and steal it, if desired) – and is thus exclusive to the outdoors.

Detect, Disarm, Avoid: No.
Save: Per-based **Riding** or **Traps,** at the speed/range penalty for current Move (looked up as yards; ***Exploits,*** pp. 97-98); e.g., -4 on a warhorse galloping at Move 8. Success allows a **Dodge** roll.
Effects: Dice of crushing damage equal to (mount's Move)/5, rounded to nearest whole number. Roll 1d for hit location: 1 is face, 2 is neck, and 3-6 is torso. Victim must roll **Riding** (at -4 if he suffers stun or knockback) or be unhorsed.

If damage neither penetrates DR nor unhorses rider, the rope snaps.

Shots: Constant.

Rearm: Yes.

Steal: Yes. Gives 1d+1 yards of useful rope.

Portcullis

Upon a tripwire being triggered, a heavy portcullis slams down behind the delvers and locks into place, trapping them in a room. (This may be to imprison them, or the room itself may be dangerous due to monsters, environmental damage, etc.) Anyone unlucky enough to be standing under it must save or take damage! To escape, see *Bashing, Forcing,* and *Bending* (all ***Exploits,*** pp. 22-23). The portcullis bars are each DR 12, HP 23.

When the portcullis drops, metal bars (inside the walls) spring forward to lock it into position. These bars cannot be attacked, but they can be *forced,* as long as the group is strong enough to lift the 1,000-lb. barrier; see *Lifting and Shifting* (***Exploits,*** p. 22). They have DR 4, HP 23.

Detect: Per-based **Traps** at -2.

Disarm: DX-based **Traps.**

Avoid: Automatic (step over the tripwire).

Save: **Hearing** at -2 allows a **Dodge** roll at -2.

Effects: 8d crushing.

Shots: 1.

Rearm: Yes, if you can lift it, though anything bent or forced remains broken.

Steal: No.

Scattershot

This simple-but-deadly trap is widely and fondly used by Hell Gnomes. The trap is usually triggered by tripwire (though other methods are possible), after which powerful springs hurl an array of pebbles, glass, scraps of metal, and more toward the delver at very high speeds.

Detect: Per-based **Traps** at -2.

Disarm: DX-based **Traps** at -2.

Avoid: Automatic (step over the tripwire).

Save: Detection, or **Hearing,** allows **Block** or **Dodge**, at -3. Success avoids one projectile, plus *two* more per point of success.

Effects: Roll against effective skill 12 for each target; one projectile hits automatically, plus another *two* per point of success. Each does 1d-2 piercing to a random hit location.

Shots: 3d.

Rearm: Yes.

Steal: Yes; the springs (1d pounds) are worth $10/lb. as scrap or up to five times that to a dedicated artificer.

Snap, Crackle, Pop

This spring-loaded leg-hold trap resembles a giant bear trap. It is concealed within a specially made indentation in the floor. Triggering the pressure plate causes it to snap shut. This *is* big enough to encompass the torso of a typical delver.

Detect: Per-based **Traps** at -4.

Disarm: DX-based **Traps** at -4.

Avoid: Automatic (walk around the center trigger).

Save: **Dodge,** at -2 without **Danger Sense.**

Effects: 1d+3 crushing, then win a Quick Contest of ST against ST 16 to open; loss by 5+ or critical failure inflicts another 1 HP injury.

Shots: 1.

Rearm: Yes.

Steal: Yes, yields one monster trap (***Adventurers,*** p. 114).

Spiked Branch

A springy branch or sapling (outdoors) or root (underground) – or a rigid stick relying on rope torsion – spikes the target when triggered.

Detect: Per-based **Traps** at -5.

Disarm: DX-based **Traps.** Failure triggers!

Avoid: Automatic (step over the tripwire).

Save: **Dodge,** at -2 without **Danger Sense** or **Peripheral Vision.**

Effects: 2d impaling.

Shots: 1.

Rearm: Yes.

Steal: Yes. Gives 1d-2 yards (minimum 1) of useful rope and 1d wooden stakes.

Spring Snare

Upon stepping into a concealed snare, the victim is yanked off of his feet and dangled high in the air, now an easy target. Outdoors, or in vast caverns, the torsion is usually provided by a tree; in most dungeons, it involves a pulley and counterweight. Anyone who can't get free is doomed to starve. A ST 29+ target ignores the effects below, and is instead held by a leg until three successful **DX** or **Escape** rolls are made; each takes a Ready maneuver.

Detect: Per-based **Traps** at -5.

Disarm: **Knot-Tying** or *DX*-based **Traps.** Failure triggers, snaring *both* arms!

Avoid: Automatic (walk around the snare).

Save: No.

Effects: Victim dangled by one leg until ally takes five seconds to free him, or *cutting* or *burning* damage destroys rope (DR 1, HP 2). A dangling person uses **DX** or **Fast-Draw,** at -2, to reach a weapon (failure drops it). Once armed, the victim attacks at -4 (*including* modifiers for size, All-Out Attack, etc.), with failure striking his own leg on a 9 or less. The fall afterward does 1d+2 crushing. **Acrobatics** lets him kip up, grab the rope, and cut it at -2 with no risk of self-injury or falling.

Shots: 1.

Rearm: Yes.

Steal: Yes. Gives 1d+1 yards of useful rope.

Foul Magic

Nothing says "fantasy" like wicked spells and enchantments to overcome!

Dehydrating Basin

This appears to be an innocuous silver basin, decorated with jewels and filled with sweet-smelling water. (Its beautiful appearance may be true, or it may be a simple basin covered with an illusion; GM's call.) Anyone spotting it is mesmerized and drawn to touch it, at which point the water animates and drains the victim's vital fluids! Removing the water disarms the trap temporarily, but **Remove Curse** is needed to neutralize it permanently. At the GM's option, this may be an unholy trap and thus also susceptible to **Exorcism;** see *Curses 101* (***Exploits,*** pp. 23-24). It resists either with effective skill 20.

Detect: Per-based **Thaumatology** at -4 (or no penalty if you've seen this type of trap before).

Disarm: **Thaumatology** at -4 drains the water, temporarily negating the trap. See above for permanent disarming.

Avoid: Automatic (unless it's in your path).

Save: **Will** at -4 to resist being drawn in (or straight **Will** if the trap was detected and you're prepared for it).

Effects: 3d-3 HP of injury.

Shots: Constant.

Rearm: Yes; add water.

Steal: Yes, if disarmed. The basin is worth $15,000 on its own, or just $500 if its appearance was actually an illusion. Either way, a shady buyer might pay $2d×500 more if aware of the trap's abilities.

Flame Net

This isn't an actual net, but an array of Flame Jet (***Spells,*** p. 30) projectors, which target anyone who steps into the warded area.

Detect: Per-based **Thaumatology** – or **Perception** + **Magery,** for mages – at -2.

Disarm, Avoid: No.

Save: Detection, or successful use of **Danger Sense,** allows a **Dodge** roll which avoids one jet plus another per point of success.

Effects: Roll against effective skill 12 for each target; one jet hits automatically, with another jet hitting per point of success. Each does 3d burning.

Shots: Infinite.

Rearm, Steal: No.

Hieroglyphs of Insanity

Along the walls, floors, and ceiling of an area are various pictures, hieroglyphs, and words (including a few prominent instances of "TREASURE" and "RICHES") scrawled in various languages. Anyone studying them for a minute (which automatically allows a detection roll, a few seconds in) must roll against **Will.** (However, the GM should *lie,* saying that this is a modified IQ or skill roll to puzzle through the clues.) If this succeeds, roll again at -1 after 10 minutes, again at -2 after an hour, again at -3 after two hours, at -4 after three hours, and so on, until the hero gives up or fails a roll. This roll is further modified by the delver's traits:

Modifiers: -1 for **Curious** (15), -2 for (12), -3 for (9), or -4 for (6). -1 for **Greed** (15), -2 for (12), -3 for (9), or -4 for (6). +3 for **Short Attention Span.** +3 for **Illiteracy. Blindness** grants immunity.

Failure convinces the victim that the glyphs show clues to an amazing treasure! This bestows Obsession (Decipher the location of the hieroglyphs' treasure!) (6) [-10] until cured via **Remove Curse** (or temporarily fixed, e.g., by a **Forgetfulness** spell); the curse resists with skill 15. Worse, the victim will *not* leave the runes willingly and will have to be forcibly removed. He has -5 on any roll to notice something else or pursue some other goal, and must roll against **Will** even to eat, drink, sleep, etc.

Detect: Per-based **Thaumatology** or *IQ*-based **Hidden Lore (Lost Civilizations** or **Magical Writings)** – or **Perception + Magery,** for mages – at -3.

Disarm: Obscure the glyphs; the roll depends on your method (e.g., **DX** at +5 to paint over them or cast **Simple Illusion** to cover them). This will not free an ensorceled victim, however, *and* requires "Avoid" rolls to act without penalty.

Avoid: Automatic if you close your eyes, which has its own drawbacks! Or squint and stare doggedly down the hall or at the exits only, which gives -5 to *every* action here unless you first succeed at a **Per** roll.

Save: **Will,** modified as above.

Effects: See above.

Shots: Constant.

Rearm, Steal: No.

Imprisment

This 12-yard-wide room is missing most of its floor, except for three pedestals spaced in a straight line, three yards from each other and from the two doors. Above, a series of prisms hang from the ceiling, slowly spinning as their multicolored light pours down throughout the room. The walls hold several pictures of a man wearing a crown with sunbeams emanating from it and rubies for eyes.

Those wishing to cross must jump (***Exploits,*** p. 20) from pedestal to pedestal, being careful to avoid the beams of prismatic light. Touching the light causes the nearest picture to shoot a bolt of energy toward the offender, likely knocking him off of the pedestal to the bottom of the 10-yard pit.

Detect: Per-based **Traps** at -2, *Per*-based **Thaumatology,** or **Perception + Magery** (for mages).

Disarm: DX-based **Traps** at -2 or *DX*-based **Thaumatology** – but only for those who can safely reach the prisms *or* paintings.

Avoid: **DX** at -(1d/2), rounded for the worse, every second of being in the room (except while at the bottom of the pit), to avoid touching the light. Failure by 5+ or critical failure means obstructing multiple beams, and the incoming attack inflicts *double* damage.

Save: **Dodge,** at the same penalty to avoid the beams (above).

Effects: 4d crushing only for the purposes of knockback (***Exploits,*** p. 53) + linked 1d-3 burning. Falling does 3d crushing.

Shots: Infinite.

Rearm, Steal: No.

Lethal Construction

Sometimes an entire room or hallway is devoted to ruining the party's day.

Bowling for Boulders

This 30-yard-long, curving hallway slopes gradually upward and has walls that bow outward slightly, making its cross-section almost circular. Shallow "cubbyholes" line the sides at irregular intervals. A series of pressure plates at the halfway mark release a *massive* (10,000-lb.) stone sphere down a steep ramp at the far end; it takes a total of four seconds to roll down the hallway and crash into the entrance, clogging it completely.

Those who hear or feel the sphere drop can turn and run back to the entrance; they have four seconds to cover 15 yards (though the GM shouldn't tell them that). *Extra Effort* (***Exploits,*** p. 20) may be necessary. Their friends who *didn't* sense the sphere must roll against **IQ** (at +6 for **Combat Reflexes**); success lets them start running immediately, but failure means they delay for one second. For anyone who can't cover the distance, see "Save," below.

