

It's A Trap!

Introducing Epic Security System's Heroic Level Trapbook

Epic Security Systems, or "E.S.S." was founded over a quarter of a century ago by dwarven mason, Killean Pinbottom. Frustrated with the lack of good work to be found in his chosen profession, Killean began to specialize in the construction of traps and other security structures for both above and below ground habitations.

Together with his colleagues, Loralye "Fergie" Ferguson and Lynk Whistlestop; the three established E.S.S. in order to provide state of the art security systems for established strongholds. Starting small, the three began by designing and building cost effective yet creative defensive structures for area communities. As their reputation for quality work grew, so did their number of clients. Today, E.S.S. employs over one hundred artisans and craftsmen and maintains a year-round working schedule.

Of course, E.S.S. is not without controversy. As designers of often deadly traps, political authorities occasionally view the group with suspicion. Killean Pinbottom recognizes this concern, however, and works hard to ensure that his team is seen as consultants only and not a military threat. Pinbottom also works hard to ensure his neutrality. The clients that hire E.S.S. are varied, and don't always have their home region's best interests in mind. E.S.S.'s primary goal is to "Get In, Build Up, Get Out, and Get Paid". This mercenary attitude has left more than one warlord irritated; but E.S.S.'s considerable talent (and well defended headquarters) keep the group running safe and mostly undisturbed.

As previously mentioned, E.S.S. has been in the business of trap making for over twenty-five years. In that time, they have managed to establish a catalog of their most commonly requested traps. While many of the traps are designed by the three founding partners of the group, most were researched and named after adventurers that either previously defeated or were killed by a trap. Fergie Ferguson is fond of saying, "We don't necessarily invent the traps, we just make them better."

The founding members of Epic Security Systems are:

Killean Pinbottom: Dwarven stonemason and construction expert. It is rumored that Pinbottom has the skills to shape living rock, but such rumors have never been proven. Pinbottom's stone construction and engineering skills are the foundation for E.S.S.'s success.

Loralye "Fergie" Ferguson: Fergie is the groups magical consultant. A successful human mage and scholar in her own right, Fergie can construct elaborate dweomers that can confound and inflict serious damage upon those that stumble into them. As the scholar of the group, Miss Ferguson has one of the most extensive magical libraries in the land.

Lynk Whistlestop: While Lynk has only been with E.S.S. for some fifteen years, he is nonetheless considered a pivotal member of the design team. If something has moving parts, this gnome artificer can probably figure it out, take it apart, and then put it back together so that it explodes.

Editor's Note: I'd like to apologize in advance for the length of time it took to get this .pdf document put together. I'm only using a .pdf printer, instead of a full version of Adobe Acrobat, so all the formatting and such has to be done in Excel (where I built the file, as it was easier to use the table layouts here, than in Word). As a result, you're getting a pretty beefy (40+ pages) document. I highly recommend printing the document in a 2-sided format to save paper and facilitate ease of use.

LEVEL 1 TRAPS

Killean's Scorching Torches

Level 1 Blaster

Trap

100 XP

Twin torches hang on the wall. As you approach, an oily liquid squirts out between the torches as the torches and the torches tilt downward into the stream; igniting the solution and spraying flame over the area.

Trap: When a 9 square (15' x 15') area in front of the trap source is stepped on, torches flanking a source of flammable liquid tilt downward, igniting the solution and causing fire damage to all the characters within range of the flame.

Perception

§ DC 10: The character notices something different about the floor in front of the torches.

§ DC 15: The character notices small brass nodules set between the two torches.

Initiative: +2

Trigger

The trap activates and rolls for initiative when a character steps on one of nine continuous squares adjacent to the source of the trap.

Attack

Immediate Reaction

Close blast 3; 9 adjacent squares

Target: Any character within the blast area of the trap.

Attack: +4 vs. Reflex

Hit: 1d6+3 **fire** damage and 1 ongoing **fire** damage (save ends).

Miss: No Effect

Effect: Ongoing 1 **fire** damage (save ends)

Countermeasures

§ A character can lasso and hold fast one of the torch sconces with a rope, using a DC 15 Dungeoneering check. This action prevents the flammable liquid from igniting.

§ A character can jam a viscous substance (wax, clay) into the brass nodules (the source of the flammable liquid), preventing the fuel from squirting out, using a DC 20 Thievery check. The character must be adjacent to the trap for this action to be effective.

Upgrade to Elite

Increase the initiative bonus of the trap to +4; increase the attack bonus of the trap to +6 vs. Reflex; increase the damage of the trap to 2d6+3 **fire** damage and 2 ongoing **fire** damage (save ends). Alternately, if the trap is disabled as described above, the trap explodes (Close blast 5) doing 3d8+3 points of **fire** damage to all within the blast area.

Suggestions for Use

This trap is particularly effective, placed in front of a vault or otherwise secured door. It is recommended that wooden furniture or cloth tapestries not be placed in the vicinity of the trap.

Killean Pinbottom Comments: *While my primary area of expertise is stone working; I have to admit I've always been fascinated with fire. Killean's Scorching Torches was a design I came up with for one of our group's original strongholds. We had been having trouble with city-paid rogues attempting to infiltrate the facility. The torches are quite inviting, and it gave more than one would-be thief a good scorching.*

A row of large bronze masks line a narrow hallway. As you walk past, a mask juts out from the wall and shoves you violently.

Trap: Heavy bronze masks are affixed to stout pistons that line a narrow hallway. When a mask is touched, it starts off a random series of piston movements that thrust a mask forward into the square in front of it. If a mask hits its target, the target takes damage and is pushed one square away from the mask.

Perception

§ DC 15: The character notices that the masks are attached to something other than the wall.

§ DC 20: The character smells the strong odor of machine oil (lubrication for the pistons).

Initiative: Special: A random mask fires once on each of the player's turns. On each player's turn, roll a die that most closely matches the number of masks in the trap. The result is the number of the mask that activates.

Trigger

The piston firing sequence begins when any of the masks in the corridor are touched.

Attack

Immediate Reaction

Melee

Target: The square immediately adjacent to the mask.

Attack: +4 vs. Reflex

Hit: 1d10+3 damage and the target is **pushed** 1 square.

Miss: No Effect

Effect: No additional effect

Countermeasures

§ If a character does not touch the masks, the trap does not activate.

§ A character can successfully crawl past the activated trap by making a successful DC 15 Acrobatics check. If the check fails, the trap gets an attack as an immediate reaction against the character.

§ A character can successfully jam something into the piston mechanism to disable a single mask on a DC 20 Thievery check.

Upgrade to Elite

Increase the reach of the mask to 2 squares; increase the attack bonus of the trap to +6 vs. Reflex; increase the damage of each mask to 3d6+3; increase the **push** distance to 2 squares.

Suggestions for Use

This trap is perfectly designed to take advantage of your stronghold's bottlenecked areas. Any long corridor is suitable. For additional functionality, place the trap on a wall that borders a ledge to some lower area for easy collection of intruders.

You encounter an area within a corridor or chamber where no light seems to penetrate.

Trap: A magically generated cylinder of complete darkness covers a section of corridor or a specific area of a room.

Perception

§ DC 15: The character notices that no light or shadow penetrates the darkened area.

§ DC 20: The character notices a shimmering of reflected light where the darkness borders against the surrounding area.

Initiative: Not applicable

Trigger

Not Applicable

Attack

Standard Action

Burst 3; 9 adjacent squares

Target: Any character within the effected area

Attack: Not Applicable

Hit: Not Applicable

Miss: Not Applicable

Effect: Characters and monsters within the area of the trap are considered **blinded**. The trap area blocks line of site for ranged attacks.

Countermeasures

§ A DC 20 Arcana check will disrupt the darkness until the end of that character's next turn.

§ A character using an at-will power with the **radiant** key word can disrupt the darkness until the end of that character's next turn. If the character uses an encounter power with the **radiant** key word, the darkness is disrupted for 1 hour.

Upgrade to Elite

The darkness covers an additional trap of 1st or 2nd level.

Suggestions for Use

This trap functions well to disguise points of egress into your lair or stronghold. Although not harmful in itself, the trap confuses and delays attackers, allowing your forces to marshal against them.

After moving a valuable object, bright red lights begin flashing in the area, dazzling all those nearby.

Trap: The trap is assigned to a trigger object. When that object is moved (carried beyond 1 square); a bright flashing light appears around the object, dazzling and causing psychic damage to all within range.

Perception

§ DC 20: The character notices an extremely faint red shimmer around the object.

Initiative: +2

Trigger

The trap activates when the trapped object is moved more than one square without first saying a command word.

Attack

Standard Action

Burst 3, centered on trigger object.

Target: Any character within the burst radius.

Attack: +4 vs. Will

Hit: 1d6+3 **psychic** damage and the character is **dazed** (save ends).

Miss: No effect

Effect: The character is **dazed** (save ends).

Countermeasures

§ A character that takes a standard action to make a DC 15 Stealth check, gains a temporary +5 to his Will defense for that turn, by shielding his eyes from the light of the trap.

§ A DC 20 Arcana check will deactivate the trap until the end of the character's next turn.

Upgrade to Elite

Increase the initiative bonus of the trap to +2; increase the attack bonus of the trap to +6 vs. Will; increase the damage of the trap to 2d6+3 **psychic** damage and the character is **dazed** (save ends); add a piercing sound to the flashing light that is audible from 100 squares away.

Suggestions for Use

This trap is useful for protecting and tracking any number of small valuable artifacts. Since the damaging properties of the trap are only effective over a short distance, it is possible to track the brilliant flashing light from hundreds of yards distant.

