

## 10,000+ BASIC TRAPS: It's only a trap if you don't know about it

RAP

Very basic descriptions of traps. Potential damage and chance to find or avoid are DM choice. Roll as indicated, or choose as desired.

### d10 Trigger/Location

- 1 Door
- 2 Step
- 3 Trip wire
- 4 Handle/lock
- 5 Stone in floor
- 6 Spring-loaded, hinged floor
- 7 Bridge over a chasm/stream/pool
- 8 Furniture **d6**
  - 1 Chair/throne/stool
  - 2 Table/altar
  - 3 Torch sconce/candle holder
  - 4 Chest/container
  - 5 Barrel/amphora
  - 6 Shelf
- 9 Rope from the ceiling **\*A**
- 10 Statue

**\*A** - Disconnects when pulled, regardless of affect

### d12 Attack type

- 1 Pit **\*A**
- 2 Spike(s)
- 3 Arrow(s)/spear
- 4 Scythe
- 5 Gas which **d6**
  - 1 kills
  - 2 causes temporary insanity
  - 3 is mild poison (some damage only)
  - 4 erases memory for 24 hours
  - 5 blinds for 1 hour
  - 6 causes permanent insanity
- 6 Portcullis drops from ceiling
- 7 Trapped creature **d6**
  - 1 Ear seekers
  - 2 Gelatinous cube
  - 3 Cockatrice
  - 4 Rot grubs
  - 5 Black pudding
  - 6 Yellow mold
- 8 Floor/ceiling collapses
- 9 Acid
- 10 Illusion **\*B**
- 11 Slide to another level **\*C**
- 12 Gravity shift **\*D**

**\*A** - 50% contain spikes

**\*B** - Something looks like something else (DM option)

**\*C** - Affects one individual/whole party

**\*D** - Party trapped on ceiling, etc.

### d10 Other features

- 1 Someone has recently triggered the trap and is still there dead/dying/injured/trapped
- 2 Thin puddle of water covers the floor
- 3 Gusty area **\*A**
- 4 Thick cob webs obscure vision in area
- 5 Trap disappears after it is triggered
- 6 Fresh blood is splattered around
- 7 Thick dust in area; footprints are seen walking up to the trap, and then back the way they came
- 8 Thick dust in area; footprints are seen walking up to and past the trap
- 9 Trap resets itself 1d6 turn(s) after being sprung
- 10 Wandering monster comes by one turn after trap is sprung

**\*A** - Blows any torches out

### d10 To Disarm **\*A**

- 1 Jam mechanism with arrow head
- 2 Cut a rope/string/vine
- 3 Plug a hole
- 4 Yell at it **\*B**
- 5 Balance a fulcrum
- 6 Prevent a weight from falling
- 7 Command word
- 8 Find a nearby safety/bypass switch
- 9 Cast a spell at it **\*C**
- 10 Can't be disarmed **\*D**

**\*A** - DM option if thieves still have to roll on Find/Remove Traps table

**\*B** - Check for wandering monsters

**\*C** - Which spell is DM option

**\*D** - Might be tripped from a safe distance