Anyone who saved and survived can continue down the corridor, which ends in a normal door (GM's call whether it's locked or otherwise problematic). Those who made it back to the entrance are shut out, but can try rolling the sphere back up; treat its effective weight as 2,000 lbs. for *Lifting and Shifting* (***Exploits,*** p. 22). Or they can destroy it, which requires inflicting 1,500 points of basic damage using burning, corrosion, crushing, cutting, or huge piercing attacks (impaling, piercing, and large piercing attacks are also allowed, but divide effective damage by 10). Don't play this out! Figure the group's average damage per second and use that to estimate how long it takes. Every minute, everyone loses 1 FP and the GM should see if wandering monsters (***Exploits,*** p. 85) hear the banging and clanging.

The sphere is heavily laced with meteoric ore (too low-grade to be worth anything but scrap, unfortunately); attempts to manipulate it magically are resisted by effective skill 20. **Shape Earth** can be used on the entrance itself, however, to allow the sphere through. If the GM is feeling nice, there may also be a lever at the end of the hallway that opens a pit beneath the sphere, giving access to the hallway again.

Detect: IQ-based **Traps** to predict the stone threat based on the hallway. *Per*-based **Traps** to spot the pressure plates. **Hearing** or **Touch,** at +2 for **Danger Sense,** to detect the sphere being loosed; if no one does, roll again every second at a cumulative +4.

Disarm: DX-based **Traps.** Failure triggers!

Avoid: **DX** at -5 or **Light Walk** to avoid the numerous pressure plates. *Running Away!* (***Exploits,*** p. 22) to race the sphere back.

Save: **Dodge** to make it to a cubby. If that fails, **Acrobatics** or **Escape** at -4 lets the hero flatten against the wall, taking only 1/3 damage.

Effects: 8d crushing.

Shots: 1.

Rearm: Yes, if those who made it back to the entrance are strong enough to push it back up.

Steal: No.

Crush Room

A slowly shrinking room, with two opposite walls (or the ceiling and floor) slowly moving toward each other to crush everyone inside. All points of entry lock or are blocked off when this is triggered (*You Shall Not Pass,* p. 10). Any item used to brace against the walls takes 5d×4 crushing damage per second (unless unbreakable, like an orichalcum spear). Trying to hold either wall back with brute strength is a Regular Contest (***Exploits,*** p. 8) of ST against its ST 90; if multiple delvers work together, use the highest ST plus 1/5 of everyone else's ST.

This trap has the potential to easily kill the entire party and should be used with caution.

Detect: Per-based **Traps** at -10.

Disarm: If not yet triggered, *DX*-based **Traps** at -5. Failure triggers it!

Avoid: No.

Save: No fixed method, but the GM should reward creative effort. The party has about one minute once the trap triggers. Anything which stops a wall from moving forward for five full seconds will reset the trap and unlock the doors.

Effects: 5d×4 crushing damage to everyone in the room.

Shots: Infinite.

Rearm: Automatic.

Steal: No.

Dragon's Maw Hallway

The walls of this hallways appear to be made of glass or obsidian and reflect light oddly. Written in the **Reptilian** language, over and over on the glassy floor, are the words, "The claw that stands out gets ripped off." Setting even one foot in the hallway results in spikes, carved to look like dragon's teeth, extending from the ceiling, which then drops to 5' from the ground. This impales the unwary at about shoulder level – though dwarves, halflings, and the like are safe.

Evil Runes

These strange magical glyphs afflict delvers with an immediate, hostile effect. No one knows who's responsible for them, but most heroes agree that they'd like to hit the carvers. In the face. With a maul.

Some runes glow and are easy to spot. Others are subtle, resembling scratches, scuff marks, etc. They're a permanent fixture, resistant to damage and impossible to move or steal. This *usually* prevents delvers from disarming them . . . however, the GM may designate any runes as "etched." If so, expending three doses of acid or one dose of alkahest (***Adventurers,*** p. 116), *and* succeeding at a *DX*-based **Thaumatology** roll, effectively "disarms" one hex of runes safely and permanently; failure on the roll triggers them *and* wastes the concoction.

Runes can be triggered by *contact* (avoidable via careful footing), *proximity* (automatically affect everyone walking through the area), or *sight*. The latter require the victim to get within three yards of the runes while they are in his field of vision. He does *not* have to specifically notice or recognize the rune, though a generous GM may give the unwitting delver a chance to *fail* a Vision+6 roll (ignore darkness penalties) to miss looking in the runes' direction entirely.

All runes rearm automatically after expending their energy. The GM must decide whether this is *instant* (common for noxious and annoying effects) or *gradual* over the course of about a minute (common for damaging runes). When dealing with the latter, "Send in our toughest fighter!" is a valid approach! Feel free to vary these; if a scenario calls for a 10-second rearm, just note it as such.

Runes are triggered by intent and follow the laws of magic; the GM is free to frustrate parties trying to "rules lawyer" runes to their advantage. Luring monsters into the rune-filled hallway is a valid plan; setting up complex plans to "trick" the runes is not.

Detect: Automatic for glowing runes. Otherwise, *Per*-based **Thaumatology** – or **Perception + Magery,** for mages. (For *sight* runes, success spots them before getting close enough to trigger them, unless the delvers can't roll before getting close; e.g., they turn the corner and the runes are two yards away.) A follow-up *IQ*-based **Thaumatology** roll reveals what the runes do.

Disarm: No – unless *etched* (see above).

Avoid: For *contact* runes, **DX** at -5 to walk without stepping on them. For *proximity* runes, no. For *sight* runes, just close your eyes and accept the downsides of being blind . . . though many carvers sprinkle contact or proximity runes in the middle of the sight-based ones!

Save, Effects: Varies by runes.

Shots: Infinite.

Rearm: Automatic (either *instant* or *gradual;* see above).

Steal: No.

Sample Runes

Agony (any; gradual): Resist Agonize-15 with **HT** or suffer agony (***Exploits,*** p. 66) for (margin of loss) minutes.

Blindness or *Deafness* (any; gradual): Resist Strike Blind/Deaf-15 with **HT** or be blinded/deafened for (margin of loss) minutes.

Burning or *Shocking* (contact or proximity; gradual): No resistance; take 3d burning damage. Armor doesn't protect, but *natural* DR does.

Dehydrating or *Suffocating* (any; gradual): Resist Dehydrate-15 with **HT** or suffer 3d-3 HP of injury.

Deathtouch (any; gradual): No resistance; suffer 3d HP of injury.

Fascinating (sight; instant): Resist Fascinate-15 with **Will** or be unable to move or look away from the runes for (margin of loss) minutes – or until someone or something breaks your line of sight.

Feeblemind (proximity or sight; instant): Resist Foolishness-15 with **Will** or have IQ reduced to 1 for (margin of loss) minutes.

Freezing (contact or proximity; gradual): Resist Frostbite-15 with **HT** or suffer 3d HP of injury.

Immobilizing (contact; instant): Resist Rooted Feet-15 with **ST** or your feet are stuck in place as per p. 22 of ***Spells*** for (margin of loss) minutes or until you break free.

Paralysis (any; gradual): Resist Total Paralysis-15 with **HT** or suffer paralysis (***Exploits,*** p. 66) for (margin of loss) minutes.

Stunning (any; instant): Resist Stun-15 with **HT** or be stunned. Roll against **HT** every second to recover, after which you must resist the runes again.

Teleporting (contact or sight; instant): Resist effective skill 15 with **Will** or be teleported somewhere (usually predetermined). See **Body Sense** (***Adventurers,*** p. 73).

This three-yard stretch of spikes can be easily ducked under, but the next three yards feature spikes that drop to 4', then 3', and so on. By the time the gap is 2', belly-crawling (Move 1) is necessary. At 1', each yard of movement requires a roll against **DX** at -5 or **Escape,** with each failure inflicting 1d+2 cutting damage and preventing forward movement. At the very end of the run of spikes, a stylized dragon's head hangs low; the switch to disarm the trap is within its mouth.

Detect: Per-based **Traps** at -4.

Disarm: DX-based **Traps** at -4, but only at the very end of the spike run. Failure by 3+ causes the ceiling to drop *completely,* inflicting large-area injury (***Exploits,*** p. 53) to all below with no save.

Avoid: **Light Walk.**

Save: Detection, or **Hearing** at -2, allows a **Dodge** roll at -1 per foot of height below 5'.

Effects: 3d+2 impaling.

Shots: 1.

Rearm: Yes.

Steal: No.

You Shall Not Pass

Several traps and tricks involve either an important door that starts off locked *or* all doors to the room slamming shut and locking once the party enters. Either way, the idea is that the delvers must disarm the trap or figure out the trick to unlock the door(s). The GM has the right to say these doors are completely impregnable, but then cannot complain if the party later uses them to block powerful monsters from chasing them! It's fairer to use the guidelines in *Entrances* (***Exploits,*** pp. 82-83) to set statistics for the locks and doors. That doesn't mean they have to be a cakewalk; a choice between "figure out this trick" or "overcome an extra-heavy ironbound door with a lock that's -8 to pick" gives a *strong* incentive to puzzle through the trick.

Malicious Marble Madness

This room or corridor has several large glass jars attached directly to the ceiling and walls. The floor is almost completely covered with small (1' diameter) discs of glass, each rotating slowly and silently. When any pressure is applied to a disc, it begins to emit a loud screeching noise, like nails on a chalkboard. This can cause nausea (***Exploits,*** p. 65), but worse, the jars are keyed to the frequency.

Anyone moving through the area must make an "Avoid" roll each turn to not disturb the discs. If the delvers walk single file and take care to all step in the same spots, use the single worst result; if not, use the *two* worst rolls. The GM will openly keep track of how many discs have been disturbed; every time this reaches a multiple of three, everyone must immediately make a "Save" roll to avoid nausea.

At the end of *every turn,* the GM rolls 2d; if the result is less than the number of discs disturbed, a number of glass jars equal to the difference immediately break, spraying marbles everywhere! (For example, if six discs were disturbed and the GM rolled a 4, two jars would break.)

The difficulty of this trap is tied *heavily* to the length of the hallway it occupies: five yards for an annoyance, 10 yards for real danger, 15 yards for a critical threat, or 20 yards for something truly deadly. Having neither a thief nor a bard present increases this "threat level" by a step; having both decreases it similarly.

Detect: Per-based **Musical Instrument,** *Per*-based **Singing,** or *Per*-based **Traps** at -4.

Disarm:* No, but it can be *mitigated* in two ways, which may be combined. A single *DX*-based **Traps** roll can carefully remove a few discs without upsetting things; add (margin of success)/2, rounded up, minimum +1, to everyone's "Avoid" rolls. A single **Musical Instrument** (with a ready instrument!) or **Singing** roll can create a counter-harmonic frequency; add (margin of success), minimum +1, to the GM's 2d roll to see whether the jars explode.

Avoid:* **DX** at -5 or **Light Walk** every second of movement, to avoid touching a disc. One disc is disturbed for every three points of failure or fraction thereof. (**Flight** or **Spider Climb** makes this roll unnecessary.)

Save: **HT** to avoid nausea, at -1 for every full three discs disturbed; failure by 5+ or critical failure causes retching, which disturbs another 1d discs. **Dodge** at -2 to avoid exploding marbles; retreat won't help and there is no cover to dive behind, but shield DB applies. Success avoids (margin of success) + 1 marbles. Remember that nauseous people dodge at -1!

Effects: Each delver is hit by marbles equal to the number of jars broken, for 1d-1 piercing per marble. For heavily armored parties, the GM may wish to replace these with smaller metal "marbles" that do 2d-1 small piercing each.

Shots: 3d jars.

Rearm: No. Once you lose your marbles, that's it.

Steal: Yes, no roll needed to grab marbles (per broken jar, $5, 0.25 lb.).