LEVEL 2 TRAPS

Quell's Sonic Interruption Trap

Level 2 Blaster
125 XP

When characters approach a small bronze grate affixed to a nearby wall, they are stunned and injured by a powerful sub-sonic tone that emanates from the grate.

Trap: When a character steps on a trigger plate, a nearby bronze grate gathers ambient sound and greatly amplifies it; flooding the area with sub-sonic energy. This sound is then directed back upon the characters in the area; stunning them and doing thunder damage.

Perception

§ DC 10: The character notices the bronze grate upon a nearby wall.

§ DC 15: The character feels "butterflies" in their stomach, but cannot identify the source.

Initiative: +2

Trigger

The sub-sonic attack begins when a character steps on a pressure plate no less than 6 squares away from the bronze grate.

Attack

Standard Action

Blast 6; 36 adjacent squares

Target: Any character within the area effect of the trap.

Attack: +5 vs. Fortitude.

Hit: 1d6+3 **thunder** damage and the character is **stunned** (save ends).

Miss: No effect

Effect: Character is **stunned** (save ends).

Countermeasures

§ A character can avoid amplifying his own ambient sound if he makes a DC 15 Stealth check.

§ A character can place a heavy object in front of the bronze grate to dampen the sonic effect if he has an appropriate object and makes a DC 10 Dungeoneering check.

§ A character that covers his ears will avoid the stunning effect of the trap (but will still be susceptible to damage from the sub-sonic wave).

Upgrade to Elite

Double the blast distance of the sub-sonic wave and double the damage the sub-sonic wave causes (2d6+6).

Suggestions for Use

The beauty of this trap is that it uses a character's own sound against him. While not especially useful against stealthy rogues, the trap does inhibit raiding parties quite well.

Trap

125 XP

A black beams periodically strike random characters with necrotic energy.

Trap: A small black dome centered within in the room, periodically bathes a random character with damaging necrotic energy.

Perception

§ DC 15: A character notices a small black dome affixed to the ceiling of the room or corridor they are about to enter.

Initiative: +4

Trigger

The trap activates when the characters enter the area overlooked by the black dome.

Attack**Standard Action****Ranged 10**

Target: A single random character within range of the trap.

Attack: +5 vs. Reflex

Hit: 2d6+3 **necrotic** damage

Miss: No effect

Effect: No additional effects

Countermeasures

§ A character that makes a successful DC 15 Acrobatics check as part of his movement, can dodge the beam.

§ A character that attacks the beam source with a power that includes the "radiant" key word, disrupts the trap for one hour. The dome is considered to have an AC of 10 for this type of attack.

Upgrade to Elite

Allow the beam to strike two characters per turn and increase the damage of the trap to 3d6+3 **necrotic**

Suggestions for Use

This trap is useful for covering areas that already have a latent necrotic energy, such as burial chambers and crypts. The random nature of the trap, means that characters will not immediately associate the damage of the trap with its source.

As a character approaches the door that guards this room, the character is immediately shifted up to 6 squares away from the door.

Trap: This door, constructed with teleportation magic, automatically shifts any character that moves into a square that is directly in front of the door. The character is shifted up to 6 squares directly away from the door.

Perception

§ DC 10: The character notices numerous scuff marks at the maximum range of the door's shifting ability.

§ DC 15: The character notices a slight shimmering in the air before the doorway.

Initiative: Not Applicable

Trigger

The character is shifted when he moves into a square directly in front of the door.

Attack

Immediate Reaction

Area effect; 1 or 2 adjacent squares

Target: Any character that moves into a square directly in front of the door.

Attack: Not Applicable

Hit: Not Applicable

Miss: Not Applicable

Effect: The character is shifted up to 6 squares.

Countermeasures

§ A character that makes a successful Athletics check can attempt to jump over the trigger squares if the door is already open.

§ A character that makes a successful DC 15 Arcana check can disable a trigger square until the end of his next turn.

Upgrade to Elite

Increase the Arcana DC skill check to 20 in order to disable a trigger square and the door does 1d6+3 damage to any character it shifts.

Suggestions for Use

This trap is perfect for delaying characters from entering a treasure room; or some other locale where an important clue can be found. Creative use of multiple shifting doors can create quite a maze for the characters to navigate.

Lynk Whistlestop Comments: *I met Lord Darian some nine years ago. While he wasn't necessarily a bad fellow, he had an odd tendency to be really annoyed by people interrupting him while he was "in chambers". I'd been intrigued by teleportation magic for some time, so it was only a matter of a little research (with generous help from Ms. Fergie) before I came up with the door trap I named after the Good Lord Darian.*

When touching or walking over a strange glyph, the characters hear a deep gong-like sound and are forcefully thrown to the floor.

Trap: An arcane and disturbing glyph is carved into a wall or the floor. When the glyph is touched or walked over, a loud gong-like sound erupts from the glyph, throwing the characters in the nearby area to the floor while inflicting thunder damage upon them.

Perception

§ DC 15: The character senses powerful arcane energy swirling within the glyph.

Initiative: Not Applicable

Trigger

The trap activates when a character steps on or touches the glyph.

Attack

Immediate Reaction

Area Burst 3

Target: Any character within the area of the burst.

Attack: Not Applicable

Hit: 1d6+3 **thunder** damage and the character is knocked **prone**.

Miss: Not Applicable

Effect: The character is knocked **prone**.

Countermeasures

§ Not touching the glyph or walking over it will prevent the trap from being triggered.

§ A character that makes a successful DC 15 Arcana check can damage the glyph, rendering it useless.

Upgrade to Elite

Increase the trap's damage to 2d6+6, **thunder** damage, the burst radius to 5, and the characters are **stunned** (save ends) and knocked **prone**.

Suggestions for Use

Place this trap within earshot of a guard post for maximum effect.

LEVEL 3 TRAPS

Fergie's Famous Fusillade

Level 3 Blaster

Trap

150 XP

With a loud crack and acrid puff of smoke; a myriad of small lead projectiles fire out of the wall and down the corridor, striking all within range.

Trap: When a character approaches within 10 squares of the location of the trap, small lead projectiles are fired at everyone within range of the trap.

Perception

§ DC 10: The character notices several small holes and bits of broken masonry on whatever wall is directly opposite the trap.

§ DC 15: The character notices blood stains at various places on the floor in line of sight of the trap.

Initiative: +2

Trigger

When a character approaches within 10 squares of the trap, the trap activates.

Attack

Standard Action

Ranged 20

Target: Any character within range of the trap.

Attack: +8 vs. AC

Hit: 1d6+3

Miss: No Effect

Effect: Not Applicable

Countermeasures

§ A character can drop **prone** and gain partial cover to avoid being hit by the trap.

§ A character can make a DC 15 Arcana check to disable the trap until the end of his next turn.

Upgrade to Elite

Increase the Initiative bonus of the trap to +4 and the Attack bonus of the trap to +10. Increase the blast area of the trap from floor to ceiling.

Suggestions for Use

This trap works best in a narrow corridor or similar bottleneck, limiting a character's chance to escape the hail of projectiles.

Loralye "Fergie" Ferguson Comments: *A old colleague from across the pond introduced me to the wonders of something called, "smoke powder". Smoke, indeed! The wonderful explosive potential of this substance not only lends itself to weapons, but to traps as well. I normally work with arcane traps, but I can't resist the appeal of rapidly moving little lead balls. If I can only get this smoke powder substance stable, I might be able to render swordplay obsolete!*

A ghostly yet solid giant hand emerges from the wall and grabs a character, squeezing them forcefully. The hand then shifts the character along the wall and deposits him there.

Trap: A hand composed of smoke and force appears in the square along the wall where a character is standing. If the character is **grabbed** by the hand, the character is squeezed and then shifted further down the wall.

Perception

§ DC 15: The character notices several spots where dripping ectoplasm oozes from the walls.

Initiative: +2

Trigger

Any character standing on a square adjacent to a wall for more than one turn.

Attack

Standard Action

Melee

Target: Any character that is standing on square adjacent to a wall within the room the trap is located.

Attack: +8 vs. AC

Hit: 1d10+3 and the target is considered **grabbed**. On the trap's next turn, the character is shifted (see "**Effect**" below).

Miss: No Effect

Effect: A **grabbed** target is shifted 3 squares in a counter-clockwise direction around the perimeter of the room.

Countermeasures

§ A character can make an escape attempt against a DC 15 to avoid being shifted by the trap.

§ A character can make a DC 15 Arcana check to disable a single hand of the trap until the end of his next turn.

§ A character not standing in a square adjacent to the wall avoids the trap.

Upgrade to Elite

Increase the Initiative bonus of the trap to +4 and the Attack bonus of the trap to +10. Increase the damage of the trap to 2d6+3.

Suggestions for Use

The effectiveness of this trap can be increased by placing it in a room with a large central obstacle (pool, statue, pit, etc.)

What appears to be an enclosed maze becomes even more sinister as the walls themselves begin to move at random.

Trap: A collection of individual walls (each of which fills 2 squares) move at random within an enclosed room, creating an ever shifting maze. The maze is dangerous if a character is caught between two or more moving walls. On the trap's turn, roll 1d8 for each wall within the room. If the result is a 1-2, the wall moves 1 square north. If the result is a 3-4, the wall moves 1 square south. If the result is a 5-6, the wall moves 1 square east. If the result is a 7-8, the wall moves 1 square west. If a wall's movement is blocked by another wall, that wall will not move in that direction during that turn.

Perception

§ DC 15: The character notices a small gap between the ceiling and the tops of the various walls within the room.