* These rolls all assume the hero is standing still or walking at Move 1; if moving faster, each point of Move above 1 gives another -2. Remember that nausea gives a flat -2 on these rolls as well!

Sand Trap

Upon a pressure plate being touched, the doors to the room slam shut (*You Shall Not Pass,* above) and it begins to fill with sand at an alarming rate. This hampers movement, causes a penalty to DX rolls, and will eventually suffocate those inside.

Detect: Per-based **Traps** at -4.

Disarm: DX-based **Traps** at -4. Failure triggers! If the trap is already activated, *double* the DX penalty here, as the mechanism is on the floor. Each attempt takes 1d seconds.

Avoid: **DX** at -5 or **Light Walk.**

Save: No, but see *Holding Your Breath* (***Exploits,*** p. 21).

Effects: A cumulative -20% to Move and -1 to DX and all DX-based rolls every 10 seconds. After 50 seconds (Move 0 and -5 DX), everyone begins to suffocate (***Exploits,*** p. 70).

Shots: 1.

Rearm, Steal: No (unless you need a lot of sand).

Smashing Walls

This stretch of hallway has a series of three-yard wall sections which continually extend, touch in the middle of the hall, and then retract – all over the course of a few seconds – thanks to some devious Hell Gnome contraption. Each section is on a slightly different delay and speed, making it tricky (but possible) to leap into the next section just before the current one crushes those within. The GM should decide how many sections there are; five is suggested.

Getting through each section requires a **Dodge** roll, at +3 for the equivalent of retreating and with a modifier of 1d-5 (so, -4 to +1) to reflect the variable speed of each section. However, timing and awareness are crucial, making **Per** – your own or that of someone who's giving you directions – a *mandatory* complementary roll (***Exploits,*** p. 6) for Dodge. If a delver is able to take a minute to observe the pattern first, this Per roll is at +2 (raised to +5 with **Eidetic Memory** or +10 with **Photographic Memory**). For simplicity, roll against Per *once,* and then modify all subsequent Dodge rolls.

Alternatively, the delvers can try to stop the walls from moving. Each wall is effectively ST 45; holding it back with brute force is a Regular Contest (***Exploits,*** p. 8) of ST. Any item braced between a pair of walls takes 10d crushing per second; an orichalcum weapon is useful here! However, both approaches only stop *one* segment of walls, and any item used to brace is trapped between that pair of walls until the whole trap is disarmed.

At the end of the hallway is a lever that stops the walls.

Detect: Automatic.
Disarm: Automatic upon reaching the end.
Avoid: No.
Save: **Dodge,** modified as above.
Effects: 10d crushing.
Shots: Constant.
Rearm: Yes.
Steal: No.

Monster Mash

Monsters and traps often coexist, but a few traps incorporate beasts directly into their design. See also *Gladiator Pit* (p. 13), *Door of Stars* (p. 20), *Dungeon Djinn Dupes* (pp. 20-21), and *Helpful Climbing Wall* (p. 24).

Burrowing Mechanical Spider

When this pressure plate is stepped on, it depresses slightly with an audible, obvious click. Removing even a pound of pressure will cause the trap to *explode.* The party can try to disarm the trap by essentially locking the plate in place, or try to fool it by somehow finding or creating an object of equal weight and substituting it – with perfect timing.

Standing still is the obvious safe move. Unfortunately, this gives the mechanical spider within the plate time to activate. Within 2d seconds, this creation of the Hell Gnomes emerges from directly beneath the victim's foot and begins burrowing upward. Armor holds it off for seconds equal to the foot's DR, after which the creepy critter worms its way in and begins inflicting 1d-2 cutting damage per second. This requires a "Save" roll from the victim each second to avoid flinching and causing the trap to explode! (On the bright side, this kills the spider.)

Due to the mechanical monster's methodical nature, the victim's foot is crippled once *cumulative* injury from the spider reaches the delver's crippling (not dismemberment) threshold; see *Crippling* (***Exploits,*** p. 61). As a silver lining, once this much harm has been inflicted, the spider burrows back down into the trap to await the next host.

The spider can be exposed with a blade and a successful **Surgery** roll, at a penalty equal to the DR of the victim's foot. Failure inflicts cutting damage equal to the margin of failure, added to the damage done by the spider, and this *can* dismember the foot! Success causes it to stop attacking and skitter to the edge of the plate, where it will quickly squeeze through a small gap and return "home."

Detect: Per-based **Traps** at -6 to spot it beforehand. If this fails, *IQ*-based **Traps** at +2 once it's been activated, to recognize what it is and what it does.

Disarm: DX-based **Traps,** at -4 if untriggered or -8 if already stepped on, to lock the plate in place (1d seconds per attempt). Or **DX** at -4 to perfectly time the substitution of an object with the same weight as the victim – but good luck finding that nearby! Failure on either triggers the explosion.

Avoid: **DX** at -5 or **Light Walk.**

Save: Against the explosion, see *Taking Cover* (***Exploits,*** p. 50); this trap is never placed within one yard of cover, but extra distance means less damage from the blast. When bitten by the spider, use the *lower* of **HT** or **Will,** minus any shock penalty for the injury inflicted, to avoid flinching.

Effects: A 4d+4 crushing explosion – see *Explosions* (***Exploits,*** p. 46) – plus a four-yard-radius alkahest splatter inflicting 1d corrosion which bypasses DR. Optionally, the GM may replace the alkahest with a different potion, such as death potion or liquid ice.

Rearm: Yes.

Steal: Once disarmed, *DX*-based **Alchemy** or *DX*-based **Hazardous Materials** to remove the alkahest, netting (margin of success) + 1 doses – but failure by 5+ sets off the explosion! The explosive material is built into the plate itself and cannot be removed without detonating it. The 0.1-lb. spider is worth $10,000 to the right artificers. Delvers who expose it have two seconds to catch it before it reaches a gap; the spider has DR 0, HP 1, SM -9, and Dodge 8. Or they can attempt to dig it out of its "home" using the *lower* of **Forced Entry** or *DX*-based **Traps,** at -8 – but any failure sets off the explosion!

Monster Urn

A 20-lb. clay urn enchanted with gate magic, set to shatter and summon a monster when anyone gets within range – usually two to five yards. If stolen, it can be thrown against a surface and broken to release a monster; this requires a successful **Hazardous Materials** roll or else it breaks in the user's hands! (If the GM doesn't want to risk the heroes acquiring such a "monster grenade," treat this as a monster-summoning pentagram with the same statistics except for "*Steal:* No.")

Detect: Per-based **Thaumatology.** Success by 3+ also reveals the range.

Disarm: No, but see below.

Avoid: Automatic (avoid the urn) unless it's in your path.

Save: No.

Effects: No damage, but summons a hostile creature (choose one from ***Monsters***).

Shots: 1.

Rearm: No.

Steal: Yes, if not triggered, with a *DX*-based **Hazardous Materials** or *DX*-based **Thaumatology** roll.

Slip and Slime

This stretch of floor looks normal, but it is actually sand, pebbles, and other detritus layered over 1d+3 fragile glass jars, each with an erupting slime (***Monsters,*** p. 26). When someone steps into the trapped area, 1d-1 jars (minimum 1) break, freeing the slimes to attack. (The GM can substitute other slimes for variety.)

Detect: Per-based **Traps** at -4.

Disarm: IQ-based **Traps**. Failure shatters one jar per *full* two points of failure (so nothing bad on failure by 0-1).

Avoid: **DX** at -5 or **Light Walk.**

Save: No.

Effects: Monster(s).

Shots: 1d+3.

Rearm: No.

Steal: Yes. Once disarmed, unbroken jars (4 lbs. each) can be used against enemies – just be careful, as the slimes will attack you, too! Treat it as a grenade for breakage purposes; see *Concoctions* (***Adventurers,*** p. 114).

Spider's Snare

The area is filled with writhing plants, each looking like a cross between a fern and an octopus. Traveling through the room requires a roll every *second* to avoid touching one of the temperamental, grabby plants. (Anyone trying to help pull a friend free is close enough to be attacked as well, even if just outside the "danger zone.")

Detect: Per-based **Naturalist** – or **Perception + Power Investiture (Druidic)** for druids – at -2.

Disarm: No. Cutting attacks can clear a hex (DR 3, HP 33) – though, unless killed in a single shot, the plants will *automatically* grab any weapon used against them. For the purpose of **Wither Plant,** each hex is a HT 12 plant monster.

Avoid: **DX** at -3 or *DX*-based **Naturalist** to avoid touching the plants. **Plant Control** can subdue one hex per casting. **Plant Empathy** gives a reaction roll (at -5 for these being monsters), with **Green Thumb** adding its bonus.

Save: **Dodge** – or **Block** or **Parry,** but the plants will grab any weapon or shield they touch.

Effects: Grabbed by a plant's sticky pseudopod! You must *win* a Quick Contest of **ST** against the plant's ST 15 to pull free; **Wrestling** bonuses apply. Failure means taking 1d-4 corrosion damage this turn.

Shots: Constant.

Rearm: No.

Steal: Roll against **Naturalist** to gather 1d seeds per hex (each $500 to the right collector, 0.25 lb.).

Pits (of Despair)

Falling to your doom is a classic trap, but with room for so many variations. Be sure to familiarize yourself with *Falling* (***Exploits,*** pp. 67-68) – and *Climbing* (***Exploits,*** p. 20) for getting back out.

Avoiding Pits

Most pits are activated via a single pressure plate or tripwire; these can be avoided automatically if detected in advance (just step over them). Open pits – which include those covered with an illusion or breakaway floor – can be avoided automatically if there's room to walk around them *or* by laying a ladder, board, etc. over the opening. If neither applies, use **DX** or **Jumping** to leap across; failure means you fall in.

Acid Pit

A 20' (seven-yard) pit concealed by a powerful illusion. Anyone fooled by it can fall in, which sets off a secondary trap – acid begins to spray in from jets. Delvers should find a way out quickly!

Detect: **Will,** *Will*-based **Traps,** or *Will*-based **Thaumatology** (to resist the illusion). **Magic Resistance** applies.
Disarm: No.
Avoid: See *Avoiding Pits* (p. 12).
Save: **Dodge,** at -2 without **Danger Sense.**
Effects: 3d crushing, followed by 1d-1 corrosion per *second.* Also, roll against **HT** at +3; failure means you inhale acid (3d-3 corrosion, ignoring DR).
Shots: Constant.
Rearm: No.
Steal: DX-based **Alchemy** to safely collect (margin of success) + 1 vials of acid, but it loses its potency in 2d days.

Bladed Pit

A three-yard-deep pit with sharpened stakes or blades at the bottom. The floor slides away when activated by a tripwire. (If blades jut out from the sides instead of the floor, change damage from impaling to cutting.)

Detect: Per-based **Traps** at -6.
Disarm: DX-based **Traps** at -6.
Avoid: See *Avoiding Pits* (p. 12).
Save: **Dodge,** at -2 without **Danger Sense.**
Effects: 1d+2 impaling.
Shots: Constant.
Rearm: Automatic.
Steal: No.

Entombment

This combines the worst aspects of a pit trap and crusher trap (***Exploits,*** p. 71). As soon as the delver hits the pressure plate, the floor swings down, out from underneath him, for a three-yard drop. One second later, the hinges holding that floor in place let go, dropping the floor down onto him!

Detect: Per-based **Traps**.
Disarm: DX-based **Traps**. Failure triggers!
Avoid: See *Avoiding Pits* (p. 12).
Save: **Dodge,** at -2 without **Danger Sense.**
Effects: 1d+2 crushing from the initial fall, then 5d from the falling stone slab.
Shots: 1.
Rearm, Steal: No.

Gladiator Pit

A five-yard-deep pit, which slides open when activated by a pressure plate. In addition to the falling damage, once the victim lands, a peshkali (***Monsters,*** pp. 45-46) with Climbing-14 is summoned and the opening closes overhead. This seals the delver inside until one of them is dead, at which point the pit reopens and the survivor can escape with a simple **Climbing** roll. Treat the opening as a heavy door (***Exploits,*** p. 82) for the purpose of breaking through. If multiple delvers are caught in (or jump down into) the trap, then multiple peshkali are summoned! The best way the victim's friends can help is to stay out of the pit and pull him up, though any peshkali will try to follow. (The GM can substitute other monsters to keep this one varied.)

Detect: Per-based **Traps** at -4. At the GM's option, success may reveal a glyph that indicates the type of monster with a successful roll against relevant **Hidden Lore.**
Disarm: DX-based **Traps** at -4.
Avoid: See *Avoiding Pits* (p. 12).
Save: **Dodge,** at -2 without **Danger Sense.**
Effects: 2d crushing plus monster.
Shots: Constant.
Rearm: Automatic – unless the cover is broken.
Steal: No.

Don't fear pit. Fear nasty water below it!
– Miao Miao, Swashbuckler

Lava Pit

A pit filled with molten rock, covered by a thin sheet of material that breaks upon being stepped on. Death is almost assured should a delver fall in; use this trap with caution! The area containing this trap – and often the entire dungeon – will be *extremely* hot; see *Temperature* (***Exploits,*** p. 70).

Detect: No roll to notice the heat of the tunnel. *Per*-based **Traps** to spot the breakaway floor.
Disarm: No.
Avoid: See *Avoiding Pits* (p. 12).
Save: **Dodge,** at -2 without **Danger Sense.**
Effects: 8d+2 burning damage per second.
Shots: Constant.
Rearm, Steal: No.

Wire Slide

A pressure plate causes the floor to drop away into a chute, sending the delver sliding down through a lattice of meteoric iron wires (doubtless made by Hell Gnomes) which cut him to ribbons.

Detect: Per-based **Traps** at -4. Anyone falling or looking in may roll against **Per** at -5 to notice the wires.
Disarm: DX-based **Traps.**
Avoid: See *Avoiding Pits* (p. 12).
Save: **Dodge,** at -2 without **Danger Sense,** to avoid falling. Once in, **DX** at -5 or **Acrobatics** at +1 to stop before hitting the wires. If that fails, spotting the wires (or being warned) gives two options. If the victim has a cutting weapon in hand or can acquire one via **Fast-Draw,** roll against **Parry** to cut wires equal to (margin of success) + 1. Or roll against the better of **Acrobatics** or **Dodge** to avoid wires equal to (margin of success) + 1. In all cases, **Climbing** at -3 to crawl back up the chute (slowly enough to avoid the wires).

Effects: 1d(10) cutting *per wire,* for four wires total.
Shots: Constant.
Rearm: Yes, though any cut wires remain cut.
Steal: Yes, *DX*-based **Traps** at -4 harvests any undamaged wires (each $50, neg.). **Armory (Melee Weapons)** can then to turn each into a meteoric-wire garrote (***Adventurers,*** pp. 106 and 99), perfect for assassins in need of concealable weapons immune to magical detection.

Toxic Love

Nothing exemplifies the dark, icky nature of dungeon delving quite like poison and disease.

Miasmic Mist

This small room or hallway is covered in multiple sigils and ideograms for "plague" along the walls and ceiling. Anyone entering the room must make a **HT** roll upon leaving, at -1 for two seconds spent in the area, -2 for four seconds, -3 for eight seconds, -4 for 16 seconds, and so on. This roll is at +2 if the delver spent the whole time breathing through a damp cloth (requires a free hand) or +4 if holding his breath (see ***Exploits,*** p. 21).

Detect: **IQ** at -5, **Diagnosis,** or **Occultism** to identify the sigils; success by 4+ reveals details of the disease.
Disarm: No, but **Purify Air** encompassing the area gives +5 to resist.
Avoid: No.
Save: **HT** modified as above.
Effects: Once infected, any victim must make a **HT** roll at -4 every *hour* or take 1d-3 HP of injury. This lasts for 12 hours or until the roll succeeds three times or critically succeeds. Victims suffer from coughing (***Exploits,*** p. 65) after losing 1/3 of HP and terrible pain (***Exploits,*** p. 65) after losing 2/3.
Shots: Constant.
Rearm: No.
Steal: No. Whatever makes the mist stay in that one area is not detectable or controllable by normal means.

Needle Floor

This common trap is the reason for the delver's adage: *Lack of footwear can lead to lack of feet.* Anyone stepping on one of the many pressure-sensitive tiles in the area has it drop, sending 6" needles up through the tiny holes and into their feet. Only footwear DR protects against this! These needles are usually poisoned, with paralytic slime and monster drool (both ***Adventurers,*** p. 116) being particularly common.

Detect: Per-based **Traps** at -2.
Disarm: DX-based **Traps.**
Avoid: **DX** at -5 or **Light Walk.**
Save: **Dodge.** Success avoids one needle, plus another per point of success.
Effects: Roll against effective skill 12 for each target; the trap automatically hits once, plus one extra tine per point of success. Each needle does 1d-1 small piercing, plus poison (roll against **HT** or lose 2 HP to monster drool, or roll against **HT** at -2 or paralyzed for 2d×10 minutes from paralytic slime).
Shots: 2d×20.
Rearm: Automatic.
Steal: Yes. Yields 1d needles plus another two per point of success; failure poisons the thief. Worthless as-is, but **Armory (Missile Weapons)** turns them into poisoned blowpipe darts; see *Pass the Ammunition!* (***Adventurers,*** p. 104).

Poisoned Needle

Uses a hidden, spring-mounted needle to deliver poison. This trap is often hidden in the lock of a treasure chest or door. This version assumes deadly bladeblack (***Adventurers,*** p. 116); a different poison will have different effects if DR is penetrated.

Detect: Per-based **Traps** or **Poisons**, at -5.
Disarm: DX-based **Traps.** Failure means you've driven the needle into exposed flesh; no save and only natural DR counts.
Avoid: Not without the key.
Save: **Touch** at -5 allows a **DX** roll at -5 to move your hand away quickly enough.
Effects: 1d-3 small piercing. If *any* damage penetrates hand DR, then roll against **HT** at -5 or suffer 6d injury.
Shots: 1.
Rearm, *Steal:* No, the needle is built into the lock.

Weapon Traps

These are designed to target anyone who steps on the right pressure plate, trips the right wire, etc. Thus, no attack roll is necessary to hit (though some involve a roll to determine the *number* of hits), and an aware target may make some form of defense roll, as specified in the trap's "Save" entry.

By default, these traps assume ST 14, but include options for other ST values as well. The GM should choose one that seems appropriate for the group, or may optionally roll 1d on the table on p. 15 to determine this randomly. See also *A World of Weapons* (p. 16) and *Javelin Lock* (p. 22).

Roll	*ST*	*Thrust*	*Swing*
1	10	1d-2	1d
2-3	14	1d	2d
4	18	1d+2	3d
5	22	2d	4d
6	26	2d+2	5d

Ankle-Breaking Spears

A tripwire sends two spears into the victim's feet! This can potentially cripple the delver if enough damage is delivered; see ***Exploits,*** p. 61.

Detect: Per-based **Traps** at -2.
Disarm: DX-based **Traps** at -2. Failure triggers!
Avoid: Automatic (step over the tripwire).
Save: Detection, or **Hearing** at -4, allows a **Dodge** roll at -3. If Dodge succeeds by 0, one spear still hits; if it succeeds by 1+, both miss.
Effects: 1d+3* impaling to each foot.
Shots: 1.
Rearm: Yes.
Steal: Yes; yields two normal spears.

* At ST 14. May instead be ST 10 (1d+1), ST 18 (1d+5), ST 22 (2d+3), or ST 26 (2d+5).

Chainshot

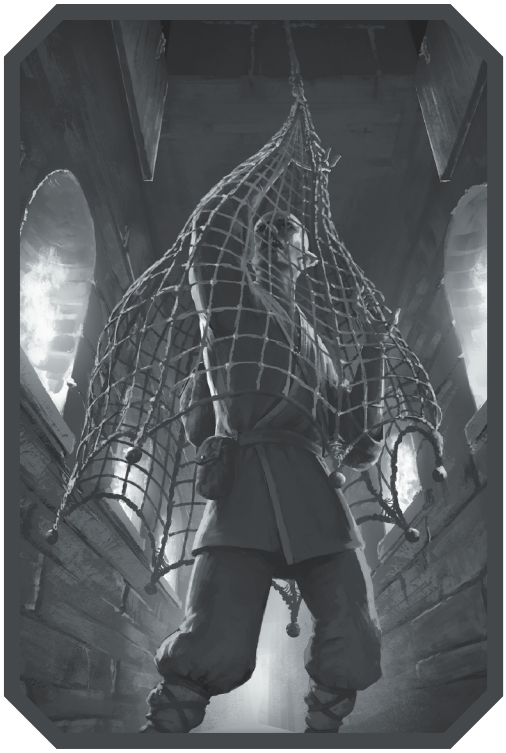
When one of the many pressure plates in the floor are triggered, this trap launches two bolas at the subject, each comprising two heavy balls connected by razor-sharp wire. The first bolas is aimed at the neck (to decapitate or suffocate) and the second at the legs (to maim and trip).

Detect: Per-based **Traps** at -6.
Disarm: DX-based **Traps** at -6.
Avoid: **DX** at -5 or **Light Walk.**
Save: Detection, or **Hearing** at -2, allows an active defense at -3. Success by 0 means one bolas still hits the legs; success by 1+ avoids both.
Effects: 1d-1* cutting to the neck and legs, plus effects as per *Bolas* (***Exploits,*** p. 44).
Shots: 1d
Rearm: Yes.
Steal: Yes. Two cutting bolas per remaining shot ($100, 2 lbs., failure by 5+ or critical failure when using it does cutting damage to the wielder's arm).

* At ST 14. May instead be ST 10 (1d-3) or ST 18 (1d+1).

Drop Net

A hex of floor acts as a pressure plate; anyone stepping on it triggers a weighted melee net that drops from the ceiling and entangles him. See *Nets* (***Exploits,*** p. 45). This is not a dangerous trap on its own, but intelligent foes will prepare a room with a few such traps, know exactly which hexes to avoid, and act quickly to take advantage of any bound foes!



Detect: Per-based **Traps.**
Disarm: DX-based **Traps.** Failure triggers!
Avoid: Automatic (avoid that hex).
Save: **Hearing** allows a **Dodge** roll at -2.
Effects: Entangled (cannot move or attack until free). See *Nets* (***Exploits,*** p. 45).
Shots: 1.
Rearm: Yes.
Steal: Yes. No roll; the melee net can be picked up if undamaged.

Fiendish Flung Axe

A tripwire sets off a mechanism that throws an axe at the subject. This flies from an unexpected angle (e.g., corner of the ceiling) or long distance, and is hard to see coming!

Detect: Per-based **Traps** at -8.
Disarm: Per-based **Traps** at -8.
Avoid: Automatic (step over the tripwire).
Save: Detection, or **Hearing** at -8, allows any valid active defense at -3.
Effects: 2d+2 cutting* to a random hit location.
Shots: 1.
Rearm: Yes, *if* you can reach the mechanism.
Steal: Yes. No roll; just pick up the throwing axe.

* At ST 14. May instead be ST 10 (1d+2), ST 18 (3d+2), ST 22 (4d+2), or ST 26 (5d+2).