§ DC 10: The character notices that the floor of the room contains a great number of scuff marks and long scratches.

Initiative: +2

Trigger

The trap activates when a character first steps into the room.

Attack

Standard Action

Not Applicable or Melee (see below)

Target: Not Applicable or Any character caught in a square where two walls will collide.

Attack: Not Applicable or +6 vs. Reflex.

Hit: Not Applicable or 1d10+3 and the target is **pushed** into the nearest empty square.

Miss: No Effect

Effect: Not Applicable or the target is **pushed** into the nearest available square.

Countermeasures

§ A character can use a standard action to make a DC 15 Athletics check in order to move a wall 1 square in an unblocked direction.

§ A character can make a DC 15 Dungeoneering check in order to wedge a wall in place. The wedge will hold until the end of the character's next turn.

Upgrade to Elite

Increase the Initiative bonus of the trap to +4 and the Attack bonus of the trap to +10. The walls can move 2 square per turn instead of 1 square.

Suggestions for Use

This trap is suitable for just about any large empty room. For an additional challenge, have a random floor square be the target of a search (maybe it hides a treasure, a clue, or simply the "off switch" for the trap). The floor square will occasionally be covered by one of the randomly moving walls.

A character picks up what seems to be a valuable tome in an arcane library. When picked up, the book begins screaming loudly, and psychically; harming the character and attacking nearby creatures to the sound.

Trap: A book within a library or study is trapped so that when picked up, it begins screaming loudly. The trap does psychic damage to the one that picked it up, and the noise is makes attracts nearby creatures.

Perception

§ DC 05: The character notices the cover of the book resembles a screaming face.

§ DC 10: The character notices that the book has no writing on its pages.

Initiative: +2

Trigger

The trap rolls for initiative when the book is picked up.

Attack

Immediate Reaction/Standard Action

Close blast 1

Target: The character that picked up the book.

Attack: +6 vs. Will

Hit: 1d10+3 **psychic** damage

Miss: Not Applicable

Effect: Loud screaming that can be heard by any creature within 100 squares of the book.

Countermeasures

§ A character can use a standard action to attack the book. The book is considered to be Tiny and have an AC 10, Reflex 10, Fortitude 05, and 4 Hit Points.

§ A character that makes a DC 15 Arcana check can quiet the book until the end of his next turn.

§ A character can use a standard action to place the book into a bag, chest, or backpack. The character that moves the book suffers an opportunity attack, but the book's scream can now only be heard by any creature within 10 squares.

Upgrade to Elite

Increase the Initiative bonus of the trap to +4 and the Attack bonus of the trap to +8. Increase the trap's damage to 2d6+3 **psychic**. Increase the book's size to Small.

The book now has AC 08, Reflex 08, Fortitude 08, and 8 Hit Points.

Suggestions for Use

The perfect warder for any wizard's library or sanctuary.

LEVEL 4 TRAPS

Clive's Steamer Trunk

Level 4 Blaster

Trap

175 XP

A large chest holds the promise of great treasure. When opened, a horrible acid spray awaits!

Trap: When the character opens the trapped chest, he is immediately coated in a spray of powerful acid.

Perception

§ DC 13: The character notices a slight vinegar smell in the air near the chest.

§ DC 17: The character notices an oily residue on the outside of the chest.

Initiative: +2

Trigger

The trap activates when a character opens the chest.

Attack

Immediate Reaction

Blast 1

Target: The character that opens the chest.

Attack: +7 vs. Reflex

Hit: 3d6+4 **acid** damage and 4 ongoing **acid** damage (save ends)

Miss: 4 **acid** damage

Effect: 4 ongoing **acid** damage (save ends)

Countermeasures

§ A character can make a DC 12 Dungeoneering check to open the chest from the opposite side. If successful, the character takes no damage from the acid spray.

§ A character can make a DC 17 Thievery check to disable the trap before the chest is opened.

Upgrade to Elite

Increase the trap's Initiative Bonus to +4; Increase the traps effective area to Blast 3. Increase the Attack bonus of the trap to +9 vs. Reflex.

Suggestions for Use

Place this nasty chest in just about any location where the characters expect to find treasure.

In an otherwise non-descript section of corridor, you are teleported to the ceiling and then dropped unceremoniously.

Trap: A section of 4 adjacent squares is trapped so that when stepped on, everyone within the area of the trap is teleported to the ceiling and dropped, suffering falling damage.

Perception

§ DC 13: The character notices blood stains on one of the 4 adjacent squares.

§ DC 17: The character notices that the ceiling above the 4 adjacent squares is higher than the rest of the ceiling.

Initiative: +2

Trigger

Roll for initiative when the first character steps on one of the 4 adjacent squares. On the trap's turn, the trap activates.

Attack

Standard Action

Zone

Target: Any character in one of 4 adjacent squares.

Attack: +7 vs. Fortitude

Hit: 1d10+4 damage

Miss: No Effect

Effect: Not Applicable

Countermeasures

§ A character can utilize a power with the teleportation key word as an immediate free action in order to escape the trap.

§ A character can make a DC 17 Acrobatics check in order to avoid the falling damage.

Upgrade to Elite

Increase the trap's area of effect to 8 continuous squares. Double the height of the teleportation and increase damage to 2d10+8.

Suggestions for Use

When placed near a guard chamber, the clattering of dropped equipment and the shouts of surprise help alert your guards to the presence of raiders.

You come upon a corridor that is blocked with a wall of flame.

Trap: A wall of flame, 1 square wide, completely blocks a corridor or room. The wall of flame does damage to any character crossing it.

Perception

§ DC 17: The character notices that the flame wall has a magical source.

Initiative: Not Applicable

Trigger

Not Applicable.

Attack

Immediate Reaction

Area Effect

Target: Any character that steps through the flame.

Attack: Automatic to any character stepping into the flame.

Hit: 1d10+4 **fire** damage and ongoing 4 **fire** damage (save ends).

Miss: Not Applicable

Effect: Ongoing 4 **fire** damage (save ends).

Countermeasures

§ A character making a DC 17 Arcana check can remove 1 square of flame until the end of his next turn.

§ A character can douse himself with a full skin of water in order to reduce the damage to 1d6+3 points of **fire** damage and no ongoing **fire** damage.

Upgrade to Elite

Double the width of the flame wall to two squares and increase the **fire** damage to 3d8+4.

Suggestions for Use

This trap works best in well ventilated area. This trap should not be placed in an area that contains flammable materials.

With a sudden jerk, a disguised section of floor hurtles you towards a large brass gong.

Trap: A long continuous section of floor (minimum 2 squares wide by 6 squares long) is actually a rapidly moving conveyor belt. When a character steps on the belt, he is hurtled forward so as to impact on a large gong. The impact does damage and the gong warns nearby creatures that the trap has been sprung.

Perception

§ DC 13: The character can see blood stains on the gong at the end of the corridor.

§ DC 17: The character notices that a section of the floor is not made of the same material as the rest of the nearby floor.

Initiative: Not Applicable

Trigger

The trap activate the first time a character steps on a square making up the conveyor belt portion of the floor.

Attack

Immediate Reaction

Melee (Push)

Target: Any character stepping on the conveyor belt portion of floor.

Attack: +7 vs. Reflex

Hit: 1d10+4 and the character is **stunned** and knocked **prone**.

Miss: The character is knocked **prone** in the square before the squares making up the conveyor belt portion of the floor. The character suffers no damage.

Effect: The character is **stunned** (save ends) and knocked **prone**.

Countermeasures

§ A character that sees a fellow teammate effected by the trap can make a DC 12 Acrobatics check to avoid the trap.

§ A character can make a DC 17 Athletics check as an immediate reaction to avoid being hurtled by the trap. If the check is a success, the character falls **prone** on a

§ A character can make a DC 17 Thievery check to disable the trap until the end of his next turn.

Upgrade to Elite

The trap hurtles the characters into another 2nd to 4th level trap.

Suggestions for Use

Slightly modified, this trap can actually help your forces move from one end of your stronghold to the other. Once your troops are in place, reset the trap to its former function.

Killean Pinbottom Comments: *Yes, I know that the Flame Wall is one of mine, but I really want to tell you about the Beltway Overthruster. You see, the team worked for a kingdom whose citadel stretched for miles along the mountainside. In order to facilitate traveling the long distances, the local engineers designed treadmills that could cart loads of individuals without them having to walk. Later, I adapted the idea for the Overthruster. I think the warning gong is a nice touch, don't you?*

LEVEL 5 TRAPS

Michael's Icicle Tickle

Level 5 Blaster

Trap

200 XP

While passing through a rather chilly section of corridor, the party is attacked by large icicles dropping from the ceiling.

Trap: Placed within a section of ceiling in no less than 6 continuous squares, is an elemental magical device that creates and shoots large icicles at characters standing upon one of several continuous trigger squares.

Perception

§ DC 12: The character notices a distinct drop in the air temperature surrounding the area of the trap.

§ DC 17: The character notices a frosty rime on the ceiling near the trap.

Initiative: +2

Trigger

The trap rolls for initiative when a character or characters step on to a series of no less than 6 designated adjacent target squares.

Attack

Standard Action

Melee Ranged

Target: Any character standing in one of no less than 6 adjacent target squares.

Attack: +10 vs. AC

Hit: 1d6+4 **cold** damage

Miss: No Effect

Effect: Not Applicable

Countermeasures

§ A character can make a DC 17 Arcana check to disable the trap until the end of the character's next turn.

§ A character that uses a power with the **fire** keyword against the ceiling of the trap, can disable the trap until the end of the character's next turn. If the power is a sustainable one, the trap remains disabled until the power is removed.

Upgrade to Elite

The trap gains an attack against two characters each turn. The trap has no less than 12 adjacent target squares. Increase the trap's attack modifier to +12 vs. AC and the trap's Initiative bonus to +4.

Suggestions for Use

This trap is less noticeable in a cold, arctic, or frostfell environment.

From within a darkened corridor or room, a brilliant flash erupts, blinding characters and burning them with radiant damage.

Trap: When a character or characters step on a triggering square, a blinding flash of **radiant** energy from a small glass bulb overhead, fills the area. The characters are left **blinded** and burned by **radiant** energy.

Perception

§ DC 12: The character notices the burnt shadows of strange creatures upon the wall near the trap.

§ DC 17: The character notices a small glass bulb from 3 squares beyond the effective trap radius.

Initiative: +2

Trigger

The trap activates when a character or characters step on a triggering square (or squares) below the small glass bulb in the ceiling.

Attack

Immediate Reaction

Area burst 5

Target: Any character is the burst radius of the trap.

Attack: +8 vs. Fortitude

Hit: 1d6+4 **radiant** damage and the target is **blinded** (save ends).

Miss: The target is **blinded** until the end of the target's next turn.

Effect: The target is **blinded** (save ends).

Countermeasures

§ A character that has noticed the glass bulb can make a DC 17 Thievery check to disable the trap until the end of the character's next turn.

§ A character can attack the glass bulb, which is the source of energy for the trap. The bulb has an AC of 10 and 6 Hit Points. If the glass bulb is brought to 0 hit points, it is destroyed. The glass bulb regenerates the following day.

Upgrade to Elite

The trap activates continually (roll initiative; the trap activates on its turn). With each successful attack, the trap does 4 ongoing **radiant** damage (save ends) in addition to the damage shown above. Increase the hit points of the glass bulb to 18.

Suggestions for Use

This trap is most effective in an interior room or underground chamber. Natural light spoils the full impact of the trap.

Lynk Whistlestop Comments: *It's an accepted fact that most of the folks that make a career out of plundering tombs and strongholds, do so in the dark. Sure, they bring in their own lights; but these are usually dim, and don't exactly duplicate sunlight, savvy? Of course, some of the nastier things that might break into your underground fortress don't even like the light. That's why this particular trap is so effective, see? Oh...and I can't tell you what's inside the bulb, either. I can only tell you that whatever it is, it's very unstable, and very dangerous.*

The party's egress is blocked by a large gap in the floor of a cavern or large room. The gap is at least 30 feet deep and no less than 15 feet wide. At one end of the gap on either side are two large pull rings set into the floor.

Trap: The characters encounter an engineered obstacle (a deep crevasse) and have to figure out how to get to the other side. The crevasse is at least 30 feet deep. The crevasse is engineered in such a way as to act like an enormous zipper. If enough force is applied to the pull rings on the floor, the crevasse closes up, sealing the gap. Characters caught in the closing crevasse take damage each turn until they escape or the crevasse is reopened.

Perception

§ DC 12: The character notices that the crevasse in the floor is artificially constructed.

§ DC 17: The character notices that the enormous rings at one end of the crevasse seem to be connected to the construction in some way.

Initiative: Not Applicable

Trigger

Not Applicable

Attack

Not Applicable

Not Applicable

Target: Not Applicable or Any character caught in a closing crevasse.

Attack: Not Applicable or +8 vs. Reflex

Hit: Not Applicable or 1d10+4 damage and the character is **immobilized**.

Miss: Not Applicable

Effect: Not Applicable or the character is **immobilized**.

Countermeasures

§ A character that makes a successful Athletics check can attempt to jump to the other side of the crevasse.

§ A character can make a successful Athletics check to use a rope and climb down one side of the crevasse and up the other side. This check does not include figuring out how to secure the rope.

§ Two characters that simultaneously pull on the rings at the end of the crevasse can close the crevasse with a successful DC 17 Athletics check. With each successful Athletics check, the crevasse closes by 1 square.

§ A character that is immobilized by the closing crevasse can make a DC 17 Athletics or Acrobatics check in order to escape the closing trap. The character must have an open square to retreat to, or a way to climb out of the crevasse for this attempt to be successful.

Upgrade to Elite

Increase the depth of the crevasse to 60 feet and the width to 30 feet. Increase the DC for a successful Athletics check to use the pull rings to 21.

Suggestions for Use

This trap is complex and expensive due to the magical and engineering elements that go into making it effective. Only the wealthiest of land owners should consider it's use when other methods could be less expensive.

A forlorn face carved from ebony hangs at an important corridor junction. Suddenly, the mask's face changes to a visage of despair and begins to emit a low paralyzing moan.

Trap: An ebony mask trap is triggered by one of no less than 4 adjacent squares directly in front of it. When triggered, the mask emits a moan that does **psychic** damage and paralyzes nearby characters.

Perception

§ DC 12: The character feels a slight pain in his forehead as he approaches the mask.

§ DC 17: The character notices a suspicious imperfection in the floor in front of the mask.

Initiative: +2

Trigger

When a character steps on one of 4 or adjacent squares, the trap activates.

Attack

Immediate Reaction

Blast 6

Target: Any character caught in the blast area.

Attack: +8 vs. Will

Hit: 1d10+4 **psychic** damage and the character is **immobilized** (save ends)

Miss: No effect

Effect: The character is **immobilized** (save ends). The trap's noise is audible up to 20 squares away.

Countermeasures

§ A character that makes a DC 17 Thievery check can disable the triggering floor squares.

§ A character that makes a DC 17 Dungeoneering check can dislodge the face from the wall, disarming the trap.

§ A character that makes a DC 12 Arcana check can disable the trap until the end of the character's next turn.

Upgrade to Elite

Increase the damage of the trap to 2d10+8 points of **psychic** damage, and the attack bonus of the trap to +10 vs. Will. Increase the trap's area of effect to Blast 12.

Suggestions for Use

This trap's impact is more significant if the surrounding environment is forlornly decorated. Placing the trap near a guard post will facilitate the capture of immobilized victims.

LEVEL 6 TRAPS

Levi's Acid Wash

Level 6 Blaster

Trap

250 XP

As you approach, a vine-like protuberance extends from the ceiling, spraying you with a powerful acid!

Trap: When triggered, a magical acid spraying vine appears from the ceiling. Each turn, the vine shoots acid at a nearby target.

Perception

§ DC 12: The character notices a strong vinegar-like smell in the air near the trap.

§ DC 17: The character notices that the stones in the nearby floor and walls are much smoother than the surrounding stone.

Initiative: +2

Trigger

The trap rolls for initiative when a character first steps into the range of its acid attack.

Attack

Standard Action

Ranged 6

Target: Any one character in range of the trap's acid attack.

Attack: +11 vs. AC

Hit: 1d10+4 **acid** damage

Miss: No effect

Effect: No additional effect

Countermeasures

§ A character can attack the vine. The vine is AC 8, a Fortitude of 8, and 20 Hit Points. When the vine is reduced to 0 Hit Points, it is severed. Acid will now pour continually out of the remaining section of the vine into the square directly below it. Any character standing in this square takes 6 **acid** damage per turn.

§ A character can use a standard action to make a grab attempt on the vine that provokes an attack of opportunity from the vine. If the character's attack succeeds, the vine cannot spray acid until it makes a successful escape attempt against the character. The vine has a Reflex of 8 for the purpose of this attack.

Upgrade to Elite

Double the number of vines; increase the attack bonus of the vine to +13 vs. AC; increase the effective range to **Ranged 12**.

Suggestions for Use

The vine used by this trap is actually a bromeliad that grows in remote parts of the Manfarra Jungle. It can be kept alive indefinitely as long as the humidity of its environs is over 40%. Due to the power acid this vine produces, it is not recommended for limestone, plaster, or wooden corridors.

While walking through an area that smells like your favorite tavern, you suddenly find yourself awash in a powerful wave of alcohol pouring from the ceiling. The liquid dulls your senses and pushes you down the corridor.

Trap: A large vat of powerful ethanol (bourbon) is overturned to pour into the corridor or room the characters are occupying. The flood of alcohol dulls the characters' senses and sweeps them away back in the direction they came.

Perception

§ DC 12: The character notices a rum or bourbon like smell coming from nearby.

§ DC 17: The character notices that the ceiling near the trap is dripping with some kind of liquid.

Initiative: +2

Trigger

When a character or characters step on one of no less than 4 adjacent triggering squares, the vat of bourbon overturns, flooding the area.

Attack

Immediate Reaction

Area Burst 5

Target: Any character within the burst area of the trap.

Attack: +9 vs. Reflex

Hit: 1d6+4 **poison** damage and ongoing 3 **poison** damage (save ends).

Miss: Ongoing 3 **poison** damage (save ends).

Effect: A character hit by the trap is **pushed** 6 squares and knocked **prone**.

Countermeasures

§ A character that makes a successful DC 17 Dungeoneering check can fashion masks that prevent the poisonous fumes of the bourbon from doing harm. Characters wearing such a mask take no ongoing **poison** damage. A character can put on a mask as a standard action and gain an immediate saving throw as a free action on their turn.

§ A character that makes a successful DC 17 Thievery check can jam the trigger plates of the trap; preventing the trap from functioning until the end of his next turn.

Upgrade to Elite

Nearby torches ignite the alcohol so that characters within the burst radius of the trap also take 1d6+4 **fire** damage and ongoing 3 **fire** damage (save ends ongoing damage). Increase the initiative bonus of the trap to +4; and the attack bonus of the trap to +11 vs. Reflex.