Projectile Capturing Field

This trap always accompanies some other hazard, usually monsters (who may or may not be intelligent enough to know what it does). Any projectiles fired across its threshold (a line across the area) disappear, only to be fired at the original shooter (from behind) after a short delay! The focal point of the trap is a faintly glowing stone eye about 8" in diameter (SM -4, DR 6, HP 40, no darkness penalty to attack) mounted high on the wall behind the party. On its turn (treat it as Basic Speed 1.00), it fires all captured projectiles back at each original shooter with effective skill 15 (ignore range penalties); damage is based on the *shooter's* ST and other traits.

Detect: Per-based **Traps** or **Thaumatology** – or **Perception + Magery,** for mages – at -4. This is at an *extra* -4 until someone witnesses a projectile disappear. Automatic once someone is hit from behind *and* someone changes facing to observe the eye.

Disarm: Climb (***Exploits,*** p. 20) up to the eye and use *DX*-based **Traps** or *DX*-based **Thaumatology** at -4. Or bring the eye down to 0 HP.

Avoid: No.

Save: Detection, or successful use of **Danger Sense,** allows any valid active defense at -2.

Effects: See above.

Shots: Constant.

Rearm: Yes.

Steal: No. (The eye is useless if removed.)

A World of Weapons

It's easy to expand the *Weapon Traps* (pp. 14-16) options; just change the weapon! Here are some common choices. Melee weapons are marked with *, ranged weapons with †. A – means that the listed ST is below the weapon's minimum *or* above its maximum; see *ST (Strength)* (***Adventurers,*** p. 98).

Weapon	*ST 10*	*ST 14*	*ST 18*	*ST 22*	*ST 26*	*Type*
Broadsword*	1d+1	2d+1	3d+1	4d+1	5d+1	cutting
Crossbow†	1d+2	1d+4	1d+6	2d+4	2d+6	impaling
Great Axe*	–	2d+4	3d+4	4d+4	5d+4	cutting
Halberd*	–	2d+5	3d+5	4d+5	5d+5	cutting
Large Knife*†	1d-2	1d	1d+2	–	–	impaling
Longbow†	1d	1d+2	1d+4	2d+2	2d+4	impaling
Maul*	–	2d+5	3d+5	4d+5	5d+5	crushing
Pollaxe*	–	2d+3	3d+3	4d+3	5d+3	impaling
Small Mace*†	1d+2	2d+2	3d+2	4d+2	5d+2	crushing
Star Shuriken†	1d-3	1d-1	–	–	–	cutting

Rain of Daggers

A volley of five daggers drops from the ceiling onto everyone in a one-hex area as soon as someone steps into that hex.

Detect: Per-based **Traps** at -4.

Disarm: DX-based **Traps** at -4.

Avoid: **DX** or **Jumping.**

Save: Detection, or **Hearing** or **Vision,** at -2, allow any valid active defense at -2. Success avoids one dagger, plus another per point of success.

Effects: Roll against effective skill 12 for each target; the trap automatically hits once, plus another hit per point of success, to a maximum of five. Each dagger does 1d-1* impaling.

Shots: 2d volleys of five daggers each.

Rearm: Automatic.

Steal: Yes. No roll once sprung; pick the daggers up off of the floor or pull them out of the heroes.

* At ST 14. May instead be ST 10 (1d-3).

Sticky Caltrops

The area is littered with hundreds of caltrops (***Adventurers,*** p. 113). Moreover, these have been meticulously coated in a variant of alchemical glue which won't stick to itself. This makes them particularly hard to get rid of; they embed themselves automatically and are much harder to pull free. This trap works well with nearby foes to keep the party busy.

Detect: **Vision** or *Per*-based **Traps,** at +4.

Disarm: Possibly. The GM should reward creative attempts to sweep away or blunt the caltrops with a bonus to everyone's roll to avoid them.

Avoid: **Vision** at -2. Failure means you step on a number of caltrops equal to margin of failure. Either **DX** or **Light Walk** may be a complementary roll (***Exploits,*** p. 6).

Save: No.

Effects: Each caltrop inflicts thrust-3 impaling, based on the *victim's* ST, maximum 4 damage, to the foot. Caltrops are *automatically* embedded, even if they don't penetrate DR, and continue to do damage every time the victim walks until removed (which takes two Ready maneuvers *and* a **ST** roll at -2 for each caltrop).

Shots: Constant.

Rearm: Yes.

Steal: Yes, but working with these is at -5 to all rolls without special custom gear to negate the glue's effects (per hex of sticky caltrops, $10, 0.5 lb.).

Wall-Scyther

A scythe hidden inside the groove of a wall with a single pressure-sensitive plate (usually but not always on the floor). It typically swings at neck-level or leg-level – for a human, at least! These are popular in shrines, where the GM may *optionally* allow a holy adventurer (e.g., cleric or holy warrior) to pass unscathed.

Detect: Per-based **Traps** at -3.

Disarm: DX-based **Traps** at -5.

Avoid: Automatic (step over the plate).

Save: Detection, or **Hearing** at -4, allows a **Dodge** roll at -1.

Effects: 2d+3* cutting to the neck or leg.

Shots: Infinite.

Rearm: Automatic.

Steal: No, it is built into the wall.

* At ST 14. May instead be ST 10 (1d+3), ST 18 (3d+3), ST 22 (4d+3), or ST 26 (5d+3).

Chapter Two
Tricks

Not every trap is about dodging arrows and leaping pits. Some require a bit more thought, seek to disrupt the party more than to kill it, or act as a double-edged sword. For simplicity, we call these *tricks.* Most are unique challenges, which work best one to a dungeon and should not be repeated.

The advice at the beginning of Chapter 1 (p. 4) also applies to customizing and inventing tricks.

Obstacles

Most of these tricks are intended as *obstacles,* which block the way to an important part of the dungeon; e.g., the actual goal or a "bonus area" with great loot. Hence, these are all labeled "*Avoid:* No." Successfully dealing with the trick allows safe passage forward – a door unlocks, a bridge materializes over a chasm, a platform or air spirit raises the party up to a new area, a force field drops, etc. – or grants some sort of reward, perhaps by unlocking a treasure chest or bestowing a magical boon like Bless (***Spells,*** pp. 50-51).

If the main impediment is a locked door, it's up to the GM whether the delvers can pick the lock or beat down the door if they fail to work through the trick; see *You Shall Not Pass* (p. 10). For other obstacles, the GM should put in alternative passages – usually more difficult and less lucrative ones. Failing to overcome a trick shouldn't make a dungeon "unwinnable."

Obstacles work especially well in situations where the delvers are being attacked or under similar pressure. It's evil and fun to make the party decide who should focus on the trick instead of helping keep the enemy at bay!

Insane Architecture

Sometimes it's not that the dungeon wants to kill you, it's just that it makes *no sense.*

A Crooked Mile

This bizarre room is a fiendish wonder of Hell Gnome architecture, with twisted staircases and impossible-seeming passageways through disguised tunnels. Everyone within must save every 1d yards or suffer daze (***Exploits,*** p. 66) for (margin of failure) seconds, disoriented by the architecture. This is problematic if monsters or other hazards are present! There is nothing magical about this room; it's all mundane architecture, just twisted in bewildering and befuddling ways.

Detect: Automatic.
Disarm: No.
Avoid: No; even flight is confusing.
Save: **IQ,** *IQ*-based **Acrobatics**, or *IQ*-based **Body Sense** – all at -3 without **Absolute Direction.** Gnomes add **Widget-Worker.**
Effects: See above.
Shots: Constant.
Rearm, Steal: No.

Delvers Under Glass

This room has exits on opposite walls. Across the middle of the room, completely separating the exits, are four floor-to-ceiling panes of glass about a foot apart. The nature of the glass walls is not apparent until the entrance door is shut, at which point the pressure plates within the floor gauge the party's total weight. For every 10% by which this weight is reduced, the panes of glass drop 1' away from the ceiling; this will become immediately evident if anyone jumps or otherwise leaves the ground. There are many ways to achieve this: martial artists can use **Light Walk** or **Spider Climb,** wizards can cast **Walk on Air,** and so on. Anyone may try clinging to the outside wall, roll **Climbing** at no penalty to halve weight, or at -3 to eliminate weight completely.

The top edge of the glass is *sharp,* requiring those climbing over it to save or take damage. If the glass dropped 2-3', delvers must clamber over them all, requiring four such saves. If it dropped 4-7', they may step carefully, making two saves. If it dropped 8' or more, no save roll is required.

If the entrance is reopened, the panes *immediately* rise back into place. If anyone is currently crawling on them, each pane inflicts 1d-1(2) cutting and then *shatters* (below).

Alternatively, the party can simply break the glass. Each pane has DR 24 and HP 180. But they're forged to shatter *explosively* when damaged, inflicting 4d+6(2) cutting (per pane) to everyone in the area! Any remaining glass shards are nonmagical and worthless except as scrap.

Detect: Per-based **Traps** at -2 to work out how weight affects the panes, which changes to +2 once someone has jumped, etc. Success by 4+ warns about the glass shattering outward if broken.
Disarm, Avoid: No.

Save: **DX** at -5 to avoid glass damage.
Effects: 1d-1(2) cutting.
Shots: Constant.
Rearm: Automatic once everyone passes over (unless shattered).
Steal: No.

Hall of Mirrors

This winding hallway is filled with mirrored surfaces on all sides, including the floor and ceiling. Each 3' × 3' mirror has DR 6 and HP 10. Destroying one of these magical mirrors causes the target to lose *any* degree of Luck. Someone without Luck instead adds Weirdness Magnet; if anyone *already* had that, the GM should now invoke its effects more frequently and make them blatant and *dangerous* (e.g., "When you pull out your climbing rope, it suddenly animates and tries to strangle you!"). This effect lasts 1d + (mirrors broken) hours; **Remove Curse** can treat it, resisted by effective skill 15 + (mirrors broken).

Navigating the maze at Move 1 requires a successful **Will** roll at -3 every turn. If moving faster, each point of Move past 1 gives another -1. Being blindfolded gives +5 to the roll – and presents a great time for the GM to introduce monsters! Failure gives the subject harrowing visions of the future or an ugly truth about himself, leaving him stunned for one second and costing 1 FP (1 HP on a critical failure). Critical success gives a genuine (though confusing) vision; the GM should provide some sort of hint applicable to this dungeon.

Detect: Per-based **Thaumatology** – or **Perception + Magery,** for mages – at -2. Success by 3+ suggests the blindfold trick.
Disarm, Avoid: No.
Save: **Will** at -3.
Effects: See above.
Shots: Constant.
Rearm, Steal: No. Any shards are nonmagical and worthless even as hand mirrors (the glass comes free of its backing).

Reverse Gravity

Whether from a permanent spell, weird ore, or Elder Thing curse, the gravity in the area is reversed. This causes anything entering the area to "fall" upward until it hits the ceiling (or gets 50 yards up, if outside). Friends outside of the area can throw a rope up so victims can climb down – or victims can walk across the ceiling until they leave the area of effect, in which case they fall *again!*

Detect: Per-based **Thaumatology** if magical, *Per*-based **Prospecting** if natural, or *Per*-based **Hidden Lore (Elder Things)** for space-warping curses.
Disarm, Avoid: No.
Save: **DX** at -5 to grab something or someone *outside* of the area in time to pull yourself out of it.
Effects: Falling damage depending on the ceiling height (e.g., 2d crushing for a 15' ceiling).
Shots: Constant.
Rearm: No.
Steal: No – unless natural materials (ore, gems, etc.) are to blame. In that case, the GM should determine how much can be harvested and its value. *Example:* Skystone ore; roll **Prospecting** to gather (margin of success) + 1 weightless samples worth $2,000 each.