Suggestions for Use

Reductions in the cost for this trap can be had if it is built nearby a distillery or brewery. It is not recommended for those warlords that utilize humanoid troops. Such troops have a tendency to figure out how to tap the alcohol within the trap; draining it and making it useless.

What seems to be a simple stream to wade across is actually a devious corrosive gelatin that slows the characters; injuring them with acid.

Trap: Disguised as a quiet stream or pool, the material of Melody's Astringent Gelatin is actually a thick gelatinous transparent acid. Characters that attempt to walk across it sink in; slowing their movement while taking acid damage. Melody's Astringent Gelatin always occupies at least 8 adjacent squares.

Perception

§ DC 12: The character notices something "odd" about the liquid he is about to step on.

§ DC 17: The character notices the skeleton of a small rodent near the trap area.

Initiative: Not Applicable

Trigger

The trap activates as soon as it is stepped on.

Attack

Immediate Reaction

Melee Basic

Target: Any character that touches the gelatin.

Attack: Automatic or +9 vs. Reflex

Hit: 1d10+4 **acid** damage (if touched) 1d10+4 **acid** damage and ongoing 4 **acid** damage (if walked on).

Miss: Target is **slowed** (save ends).

Effect: Ongoing 4 **acid** damage and the target is **slowed** (save ends). Squares covered by Melody's Astringent Gelatin are considered difficult terrain.

Countermeasures

§ A character that makes a successful DC 12 Nature check can use a standard action to douse himself with wine. The alcohol renders the character immune to the trap's acidic damage until the end of his next turn.

§ A character that runs across the area of the gelatin does not take damage from the trap if his movement does not end on a square the gelatin occupies.

Upgrade to Elite

Double the damage of the trap to 2d10+8 **acid** damage and ongoing 8 **acid** damage. Increase the area of the trap to 16 adjacent squares.

Suggestions for Use

Use this trap with caution if your stronghold utilizes gelatinous cubes for clean up and corridor maintenance. The material in the astringent gelatin has a tendency to repel free-roaming gelatinous cubes.

Loralye "Fergie" Ferguson Comments: *As a mage, I've had a fascination with the various properties gelatinous cubes exhibit. I was tickled when I discovered an old roommate of mine had managed to isolate some of those very properties for a more controllable use. Melody managed to take all the best parts of the gelatinous cube and put them to good use without all the hassle of a random oozing beastie showing up when you least expect it. I understand she has an edible version of this stuff, too...*

A signpost stands in the center of intersecting corridors. The signs point off in all four directions. Each sign displays a single word in the common tongue: *Danger!*; *Frustration.*; *Confusion?*; and *Victory!*

Trap: This magical trap is designed to divide and confuse adventuring parties. When a character steps on the triggering square on any side of the sign post; the sign post spins. When the sign stops; and the character moves off in a direction of one of the signs, a specific attack effects the character. The attack is specific to what is printed on the sign (see below).

Perception

§ DC 12: The character notices that the top of the signpost is designed to rotate.

§ DC 17: The character notices that trigger squares are placed on all four sides of the signpost.

Initiative: Not Applicable

Trigger

The trap activates when a character moves off the trigger plate and towards a direction of one of the signs. The signs are arranged so that the "Danger!" and "Victory!" signs are opposite each other. The signs for "Frustration." and "Confusion?" are also set opposite each other. Assign a numerical value to each of the signs. When the trap is activated, roll 1d4. The result is the sign that appears *above the character's head* while facing the signpost.

Attack

Immediate Reaction

Blast 1

Target: The character moving off the trigger square. The trap activates when a character uses a movement action on their turn after stepping on a trigger square.

Attack: +9 vs. Will

Hit: If the character moves off towards the "Danger!" sign, the character suffers 2d8+4 damage. If the character moves off towards the "Frustration." sign, the character is **immobilized** (save ends). If the character moves off towards the "Confusion?" sign, the character is **dazed** (save ends). If the character moves off towards the "Victory!" sign, the character suffers no effect.

Miss: No effect.

Effect: See "Hit" above. All condition effects are active until (save ends).

Countermeasures

§ A character that makes a successful DC 17 Thievery check can disable the rotation of the signpost until the end of the character's next turn.

§ A character that makes a successful DC 17 Arcana check will notice that only three of the signs have a magical aura about them (the "Victory!" sign is unmajicked).

The character will realize that the trap can be avoided if they follow the arrow that says, "Victory!".

Upgrade to Elite

Increase the attack bonus of the trap to +11 vs. Will. Double the damage of the "Danger!" sign to 4d8+8 damage. Increase the duration of the conditional effects of the "Frustration." and "Confusion?" signs to minimum of three turns before allowing a saving throw vs. the condition.

Suggestions for Use

This trap is designed to delay and facilitate the capture small teams of infiltrators. Do not use this trap to ward against breaches by large armies.

LEVEL 7 TRAPS

Dwight's Furious Bees

Level 7 Blaster

Trap

300 XP

As you approach, you and your companions are pummeled by ovoid blobs that explode into hundreds of angry stinging bees!

Trap: This trap fires small ovoid-shaped beehives, each of which contains hundreds of angry bees. When a hive hits (or hits an empty square on a miss against a character), the hive explodes, and a zone of angry bees inhabits the square for a time.

Perception

§ DC 14: The character notices a low droning sound in the vicinity of the trap.

§ DC 17: The character can smell the sweet odor of honey in the vicinity of the trap.

Initiative: +2

Trigger

The trap is activated when a character or characters approach within 6 squares of the trap. Roll initiative for the characters and the trap.

Attack

Standard Action

Ranged 6

Target: A random character within 6 squares of the trap.

Attack: +12 vs. AC

Hit: 1d8+5 damage

Miss: Bee hive hits a random square within 1 square of the target. If the new random square is occupied by a character, the trap makes an opportunity attack against that character. On the missed square, the hive creates a zone of stinging bees. Any character that begins their turn on a zone of bees takes 3 damage.

Effect: Zones of bees disperse in 3 rounds. The zones of bees are stationary unless the zone is attacked. In that event, the zone moves into the square occupied by the character.

Countermeasures

§ A character can attack the bees. The bees are a swarm with the following stats: AC 15, Fort 10, Reflex 15, Will 10, and 10 Hit Points. The bee swarm has Vulnerability 5 (**fire**). When the swarm is reduced to 0 Hit Points, The swarm is dispersed.

§ A character that successfully attacks a swarm of bees with a smoky torch automatically disperses that swarm until the end of his next turn.

§ A character that pours a significant quantity of sweet substance (honey, wine, sugar, etc) will attract swarms of bees to the square the substance was poured upon. This distraction only works for swarms of bees that are not already engaged in combat with characters.

§ A character that makes a DC 19 Thievery check can pour smoke into the hole that expels the bee hives. Roll 1d4. The result is the number of hours the trap is deactivated.

Upgrade to Elite

Increase the attack bonus of the bee hives to +14 vs. AC. Increase the range of the bee hives to 12. Increase the size of the swarms to 4 squares. Increase the damage of each swarm to 6.

Suggestions for Use

This trap is meant to be used with proper ventilation, in order for the bees to collect nectar in nearby fields, etc. It's recommended that a constant rotation of beehives between the trap and an onsite apiary be utilized in order to ensure a fresh supply of bees.

Killean Pinbottom Comments: *A while back, I had an assistant named Dwight. A bit of a sycophant, but he had some great ideas when it came to distracting and confusing an opponent. When he first came to me with the idea of the beehives, I laughed him out of my office. However, when he showed hurled beehives in use at The Battle of C'ren Sera, I was impressed. The furious bees drove the attacking forces away with far fewer casualties. Having proved his point, I worked with Dwight to develop a trap utilizing a similar idea. Dwight's department as been buzzing ever since. Get it? "Buzzing?" Bah, I guess it really wasn't that funny, anyway.*

Without warning, a giant mound of snow and ice engulfs a character and his surrounding area.

Trap: When a pressure plate is activated, a large quantity of snow and ice falls down upon the character and in the surrounding area. The snow and ice do cold damage and inhibit the movement of the character.

Perception

§ DC 14: The character notices that the temperature has significantly dropped near the trigger square of the trap.

§ DC 17: The character can detect the slight build up of frost along the ceiling nearby the trap area.

Initiative: +2

Trigger

The trap activates when a character steps upon a trigger plate directly below the trap.

Attack

Immediate Reaction

Burst 1

Target: The character that activates the trap and any character standing within 1 square of the triggering character.

Attack: +10 vs. Reflex

Hit: 2d6+5 **cold** damage to the character in the triggering square and the character is **immobilized** (save ends).

Miss: Any character within 1 square of the initial target square takes 1d8+5 **cold** damage and is **slowed** (save ends)

Effect: **Immobilized** or **slowed** (save ends). The squares upon which the snow and ice were dumped are considered difficult terrain for 1 hour.

Countermeasures

§ A character that makes a successful DC 19 Arcana check can use a standard action in order to use a power with the **fire** keyword against the trap. Use of the power disables the trap for 1 hour.

§ A character that makes a successful DC 19 Thievery check, can disable the pressure plate that activates the trap. This action disables the trap.

Upgrade to Elite

Increase the area of the trap to burst 3. Increase the attack bonus of the trap to +12 vs. Reflex. Increase the damage of the trap to the primary target to 3d8+5 **cold** damage, and secondary targets to 2d6+5 **cold** damage.

Suggestions for Use

While this trap relies on a magical connection to the Elemental Chaos, the overhead for this trap can be greatly reduced if used in an arctic, frostfell, or glacial environment.

What at first seems like a pleasant path surrounded by beautiful plants, becomes a grasping choking forest of clinging vegetation.

Trap: The trap is actually a room filled entirely with plants. The garden of plants is beset by small paths. However, if an incorrect path is chosen, the garden comes alive, grasping, immobilizing, and delaying the characters.

Perception

§ DC 14: The character notices that there are no animals at all amongst the plants, something seems unnatural here.

§ DC 17: The character notices the bones of creatures of some sort bound up with some of the plants.

Initiative: +2

Trigger

This trap is designed to keep characters on a specific path. If the characters choose another path, or go off the path altogether, the trap activates.

Attack

Standard Action

Melee

Target: Any character taking the wrong path or that goes off the path.

Attack: +12 vs. AC

Hit: Roll 1d4. If the result is a 1, a vine strikes the character for 1d8+5 damage. If the result is a 2, vines and tendrils wrap around the legs of the character. The character is **immobilized** (until escape). If the result is a 3, the ground becomes marsh-like, and the character is **slowed**. If the result is a 4, the character is **shifted** by the vines and roots up to 3 squares.

Miss: No effect, but note that each square of the trap (essentially every square in the room not on the "safe" path) is considered difficult terrain.

Effect: **Immobilized** (until escape). Difficult terrain.

Countermeasures

§ A character that makes a successful DC 19 Nature check, can determine that only one path is safe through the garden. If characters stick to that path, the trap will not activate.

§ A character can set fire to a patch of garden with a torch and pot of oil. Roll 1d4. The result is the number of squares the fire burns. The garden gets an attack of opportunity when this action occurs. The damaged areas of the garden grow back in 1 hour.

§ A character that makes a successful DC 19 Arcana check can use a power with the fire keyword to damage a square (or squares in the case of an area effect) of the garden. The garden gets an attack of opportunity when this action occurs. The effected areas of the garden grow back in 1 hour.

§ A character that makes a successful DC 14 Athletics check can hew away 1 square of the garden on his turn. The garden gets an attack of opportunity when this action occurs. A hewn area of the garden grows back in 5 turns.

Upgrade to Elite

Increase the attack bonus of the garden to +14 vs. AC. Increase the damage of a vine attack to 2d8+5. Give the garden Resist 5 **fire**.

Suggestions for Use

It is recommended that the warlord keep a druid or warder on staff in order to properly maintain and/or control this garden trap.

The ornate carpet you've just stepped on, moves suddenly; wrapping you up in its folds and trapping you against the wall.

Trap: A magical carpet that covers no less than 6 continuous squares, wraps characters up tightly when it is stepped on; trapping the character within its folds. The carpet then neatly leans itself against the nearest wall.

Perception

§ DC 14: The character notices that there is less dust on the carpet than on the surround floor.

§ DC 17: The character notices a slight shimmer among the threads of the carpet, indicating it might contain magical energy.

Initiative: +2

Trigger

The trap activates when one or more characters steps upon the no less than 6 continuous squares covered by the carpet.

Attack

Immediate Reaction

Melee

Target: Any character standing on the carpet.

Attack: +10 vs. Reflex

Hit: The character or characters are grabbed and considered **immobilized**. On the next turn, the rug **shifts** 3 squares towards the nearest wall.

Miss: The character is **pushed** 2 squares and falls **prone**.

Effect: The character is **immobilized** (escape ends).

Countermeasures

§ A character that makes a successful opposed Athletics or Acrobatics check can escape the carpet. The carpet is considered to have a +10 Reflex bonus for the purposes of this check.

§ A character can attack the rolled up carpet. The carpet has AC 4, Fort 12, Reflex 12, and 60 Hit Points. Any attack on the carpet does a like amount of damage to anyone trapped within the carpet (the damage being shared equally to all those trapped within the carpet). If the carpet is reduced to 0 Hit Points, the carpet releases its prisoners.

§ A character that makes a successful DC 19 Arcana check can disable the carpet until the end of that character's next turn.

Upgrade to Elite

Increase the area of the carpet to 12 continuous squares; increase the attack bonus of the carpet to +12 vs. Reflex; increase the initiative bonus of the carpet to +4.

Suggestions for Use

This trap is perfect for placement within a stronghold's treasure vault. Potential thieves are easily trussed up for expulsion or punishment.

LEVEL 8 TRAPS

Richard's Penitent Force

Level 8 Blaster

Trap

350 XP

From the end of a long corridor, a thin glowing recess emits deadly planes of force, striking all in its path.

Trap: This magical trap emits planes of force at chest level (on a human). Characters that are struck by the plane take force damage and are knocked prone.

Perception

§ DC 0: Characters automatically notice the thin glowing line at the end of the corridor.

§ DC 19: The characters discover a neatly severed digit or limb just outside the area of the trap.

Initiative: +2

Trigger

The trap is activated (have the trap roll initiative with the characters) when a character or character approaches within 12 squares of the trap.

Attack

Standard Action

Blast 12 (two squares wide)

Target: Any character within the blast range of the trap.

Attack: +13 vs. AC

Hit: 2d6+5 **force** damage and the target is knocked **prone**.

Miss: No effect.

Effect: Target is knocked **prone**.

Countermeasures

§ The force blades always attack at the same height. A character that crawls (or can hover/fly), can escape the blades.

§ A character that successfully makes a DC 19 Arcana check can disable the trap until the end of his next turn.

Upgrade to Elite

Increase the attack bonus of the trap to +16 vs. AC; increase the initiative bonus of the trap to +4; allow the trap to attack at two different heights in the same round.

Suggestions for Use

Like most "blaster" style traps, this one works best in a confined space. For use in a room, place two of these traps perpendicular to each other, for maximum coverage.

With the sudden opening of a gate, an enormous flood of water cascades through the corridor, carrying your companions along and dumping them into another cistern.

Trap: This trap is basically a large cistern that empties down a selection of corridors and into another lower location no more than 24 squares away. The trap relies on the weight and force of water to pummel and potentially drown characters.

Perception

§ DC 14: A character notices that the corridor they're walking in, is devoid of doors and has a rounded ceiling.

§ DC 19: The character notices a moss growing on the corridor walls that is only common in wet and swampy areas.

Initiative: Not Applicable

Trigger

The door (valve/false wall) holding back the cistern full of water is released when a character or characters steps on a pressure plate consisting of no less than 4 adjacent squares.

Attack

Immediate Reaction

Target: Any character in the path of the flood.

Attack: +11 vs. Fortitude

Hit: 3d8+11 damage and the character is **pushed** 24 squares.

Miss: No damage, but the character is **pushed** 12 squares.

Effect: The character is **pushed** along by the water into another pit. This pit will be a pool-like cistern. Once the characters are **pushed** into the cistern, standard swimming and drowning rules apply.

Blast (Special)

Countermeasures

§ A character that makes a successful DC 19 Perception check can hear a large quantity of sloshing water nearby and can avoid the corridor that leads to the trapped cistern.

§ A character that makes a successful DC 19 Thievery check can disable the door of the trap, preventing the water from flooding the corridor.

Upgrade to Elite

Have the water **push** the characters into a 4th level trap; have an 8th level monster awaiting them in the receiving cistern.

Suggestions for Use

This trap is best used in combination with existing water catching technologies. This trap is not recommended for arid environments unless the water can be carefully recollected and repurposed.

Lynk Whistlestop Comments: *From time to time, I'm called upon to do hydraulics work. It's not my favorite thing, so when I get a request for a hydraulics trap, I try to make it do something useful beyond harming or hindering invaders. Such was my thinking when Queen Felicia requested her Flash Flood. By the time I was done; not only could Queen Felicia's castle keep all the water that poured into the cistern, they could use the water to flush out invaders and feed the Queen's stock of Dire Gators. It was a win-win for all!*

Starting gently, but soon increasing in strength, the wind in the corridor turns into a howling vortex of elemental air.

Trap: When triggered, a large fan at the end of a corridor is activated. The resulting wind hammers at the characters and impedes their further progress along the corridor.

Perception

§ DC 0: The character notices a large fan at the end of the corridor.

§ DC 14: The character notices the walls have a "sandblasted" appearance.

Initiative: +2

Trigger

The trap is activated when a character or characters steps on a pressure plate no less than 12 squares away from the source of the wind. The pressure plate is at least two adjacent squares.

Attack

Standard Action

Blast 12 (Special)

Target: Any character in the wind tunnel.

Attack: +11 vs. Fortitude

Hit: 1d8+5 damage and the character is **pushed** 6 squares.

Miss: The character is **pushed** 6 squares.

Effect: The character is **pushed** 6 squares.

Countermeasures

§ A character that makes a successful DC 19 Endurance check can move forward against the wind 2 squares.

§ A character that turns sideways is only **pushed** 3 squares.

§ A character within 2 squares of the fan can make a DC 14 Thievery check to disable the trap by tossing a heavy (over 10 lbs) object into the mechanism of the trap. The character is subject to an attack of opportunity by the trap, but the trap becomes disabled.

Upgrade to Elite

Increase the range of the trap to Blast 24; increase the attack bonus of the trap to +13 vs. Fortitude; increase the damage of the trap to 2d8+10; increase the **push** range of the trap to 8 squares.

Suggestions for Use

The reverse side of this trap is not recommend for meat processing or other potential uses of whirling blades. Use of this trap for any purpose other than the intended purpose of the trap, constitutes a violation of the trap's warranty.