Rotating Room

This circular room, five yards in radius, has a small depression in the very middle. Once the adventurers enter, the doors shut (*You Shall Not Pass,* p. 10) and the room begins to spin; they have one second to move freely or to take a Concentrate maneuver to detect the trap's solution before being affected by the speed as detailed below. It's important to note everyone's initial position carefully!

Every 10 seconds, each conscious person must roll against **ST** *and* **HT**, at -4 if in any position other than crawling or lying (standing pressed against the outer wall is effectively "lying upright" for this purpose). Every minute, the room speeds up, inflicting -1 to both rolls, until it hits a maximum of -10 after 10 minutes. The ST roll (only) is at -2 for anyone attempting to disarm the trap this turn and +4 for **Perfect Balance;** it may be replaced by *ST*-based **Acrobatics** if better. Those within reach can assist weaker friends; for every -2 to your own ST roll, you may give +1 to someone else's.

Success on the ST roll allows the delver to hold position, or optionally move one yard toward the center of the room for every *full* two points of success. Failure moves the delver (margin of failure) yards away from the center; if this is enough to move him all the way to the outer wall, or a critical failure, treat this as *falling* (just sideways instead of down). For example, at two yards away from the center of the room, this would be a three-yard fall.

Success on the HT roll means no extra ill effect. On a failure, the delver loses a number of FP equal to half the margin of failure (rounded *up*), and all DX, IQ, and skill rolls next turn are at a penalty equal to the FP lost. On a critical failure, he loses the FP and then blacks out; see *Recovering from Unconsciousness* (***Exploits,*** p. 62). Anyone who falls unconscious in the middle of the room "falls" to the outer wall, as above. (On the bright side, that also means no more ST and HT rolls to fail!)

Deactivating the trap requires detecting the solution, getting to the middle of the room (making all necessary ST and HT rolls, with an extra -2 to ST), and then remaining there for 1d seconds while attempting a disarming roll to get inside the mechanism within the floor. If the party fails, the room will continue to spin for 11 minutes or until everyone passes out, at which point their fate is up to the GM; consider having orcs, cultists, etc. take them all prisoner!

Detect: Per-based **Traps** at -2 (-7 if the room has not started spinning yet).
Disarm: DX-based **Traps** at -4; see above for restrictions.
Avoid: No.

Save, Effects: See above.
Shots: Infinite
Rearm: Automatic (10 minutes).
Steal: No.

Slip and Slide

A spiral staircase leading down to a lower level is carefully designed to turn into a slide when enough weight is on it. *Everyone* descending the stairs must roll against **DX** every second, at a penalty equal to the number of people on the staircase. If someone fails, the stairs fold down to create a metal slide, while a gallon of oil (stored within the center column) sprays down the slide. The end result is a mess of slippery delvers crashing loudly at the bottom (any nearby foes get +1 to hear the result per delver who fails to save).

Detect: Per-based **Traps** at -2.
Disarm: DX-based **Traps** at -2.
Avoid: **DX,** modified as above. A forewarned or suspicious delver may substitute **Light Walk** at +4.
Save: **DX** at -3, **Acrobatics** at -3, or **Climbing** at -5 to avoid falling down the slide. **Perfect Balance** gives +6.
Effects: Look up falling damage (***Exploits,*** pp. 67-68) for the vertical distance remaining to the next level, add +1 *per die* for each delver who failed to save, and then roll, *halving* the result (round up) for actual damage. Victims also gain Total Klutz (***Adventurers,*** p. 62) and Slippery 3 (***Monsters,*** p. 12) until they bathe or change clothing.
Shots: 4d (oil).
Rearm: Yes.
Steal: Yes, up to (remaining shots) × 8 pints of oil (***Adventurers,*** p. 111), if you have something to carry it in.

Motive Force

Many tricks and traps involve rotating rooms, moving walls, and other effects suggestive of massive mechanisms buried behind the walls. The GM doesn't *need* to consider the power source for such things, but it can add a lot of flavor to do so. A dungeon powered by waterwheels on an underground river will feel different from one with dwarven steam engines or another where objects are animated via magical enchantment. In addition, it suggests that there may be something the delvers can do (e.g., diverting that underground river or breaking a waterwheel) to disable a *lot* of traps in one fell swoop!

Puzzled Yet?

These challenges are more cerebral, requiring the players *and* characters to use their minds (though often along with their bodies) to make it past. These are all *obstacles* (p. 17); be sure to take that advice into account.

Alchemy Basin

This room is filled with dozens of vials of alchemical reagents, with a mixing basin on a pedestal in the middle of it all. Anyone studying the markings on the walls and basin may make a detection roll (below) to realize that this basin interacts with alchemical ingredients in unusual ways, and only one combination will overcome the obstacle. (Fortunately, the instructions are clear enough to allows rolls against traits beyond Alchemy skill.)

There are enough ingredients for 2d attempts. A successful detection roll allows the delvers to identify and use the right ingredients, but failure causes one of the effects below (roll 1d). If a result with a * occurs multiple times, the effect remains the same but the duration increases by one hour each time.

1 – A violent 5d crushing explosion. This ruins many of the reagents, reducing the number of attempts still available by 1d.
2 – Poison gas fills the room. Save or take 3d toxic damage, ignoring DR.
3* – Noxious gas fills the room. Save or take -2 to *all* attribute and skill rolls (but not defenses or resistance rolls) for the next hour.
4* – Everyone's scent is amplified for the next hour, giving local fauna a roll against Per at +5 (minus range penalties) to detect the delvers.
5* – A variant of magebane dust fills the room. Save or suffer -4 to all spellcasting for the next hour. This affects clerics, druids, etc., not just wizards. If under the effects of noxious gas (above), the penalty remains -4, not -6.
6* – A flash fills the room. Save or suffer night blindness for the next hour. Those with **Night Vision** 5+ reduce it by 4 levels; those with **Night Vision** 1-4 lose it; and everyone else treats darkness penalties as -2 worse (maximum -10), as long as the base penalty is at least -1.

Detect: **IQ** at -7, **Alchemy, Herb Lore** at -3, **Poisons** at -5, or **Thaumatology** at -3.
Disarm, Avoid: No.
Save: **HT** at -3, where applicable.
Effects: See above.
Shots: 2d.
Rearm: No.
Steal: Yes, 1d doses of alchemical reagents ($100, 0.5 lb.) for each remaining attempt, plus 3d pounds of tubes and beakers worth $35/lb.

Door of Stars

Note: Although phrased here as a door, this could just as easily accompany another type of obstacle (p. 17); e.g., a moving painting on the wall next to an impassable chasm.

This odd door appears to be made out of the sky, with an orb in the middle (corresponding to the sun), a painted moon that somehow slowly orbits the orb, and hundreds of pinpoint stars (visible at "night"). It also has 12 crystalline doorknobs, each with a different zodiac symbol. The sun-orb glows and then dims, in a 24-minute cycle that simulates a 24-hour day. Anyone watching for long enough will notice that the stars do not move and the moon stays on the same cycle, implying that this door corresponds to a single "looped" day. The GM must determine which sign of the zodiac fits this view of the night sky; either choose one or roll 1d twice on the table below.

	Second Roll	
First Roll	***1-3***	***4-6***
1	Aries	Taurus
2	Gemini	Cancer
3	Leo	Virgo
4	Libra	Scorpio
5	Sagittarius	Capricorn
6	Aquarius	Pisces

The party may attempt to figure this out, using the best of **Hidden Lore (Elder Things)** or **Navigation** at no penalty; **Cartography** or **Occultism,** at -3; or **IQ,** at -6 without **Intuition.** Multiple PCs can make this roll (one try each); each success *eliminates* (margin of success) + 1 possibilities from the list of zodiac signs. If they can eliminate 11, they know which doorknob to use; otherwise, they'll have to guess from their remaining choices. Choosing the right one opens the door, allowing them to move on. But touching the *wrong* knob leaves it shut and causes something bad to happen (roll 1d):

1 – A Demon from Between the Stars (***Monsters,*** pp. 19-20) appears and attacks.
2 – Subject must make an **IQ** roll at -(1d+1) or gain Obsession (Fully understand the Elder Things) (12) for a number of days equal to margin of failure.
3 – Subject must make a **HT** roll at -(1d+1) or take (margin of failure) HP of injury.
4 – Subject must make a Fright Check at -(1d+1); see ***Exploits,*** pp. 10-11.
5 – The entire party suffers the effects of Evil Runes (p. 9); GM's choice of which.
6 – Reroll twice, ignoring this result.

The Serpent and the Moon: Anyone who critically succeeds at the roll above, or who *specifically* investigates the "painted" moon and then succeeds at the roll above, discovers that the moon can be *opened* when it's in the right position. Doing so immediately summons a Demon from Between the Stars with spellcasting abilities! If defeated, it leaves behind a tome that grants insight into Elder Things. Anyone reading it is granted up to eight free character points in Hidden Lore (Elder Things), at the rate of one point per day spent reading, but afterward must make a Fright Check at -1 per character point added (so, -1 to -8). Any disadvantages earned this way are *permanent.*

Detect: Automatic.
Disarm. Avoid: No.
Save, Effects: See above.
Shots: Constant.
Rearm, Steal: No.

Dungeon Djinn Dupes

Note: The GM should either prepare *two* paths past this obstacle (p. 17) – an easy one if they pick the right lamp vs. a difficult one if they don't – or allow the group to proceed down the (single) path either way, in which case being blessed rather than cursed is the real reward.

This room contains several 6'-long tables, each with a myriad number of lamps (total 100), from the classic Arabian oil lamp to the *kadluk* of the Frozen North. The moment any lamp is touched, a djinn appears; use the stats for the Agni as-Sharak (***Monsters,*** p. 16). It offers the delvers a blessing and safe passage or a reward – *if* they can save it from its imprisonment by finding and destroying the "true" lamp among the assortment. The catch is that they only get three tries.

Figure the best detection skill (below) for each delver. The group must choose one person to make the master roll, while everyone else can assist with a single complementary skill (see ***Exploits,*** p. 6). The person making the master roll may use his second-best skill as a complementary skill as well. Once all of the complementary skills have been factored in, roll against the modified master skill. If it succeeds, it narrows down the number of possibilities:

Margin	*Lamps*	*Margin*	*Lamps*
Fail	100	4	15
0	70	5	10
1	50	6	7
2	30	7	5
3	20	8+	3

Treat a critical success as success by 8+. The GM should secretly decide which lamp number is the "true lamp"; e.g., if the party narrows it down to 10 lamps, the GM must pick a lamp between #1 and #10, after which the heroes decide which three lamps (from #1 to #10) to smash.

A chosen lamp takes only 4+ points of damage to smash, but while the party is still dealing with it, the *other* lamps are completely resistant to damage. Each wrong lamp summons an angry djinn, who attacks the delvers. Every djinn casts a "death curse" on the PCs as it dies, with effective skill 20; the first djinn casts a Curse (***Spells,*** p. 51) for -1 to rolls, the second casts one for -2, and the third casts one for -3. If they happen to pick the *right* lamp, that djinn is grateful, removes any Curse, and grants them a Bless (***Spells,*** pp. 50-51) for +2 to rolls – or +3 (exceeding the usual limits of Bless) if they chose its lamp first.

Detect: **Hidden Lore (Demons), Hidden Lore (Magic Items)** at +3, **Occultism** at -2, or **Thaumatology** at -2. Delvers with **Intuition** may roll against **IQ** if better.
Disarm, Avoid, Save: No.
Effects: See above.
Shots: Special.
Rearm, Steal: No. All remaining lamps turn to dust.