This circular room looks quite ordinary until the door shuts closed behind you and hundreds of pounds of grain begin to pour down from the ceiling.

Trap: This trap is actually the bottom half of a grain silo, rigged to collapse upon trespassers. When the room is entered, the door shuts and locks. As this occurs, grain begins pouring down upon the occupants of the room.

Perception

§ DC 14: The character notices bits of grain scattered about the floor.

§ DC 19: The character notices bits of dust occasionally sifting down from the ceiling.

Initiative: +2

Trigger

The trap activates 2 turns after two or more individuals walk across a trigger plate no larger than 2 adjacent squares. The door slams shut and locks. Thereafter, at the rate of 1 foot depth per turn, grain fills the enclosed room. The room fills to a maximum depth of 10 feet.

Attack

Immediate Reaction

Target: Any character within the trapped room.

Attack: +11 vs. Reflex

Hit: 1d8+5 and see "Effect" below.

Miss: See "Effect" below.

Effect: Each turn that the trap is active, the floor of the room is filled to the depth of 1 foot. At 2 foot depth, any character in the room is considered **slowed**. Once the grain has reached a depth equal to one half the height of a character, that character is considered **immobilized** (save ends). A successful save against this effect means the character can use a move action to make an escape attempt from being buried by the grain. A successful DC 19 Athletics or Acrobatics check indicates a successful escape attempt. Any character buried by the grain (for example, the grain height is equal to or higher than the character's height), is in danger of **suffocation**.

Special

Countermeasures

§ A character that makes a successful DC 19 Thievery check can unlock the door to the room if the grain height is 3 feet or less.

§ A character can use a move action to make a DC 14 Athletics or Acrobatics check in order to keep from sinking further into the grain.

§ Three or more characters that make a successful DC 19 Athletics check push enough grain away from the door, so that it can be unlocked and opened. This only works if the depth of grain is 5 feet or less. Five or more characters can make successful DC 19 Athletics checks in order to move a depth of grain equal to more than 5 feet.

Upgrade to Elite

Increase the maximum depth of the grain to 20 feet; increase the damage inflicted by the falling grain to 2d8+10.

Suggestions for Use

This trap is the perfect compliment to any stronghold's granary. Remember to keep your staff updated on changes that could make certain areas of your stronghold dangerous.

LEVEL 9 TRAPS

Baolin's Necro Darts

Level 9 Blaster

Trap

400 XP

From deep within the recesses of a catacomb, bony darts fire at you; each one pulsing with dark energy.

Trap: Magical energy shaves needle-like darts of bone from the corpses housed within an ancient catacomb. These darts are then launched at characters that approach within 6 squares of the trap's source. The darts are imbued with necrotic energy.

Perception

§ DC 14: A character discovers a thin black piece of bone that feels cold to the touch.

§ DC 19: The character senses a cold wave of necrotic energy coming from the source of the trap.

Initiative: +2

Trigger

When a character or characters approach within 6 squares of the trap source, the trap rolls initiative.

Attack

Standard Action

Ranged 6

Target: Any character within 6 squares of the source of the trap.

Attack: +14 vs. AC

Hit: 2d6+5 **necrotic** damage

Miss: No Effect

Effect: Not Applicable

Countermeasures

§ A character that is no further than 2 squares away from the source of the trap can say a brief rite if he makes a successful DC 19 Religion check. The successful check deactivates the trap until the end of the character's next turn.

§ A character adjacent to the trap's source square can use a standard action to use a power with the **radiant** key word against the trap. This action disables the trap for one hour.

Upgrade to Elite

Increase the initiative bonus of the trap to +4; increase the damage of the trap to 4d6+10 **necrotic** damage; allow the trap to attack two characters on its turn.

Suggestions for Use

While this trap is appropriate to prevent invaders from desecrating your tombs; this trap can be utilized at any location where a suitable number of skeletons have been piled up or discarded.

A ghostly yet solid giant hand emerges from the wall and grabs a character, squeezing them forcefully. The hand then hurls the character toward the center of the room.

Trap: A hand composed of smoke and force appears in the square along the wall where a character is standing. If the character is **grabbed** by the hand, the character is squeezed and then hurled 6 squares towards the center of the room.

Perception

§ DC 19: The character notices several spots where dripping ectoplasm oozes from the walls.

Initiative: +2

Trigger

Any character standing on a square adjacent to a wall for more than one turn.

Attack

Standard Action

Melee

Target: Any character that is standing on square adjacent to a wall within the room the trap is located.

Attack: +14 vs. AC

Hit: 1d8+5 and the target is considered **grabbed**. On the trap's next turn, the character is thrown 6 squares towards the center of the room. (see "**Effect**" below).

Miss: No Effect

Effect: A **grabbed** target is thrown 6 squares towards the center of the room. The character takes falling damage as if the character had fallen 6 squares (30 feet).

Countermeasures

§ A grabbed character can make an escape attempt against a DC 19 to avoid being thrown by the trap.

§ A character can make a DC 19 Arcana check to disable a single hand of the trap until the end of his next turn.

§ When thrown, a character can take an immediate action to make a DC 19 Athletics or Acrobatics check in order to avoid falling damage.

Upgrade to Elite

Increase the initiative bonus of the trap to +4; increase the grabbing damage of the trap to 2d6+5; allow the trap to throw the character into another level 4 or lower trap.

Suggestions for Use

Like the trap, "Lynk's Grab and Go", this trap is more effective when combined with something in the middle of the room. Large pools of acid, lava, or even dirty water are highly effective when combined with this trap.

In the center of a large room stands an ebony shaft. Five feet in diameter and reaching from floor to ceiling, the shaft glitters with strange motes of energy. Suddenly, everything you're wearing feels extremely heavy and you find yourself pulled towards the center of the room.

Trap: This trap consists of a 5 foot (1 square) diameter shaft; composed of an ebony colored rock that sparkles with motes of fell energy. The trap increases the local gravity in the area, causing objects to be forcefully attracted to it. Escaping the trap requires strength and determination.

Perception

§ DC 14: A character notices a large pile of bones on the floor around the shaft.

§ DC 19: A character notices that his equipment feels distinctly heavier.

Initiative: +2

Trigger

When a character steps into the room containing the shaft, the trap rolls initiative. The trap attacks every character on its turn.

Attack

Standard Action

Burst 20

Target: Any character standing within range of the shaft; within the room the shaft occupies.

Attack: +12 vs. Fortitude

Hit: The character is **pulled** 3 squares towards the shaft.

Miss: The character is **pulled** 1 square towards the shaft.

Effect: A character is **pulled** towards the shaft until he is adjacent to the square the shaft occupies. At this point, the character is considered **immobilized** (save ends).

Countermeasures

§ A character can run towards the trap, adding his momentum to the attraction of the shaft. Make a DC 19 Athletics check. If the check succeeds, the character manages to race across the room to reach the other side, barely staying out of range of the trap. If the check fails, the character crashes directly into the shaft and takes 2d8+5 damage.

§ A character can use Residium to temporarily disable the trap by throwing it into the air, and having it being attracted by the shaft. For every 100 gp of Residium that the character uses, the trap is disabled for 1 turn.

§ A character that is not **immobilized**, can take a double move action in order to make a DC 19 Athletics check. If the check is successful, the character can move his movement rate away from the shaft.

§ A character that makes a DC 14 Arcana check and a DC 19 History check as a standard action; can divine the command word of the shaft. The character can then speak the command word as a free action to disable the trap for 1 hour.

Upgrade to Elite

Increase the initiative bonus of the trap to +4; increase the attack bonus of the trap to +14 vs. Fortitude; increase the range of the trap's burst to 40; add spikes to the shaft. Any character that is pulled adjacent to the shaft now takes 4d8+5 damage.

Suggestions for Use

Do to the dangerous nature of this trap, it is imperative that only authorized personnel be given access to the command word for the operation of the trap. This trap is best used as an antechamber for a treasury or vault.

Loralye "Fergie" Ferguson Comments: *If I remember correctly, I spent nearly three years and 13,000 man hours mining the material for the Gravity Shaft. Fortunately, the node was in a relatively remote area of the Elemental Chaos. The trick was designing a ritual that neutralized the material while it was being mined and processed. By the way, a little of this stuff goes a long way. One of the work crews accidentally disturbed the magic circle a load of this ore was sitting in. Damned stuff wrecked the platform, the teleportation portal, and a hundred feet of the surrounding area. Father Magry was hard pressed to find anything left of the work crew to resurrect. Let's just say that "jelly" doesn't reconstitute that well.*

A large padded bench looks comfortable enough. As you approach, soft music begins to play and you feel compelled to stretch out for a nap.

Trap: Specifically designed to be non-lethal; this trap lures characters into a false sense of security. The musical lullaby magically attracts characters to the bed, where they immediately fall asleep. The sleeping characters can then be easily apprehended.

Perception

§ DC 14: A character hears a smattering of music that sounds like a lullaby.

§ DC 19: The character begins to yawn as he approaches the vicinity of the trap.

Initiative: +2

Trigger

When a character approaches within 1 square of the bed, the trap rolls initiative. The trap can effect multiple characters, but only 1 character per turn.

Attack

Standard Action

Burst 2

Target: A character standing within 2 squares of the bed.

Attack: +12 vs. Will

Hit: The character is **pulled** 1 square and falls **unconscious** (save ends).

Miss: No Effect

Effect: The character is **pulled** 1 square and falls **unconscious** (save ends). If the character fails 3 saving throws in a row, that character is unable to awaken on his own.