Eye on the Prize

A small, gold-plated, bejeweled statue, with rubies for eyes, sits in front of the door, chasm, etc. Words and pictographs on the wall make it clear that the idol expects three tests to be solved: the Tests of Mind, Body, and Will. If they can pass all three, the reward is theirs; this usually means safe passage past the obstacle, but at the GM's option they may acquire the idol itself instead of (or in addition to) moving on.

Each test need only be passed by one person, so it's fine to have (e.g.) the wizard take Mind, the barbarian take Body, and the holy warrior take Will. Anyone who fails a test may try again, but at a cumulative -2 to *all rolls* – so it may make sense to let someone else attempt it!

Anyone trying to take the idol without earning it is struck by beams from its eyes which inflict 2d burning (ignoring DR), every second until they cease trying. It is valuable ($100,000), but heavy (200 lbs.); any attempt to scrape off the gold or pry out the gems causes it to crumble. Unfortunately, it is also cursed; anyone who carries it for a minute or more gains Greed (12) and Miserliness (12), or worsens existing self-control numbers by 3, *permanently!* This can be undone by returning the idol to its original resting place; alternatively, **Remove Curse** or **Exorcism** can undo the curse, which resists with effective skill 25.

The Test of Mind: The idol asks a riddle. "My twin and I see all but ourselves. Who are we?" The answer is "eyes"; if the players can't guess this, see *Puzzling Through Riddles* (below).

The Test of Body: The subject must lift a weight which increases in density to weight 17 × BL. Because this exceeds maximum press, it requires extra effort (***Exploits,*** p. 20); this costs 1 FP and requires a roll against the best of **Will,** *HT*-based **Lifting,** or *Will*-based **Lifting,** all at -3. If successful, the hero must hold the weight for 3d seconds, losing another 1 FP per second!

The Test of Will: The target must put a hand in the idol's mouth without removing it. This instantly causes moderate pain (***Exploits,*** p. 65) and requires a roll against (**HT** + **Will** + **Chi Talent**)/2, rounded up, with +3 for **High Pain Threshold** or -4 for **Low Pain Threshold.** Each turn, the pain increases by a level – to severe, terrible, and finally agony – requiring another roll at a cumulative -2. If the roll fails at any time, the delver pulls his hand free and takes 1 HP of injury for every second it was in the mouth. If all rolls succeed, the subject passes and is unharmed.

Detect: Automatic.
Disarm, Avoid: No.
Save: Eye beams can be dodged at -2 (they're Deceptive Attacks).
Effects: Eye beams do 2d burning (ignoring DR).
Shots: Constant.
Rearm: No.
Steal: Not without getting zapped, but it can be *earned.*

Puzzling Through Riddles

Hiding rewards behind riddles, or endangering those who fail to solve them, is a time-honored dungeon tradition. It's usually fun to let the players try to figure it out. (Don't let them search the Internet, though; that's cheating!) However, if they're stumped, the GM can let any PC roll against **IQ** at -5, **Poetry,** or **Writing** at -3; success by 0-4 gives a single substantial hint, while success by 5+ (or a critical success) gives the solution.

Wherever a riddle involves a number of *choices* (like *Witch Duck Is Which?,* p. 22), any hero with **Intuition** may also roll against IQ. This roll is not penalized by the number of choices; instead, success identifies (margin of success) + 1 incorrect answers.

Javelin Lock

Note: As with *Door of Stars* (p. 20), this may be a puzzle on the wall *near* an obstacle, instead of a locked door.

This door sits next to a wall rack with eight javelins, each with odd notches and bends in the shaft. The door has eight holes around its perimeter, each designed to accept one javelin. To open the door, the delvers must match up the unique shape of each hole with the unique shape of each shaft, inserting all of the weapons in place. Inserting the wrong javelin causes it to *immediately* shoot back out, quickly enough to count as a Deceptive Attack (-2 to defenses); this is to a random hit location unless the delver was explicitly standing to the side of the hole, in which case it targets the hand.

Once all javelins are in place, the door unlocks. Unfortunately, the act of opening the door also tilts all eight holes toward the doorway, upon which all eight javelins shoot out for a final attack! If there are fewer than eight delvers, some are attacked *twice,* starting with those closest to the door (if their positions are unclear, roll 1d for each delver, with the highest rolls "winning").

Detect: Per-based **Traps**. Success by 0-2 identifies the puzzle's goals, by 3-4 warns of the danger of inserting the wrong javelin, and by 5+ reveals the final danger.

Disarm: **Armory (Melee Weapons)** at -2, **Connoisseur (Weapons)** at -2, *IQ*-based **Lockpicking,** or *IQ*-based **Traps** to choose each javelin properly. Use **Armory (Melee Weapons)** to blunt the heads (damage is halved and becomes crushing) or *DX*-based **Lockpicking** or *DX*-based **Traps,** at -4, to unlock a hole without inserting a javelin (one try only per hole).

Avoid: No.

Save: Advance warning, **Per** at -2, or successful use of **Danger Sense** allows any active defense. Against a wrongly inserted javelin, this is at -2. Anyone being attacked by two javelins must succeed by 1+, otherwise one still hits.

Effects: 2d+1 impaling per javelin.

Shots: 1.

Rearm: Yes.

Steal: Yes, no roll needed, to acquire eight weirdly shaped javelins (each $12, 2 lbs., -1 to hit).

Riddle of Stone

Two statues guard a single locked door, chasm, etc., in a room full of "statues" (former delvers). The inscription above the exit reads, "It is in the rock, but not in the stone. It is in the marrow, but not in the bone. It is in the bolster, but not in the bed. It is not in the living, nor yet in the dead." If the players are stumped, see *Puzzling Through Riddles* (p. 21). Touching one of the R's in the inscription grants passage; otherwise, the toucher must save or suffer petrifaction (***Exploits,*** p. 66).

Detect: **IQ,** or **Thaumatology** at +4, to realize the potential danger. (The players might also realize it from all of the "statues.")

Disarm, Avoid: No.

Save: **HT** at -5.

Effects: Petrified.

Shots: Constant.

Rearm, Steal: No.

Witch Duck Is Which?

This fountain, three yards across, is filled with shimmering water; at its center is a statue of a nymph holding a duck. Around the edge are 12 inanimate stone ducks: a quartz "mama," a granite "papa," and 10 smaller "ducklings" of assorted minerals (see below). Careful inspection of the fountain reveals a riddle beneath the water: "One will float, the rest will sink, so put one in the moat, but you'd better think." See *Puzzling Through Riddles* (p. 21) if the players are stumped, but as this is a stone-based riddle, PCs may also roll against **Naturalist** at -3 or **Prospecting.** By default, the pumice stone is the right choice; the GM can change this, but should also alter the riddle for fairness.

Upon releasing a wrong duck in the water, *everyone* in the room is immediately struck by the effect of Evil Runes (p. 9), as per the table below, *every second.* Worse, the now-animated duck dives beneath the water to avoid capture! Anyone within reach (three people at most) can attempt to grapple the duck each second, at -4 for an adult or -5 for a duckling; the duck's effective Dodge is 11 due to speed and slipperiness. Until the duck is successfully grappled, the runes' effect continues to activate. (This is not due to actual, visible runes, but a curse on the fountain.)

Placing the right duck into the water (and letting go) grants passage forward. It also turns all of the ducks into *real,* perfectly normal ducks, who waddle away.

Stone	*Runes Effect*
Quartz (Mama)	Agony
Granite (Papa)	Deafness
Moonstone	Dehydrating
Marble	Freezing
Basalt	Immobilizing
Limestone	Shocking
Coal	Suffocating
Slate	Blindness
Pumice	None!
Agate	Burning
Hematite	Deathtouch
Zircon	Paralysis

Detect: **Vision** to spot the riddle.

Disarm: Solve the puzzle.

Avoid: No. (You should know better than to pick up a duck in a dungeon.)

Save: Varies by effect.

Effects: See above.

Shots: Constant.

Rearm: No.

Steal: No, unless you've always wanted a pet duck.

Surprises and Lies

This collection of hidden threats and illusions will catch the players *and* their characters off-guard.

Blind Man's Bamf

This cavernous room is filled with decorations of blinded and shut eyes, on freestanding walls of different heights and lengths, as well as columns. Passage is along a winding path with sharp fall-offs to either side. Any delver entering the room with open eyes, or who opens his eyes once within, is immediate teleported back to the room's entrance (or a different point predetermined by the GM, possibly even the *dungeon's* entrance), and must save or suffer the effects below.

Those with closed or blindfolded eyes may roll against **DX** at -6, **Per** at -6, or **Blind Fighting** every 10 seconds to navigate the room, advancing (margin of success) + 1 yards. However, the walls, columns, and floors slowly *shift* as they move, adding -(1d-2) – maximum 0, never a bonus – to the second and subsequent rolls. Anyone staying back in the doorway and watching can memorize this pattern, which eliminates this extra penalty; this requires a successful **IQ** roll at -5 (at +5 for **Eidetic Memory** or +10 for **Photographic Memory**), one try only.

Alternatively, someone may stand in the doorway and call out directions, though to only one person at a time. In that case, roll against the *lowest* of the caller's **IQ** or **Per** and the walker's **DX,** every 10 seconds as above.

Failing the navigation roll by 0-4 just results in no forward movement, but a margin of 5+ or critical failure means falling off the path! The 10-yard drop inflicts 3d crushing, but a victim who opens his eyes mid-fall is teleported safely away. (A cruel GM can rule that velocity is retained, for 2d crushing from *hitting* the entrance.)

Detect: Per-based **Thaumatology** – or **Perception + Magery,** for mages – at +2.
Disarm, Avoid: No.
Save: If teleported, **DX** at -6, **Acrobatics** at -3, or **Body Sense.**
Effects: Save after teleporting or become stunned (roll against **HT** each turn to recover) and lose 1 FP. Failure by 5+ or critical failure also *blinds* the subject for (margin of failure) - 4 hours, minimum one hour.
Shots: Constant.
Rearm, Steal: No.

Clingy Tightrope

A single strand of 3/8"-thick rope spans a chasm over a 10-yard drop (3d crushing), possibly into water (no damage, but see *Swimming,* ***Exploits,*** p. 21). The remains of two higher "handrail" ropes, now severed, can be seen attached to each side. Traversing such a rope requires **Perfect Balance** *or* an **Acrobatics** roll at -5 every 10 yards; see *Balancing* (***Exploits,*** p. 20). If an agile delver scurries to the other side and returns to reattach the "handrails," everyone else rolls against **DX** at -1 or **Acrobatics** every 10 yards to cross.

But that's just how any tightrope works. This trap is simple and insidious: the tightrope has been impregnated with slugbeast slime (see ***Monsters,*** p. 50), making it incredibly *sticky* except at the ends. Anyone venturing more than two yards out onto the rope is stuck to it unless he *wins* a Quick Contest of ST (the rope's is 1d+11). Losing by 0-4 has no effect, but losing by 5+ causes the rope to *snap;* see below. Winning allows another 10 yards of movement before another Quick Contest of ST.

The rope can hold a total of 300 lbs.; if overloaded, roll against its HT 10, at -1 for every full doubling of weight, to see if it breaks. Any critical failure (for the delver *or* the rope) during the Quick Contest to break free snaps the rope as well. On the bright side, if the rope does break, the delver's usual **DX** roll to catch something is supplemented by the rope making a ST roll as well; if *either* succeed, the hero managed to remain stuck to the rope instead of hitting bottom!

Detect: Per-based **Traps** at -4.
Disarm: Spells like **Grease** will overcome the stickiness, but replace it with a new problem!
Avoid: No.
Save: Win a Quick Contest of **ST.**
Effects: ST 1d+11 adhesion.
Shots: Constant.
Rearm: No.
Steal: Yes. The sticky rope can be sold for $100/yard; the "handrails" are normal rope.

Speaking from Experience

Well, you came to the right halfling, miss. I can spot a trap blindfolded and two sheets to the wind. Only thing is, if you're heading into Malthor's old tower, it isn't traps that worry you.

No need for that look! Sit, relax, and let me explain. What I mean is that the ridiculous annoyances that warlocks leave about their abodes aren't actually "traps." Traps make sense. Something gets tripped, a counterweight drops, and suddenly your arm's off. But magical dreck? It just appears from out of flipping nowhere.

That's why you're going to pay me that coin anyway, for me to put you in touch with my old partner, Perri the Crimson Singer. She's the best there is, but she won't work with anyone she doesn't know . . . at least, not unless I vouch for you.

Excuse me a moment. Barkeep! We'll have two ales and four meat pies. My new friend here will cover it.

– Hap Badapple, Thief

Faux Foe

The party comes across a monster that they've encountered in the past – ideally, one which was too powerful for them or which they otherwise fared poorly against. As the monster attacks, each delver gets one save to see through the illusion. Failure means its attacks are treated as *real,* but the GM should keep track of the damage inflicted; once a victim saves, all injury taken here is converted from HP loss to FP loss. Treat the monster as having infinite HP, but each delver who "hurts" it gets another immediate save to see through the illusion.

Detect: IQ- or *Per*-based **Thaumatology** – or **IQ** or **Perception + Magery,** for mages – at -2. Or cast **Know Illusion.**

Disarm: **Dispel Illusion** or **Dispel Magic** against a skill of 15.

Avoid: No.

Save: **IQ, Will,** or **Perception** – initially at -4. Once other people are warning you that it's an illusion, roll at +(number of friends who saved) instead of -4.

Effects: See above. Alternatively, treat this as a series of magical attacks: The illusion rolls a Quick Contest of its Will of 15 against the victim's **Will + Magic Resistance,** with the victim losing a number of FP equal to the margin of loss.

Shots: Infinite.

Rearm, Steal: No.

Helpful Climbing Wall

A large, slippery vertical wall has useful handholds, nooks, and crannies, which collectively give +1 to **Climbing** rolls; anyone not using them is at -4. However, many of these are trapped. Roll 2d on each delver's turn of ascent to see if a problem is encountered:

2 – Roll 1d: on 1-3, hole contains erupting slime (***Monsters,*** p. 26); on 4-6, hole contains ooze (***Monsters,*** pp. 44-45). It slithers out to attack everyone!

3 – Hole has some stagnant water containing 1d+4 leaping leeches (***Monsters,*** p. 40).

4 – Handhold is covered in a strong alchemical glue. Win a Quick Contest of *ST*-based **Climbing** vs. ST 15 to break free. Each failed attempt costs 1 FP.

5 – Hole is filled with a random slime (***Monsters,*** pp. 48-49).

6 – Hole is filled with a random mold (***Monsters,*** pp. 42-43); ignore texture.

7 – Handhold was trapped to fail upon supporting someone's weight. Roll **Climbing** at -3 or fall (***Exploits,*** pp. 67-68).

8-12 – No problem.

Detect: Per-based **Climbing** or *Per*-based **Traps,** at -5 unless corpses of previous victims are visible.

Disarm: No.

Avoid: Climb the wall without using the handholds. Hope you brought your own gear!

Save: No.

Effects: See above.

Shots: Constant.

Rearm, Steal: No.

Obvious Swinging Blade

A hallway is blocked by a massive swinging pendulum blade, which threatens to bisect anyone who tries to slip by. The large lever just past it seems like the obvious choice to stop it from swinging . . . but in truth, the blade is just an illusion, and the *lever* is the trap. (The statistics below refer to the *lever,* not the blade.)

Anyone attempting to bypass the blade may do so with a successful **Acrobatics** roll at -4. To build suspense, the GM may allow (or insist upon) **Per** as a complementary roll (***Exploits,*** p. 6). If this roll fails, they will realize that the blade is an illusion when it does no damage; this gives another detection roll at no penalty to realize the actual danger.

For extra cruelty, stick this trick in the middle of a dungeon featuring *actual* swinging blade traps with deactivation levers that work!

Detect: Per-based **Traps** or *Per*-based **Thaumatology** – or **Perception + Magery,** for mages – at -8.

Disarm: **Dispel Magic** on the lever, resisted by skill 15.

Avoid: Automatic; don't touch the lever!

Save: **HT** at -5.

Effects: 4d HP of injury per touch, ignoring DR.

Shots: Constant.

Rearm, Steal: No.

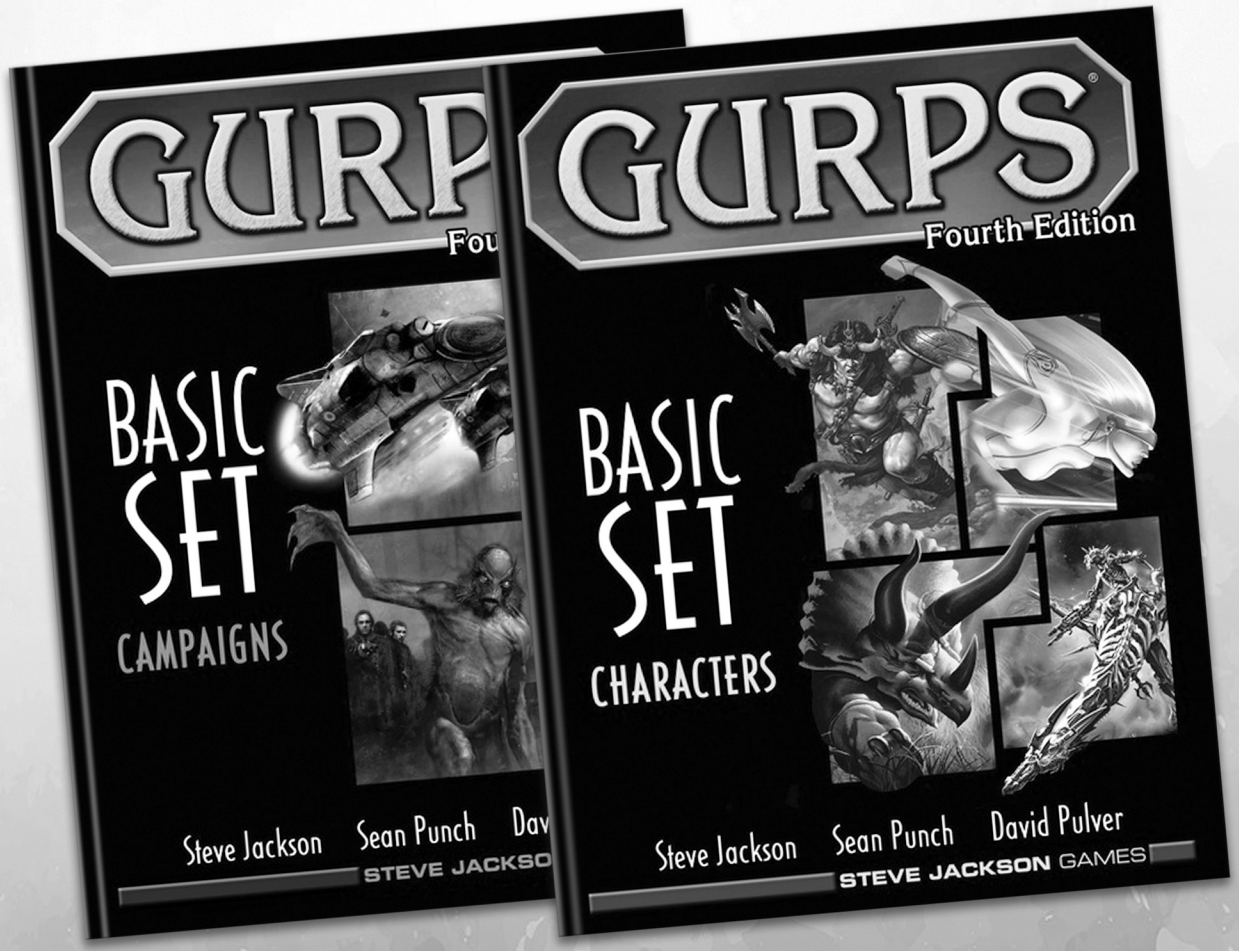
Transmute Trap to Joke

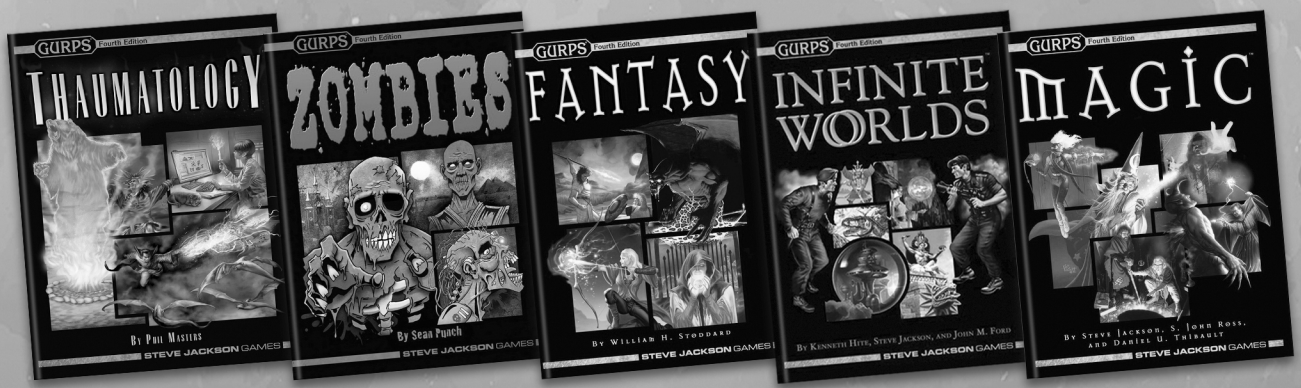
Many magic spells, particularly Earth spells, allow delvers to easily dismantle or bypass certain traps and tricks. For example, why answer a riddle to unlock a door when you can cast Earth to Air to simply make your own?

This isn't necessarily a problem! Spellcasters learn these spells so that they can deal with situations like this, and it's unfair to deny them that right. And for most situations, the energy costs are too prohibitive to make this a *common* ploy. For example, using Earth to Air to create a delver-sized hole out of a trapped room costs 10 energy per yard of wall thickness; anyone doing that too often will soon end up with a drained power item.

However, in times when the GM doesn't want magic to short-circuit a trap, the simplest solution is to declare that the stone or metal is laced with traces of meteoric ore, which resists any magic with effective skill 15, or 20 for heavy traces. See *Bowling for Boulders* (p. 8) for an example. Use traps made of 100% meteoric metal or ore *sparingly,* both because they can make the players feel cheated *and* because if the delvers do survive, they'll quickly get rich selling the metal back in town!

Any adventure you can imagine . . .





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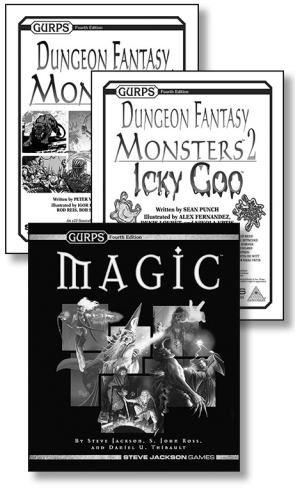

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