Countermeasures

§ A character can take a standard action to stuff a soft material in his ears. This action adds a +5 to that character's Will defense for the purposes of defending against the lullaby effect of the trap.

§ A character that uses a blast or burst power with the **thunder** key word disables the trap until the end of his next turn.

§ A character can take a standard action to forcefully awaken an **unconscious** character. As an immediate reaction, the sleeping character makes a new saving throw. The character gains a +2 bonus to this saving throw roll.

Upgrade to Elite

Increase the initiative bonus of the trap to +4; increase the attack bonus of the trap to +14 vs. Will; increase the sleep effect of the trap so that if the character fails only one saving throw, the character cannot be awakened except by another character or creature.

Suggestions for Use

It is rumored that warlords with an established "amorous" reputation have placed this trap within their own sleeping chambers. If this is the desired use, it is recommended that the trap user be familiar with the command word for the trap.

LEVEL 10 TRAPS

Megan's Magnifying Lens

Level 10 Blaster

Trap

500 XP

A large convex lens rotates slowly near the ceiling of a large domed room. Suddenly, a piercing beam of light shoots out from the lens, scorching everything in its path.

Trap: A rotating lens of magically hardened glass is suspended from the ceiling of a large domed room. When a character enters the room, the lens focuses ambient light to create a piercing beam of radiant energy.

Perception

§ DC 16: A character notices the rotating piece of glass near the ceiling of the room.

§ DC 21: The character notices black scorch lines on the floor and walls of the room.

Initiative: +2

Trigger

The trap rolls initiative when a character or characters steps into the room covered by the trap.

Attack

Standard Action

Ranged 20

Target: The trap targets a random character within range of the trap on its turn.

Attack: +15 vs. AC

Hit: 2d6+5 **radiant** damage and the target is **blinded** (save ends)

Miss: No Effect

Effect: The target is **blinded** (save ends)

Countermeasures

§ A character can use a standard action to use a power with the **necrotic** key word on the mirror. This action disables the trap until the end of the character's next turn.

§ A character can attack the lens. The lens is AC 8; Fortitude 12; Reflex 12; has 40 hit points and Resistance 15 **radiant**. When the lens reaches 0 hit points, it shatters, doing 1d8+5 points of damage to anyone in the four squares directly below it.

§ A character that takes a -2 on his attack rolls can shield his eyes; gaining immunity from the blinding effect of the lens.

Upgrade to Elite

Increase the initiative bonus of the trap to +4; increase the attack bonus of the trap to +17 vs. AC; increase the damage of the trap to 3d6+5 **radiant** damage; the trap can now make an attack against two different characters on its turn.

Suggestions for Use

This trap requires open access to the sky or natural light of some kind. The effectiveness of this trap can be reduced during inclement weather.

In a debris strewn room, your ears pop as the air pressure drops and a violently twisting funnel of winds dips down into room. Near the funnel, thunder and lightning boom. The funnel disappears only to reappear in another location within the same room.

Trap: A magically created tornado of wind dips into a random square within a room. A character struck by the tornado takes damage and is hurled away from the funnel, while those near the funnel also take damage from the tempest's stormy effects.

Perception

§ DC 16: The character notices that the debris in the room is strewn about in a circular manner.

§ DC 21: The character notices his ears have popped, almost as if the air pressure in the room has dropped.

Initiative: +2

Trigger

The trap rolls initiative when a character first steps foot into the room.

Attack

Standard Action

Burst 1

Target: Assign a number to each square in the room eligible to be struck by the tornado. Roll a die or choose a square randomly. The tornado attacks that square.

Attack: +13 vs. Reflex

Hit: 2d6+5 **thunder** and **lightning** damage and the character **slides** 3 squares.

Miss: If the character is within the burst radius of the tornado, the character takes 5 points of **thunder** and **lightning** damage.

Effect: A character directly struck by the tornado **slides** 3 squares.

Countermeasures

§ A character that removes all metal items from his person (weapons and armor, primarily) takes only 5 points of **thunder** damage if struck by the tornado directly, and no damage if caught in the tornado's burst.

§ A character can take a standard action to speak a quick rite in order to briefly still the tornado's winds. If the character makes a successful DC 21 Nature check, the trap is disabled until the end of the character's next turn.

Upgrade to Elite

Increase the initiative bonus of the trap to +4; increase the attack bonus of the trap to +15 vs. Reflex; double the number of tornado attacks on the trap's turn.

Suggestions for Use

A stone room of some kind is best for this sort of trap. Windows and grates have a tendency to implode when exposed to the pressure differentials this trap can create.

While crossing a deep chasm, the bridge you're on collapses at either end and the bridge rotates ninety degrees, leaving you stranded!

Trap: The first and final 10 feet (2 squares length) of Cable's Bridge is designed to collapse at both ends, regardless of what they are connected to. After the collapse, the bridge violently rotates 90 degrees; hurling characters to the ground or over the side of the bridge. The trap leaves the characters stranded.

Perception

§ DC 16: The character notices crumbling masonry where the bridge meets its foundation.

§ DC 21: The character notices that the bridge's supports arch down to a central point.

Initiative: +2

Trigger

The trap activates (rolls initiative) when a character or characters reaches the central point of the bridge.

Attack

Immediate Reaction

Burst (Range Varies)

Target: Any character standing on the bridge.

Attack: +13 vs. Fortitude

Hit: 1d8+5 and the character is knocked **prone**.

Miss: The character **slides** 1 square.

Effect: The character is knocked **prone** or **slides** 1 square. Any character 1 square away from the edge of the bridge is hurled over the side. Characters hurled over the side take falling damage appropriate to the encounter.

Countermeasures

§ A character can take an immediate free action to prevent falling over the side of the bridge. If the character succeeds on a DC 21 Athletics check, the character falls **prone** in a square adjacent to the edge of the bridge, instead.

§ A character that makes a DC 21 Dungeoneering check can manage to swing a grappling rope to one of the former ends of the bridge. This check assumes the character has a rope and something that functions like a grappling hook.

§ A character can attempt to rotate the bridge towards its original alignment. Doing so requires that the character complete a mini Skill Challenge utilizing one of these skills: Athletics, Endurance, or Dungeoneering. The character must make 3 successes vs. a DC of 16 before 3 failures. If the character succeeds, the bridge rotates back to its original alignment. If the character fails, the bridge shakes violently and attacks the characters as above. Note: Even if the bridge is realigned, the collapsed sections of bridge are not restored.

Upgrade to Elite

Increase the initiative bonus of the bridge to +4; increase the attack bonus of the bridge to +15 vs. Fortitude; increase the collapsed sections of the bridge to 4 squares on either end.

Suggestions for Use

As Killean Pinbottom suggests, this trap is best used over a narrow ravine surrounded by platforms on which archers can be stationed.

Killean Pinbottom Comments: *I suppose it's only fitting that at the end of this book I comment on one of the first traps I ever constructed. The ability to isolate an invading force and pin them down, is vital to the security of any stronghold. The moat and drawbridge and excellent examples of that concept. However, I wondered if there wasn't a better way to execute this concept so that the interior of a building could be protected. That's when the idea of the "Bridge to Nowhere" struck me. In its original form, the bridge was surrounded by balconies that overlooked the pivoting bridge. Well placed crossbowmen can rain down pure hell on anyone trapped on the bridge. Lord Cable's barony lasted nearly 100 years before a magical assault finally defeated him. The bridge stands to this day.*

A mysterious and exotic totem stands guarding a portal. Without warning, the totem spew fire and cackles with hideous laughter!

Trap: This trap is comprised of a totem no less than 10 feet tall (2 squares) and 10 feet wide (2 squares by 2 squares) at the base. The totem sprays liquid fire on any character or characters that enter a square adjacent to the totem.

Perception

§ DC 16: The character notices a warm glowing light near the mouth and eyes of the various creatures represented by the totem.

§ DC 21: The character notices a small quantity of blackened ash near the base of the totem.

Initiative: +2

Trigger

The trap activates (rolls initiative) when a character or characters approach within 1 square of the totem.

Attack

Standard Action

Burst 1

Target: Any character within 1 square of the totem.

Attack: +13 vs. Reflex

Hit: 2d6+5 **fire** damage and ongoing 5 **fire** damage (save ends)

Miss: 5 **fire** damage

Effect: Ongoing 5 **fire** damage (save ends)

Countermeasures

§ A character adjacent to the trap that makes a DC 16 Arcana check can disable the trap until the end of his next turn. If that character makes a DC 21 Arcana check, he can disable the trap for 1 hour.

§ A character adjacent to the trap that makes a DC 16 Thievery check can disable the trap until the end of his next turn. If that character makes a DC 21 Thievery check, he can disable the trap for 1 hour.

Upgrade to Elite

Increase the initiative bonus of the trap to +4; increase the attack bonus of the trap to +15 vs. Reflex; increase the range of the trap to Burst 3; increase the damage of the trap to 3d6+5 **fire** damage and ongoing 5 **fire** damage (save ends).

Suggestions for Use

This trap is best used to ward against small teams of infiltrators; rather than a large invading force.

Thank you again for your interest in my exploration of Heroic level traps for 4e Dungeons and Dragons. Even if you don't immediately find any of the traps useful as is; perhaps they'll spur your own imagination in order for you to create your own. Oh! If you happen to use one of my traps in your adventure, I'd love to hear about it! Send me your experiences to the email address listed below.

Game excellently with one another.

R.M. Walker -- Member, Role-Playing Game Bloggers Network For further information, you can view my blog, "Initiative Or What?" at www.initorwhat.blogspot.com If you would like to leave me a comment, please do so at rwalker12@gmail.com

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