

OLD TRAPS DIGEST

A collection of traps and a random method for determining them – by Daniel R. Collins

When stocking dungeon areas, we include traps for 1 room in 6. Searching spots traps 2-in-6 (Int bonus applies); base chance to trigger any trap is 2-in-6 per person (as per Vol-3, p. 9). If a trap is indicated, roll for level on the "Monster Determination and Level of Monster Matrix" (Vol-3, p. 10); then roll on the table below for the type of trap. Entries thereafter can be copied into adventure notes. If a trap appears on a dungeon level that varies from the trap level, then modify the save, hit roll, or damage by ± 2 for each level difference.

Trap Level

Die	1	2	3	4	5	6
1	Pit, Covered	Pit, Locking	Pit, Spiked	Pit, Spiked, Poison	Pit, Locking, Monster	Pit, Spiked, Poison, Lock, Flooding
2	Pit, Open, Spiked	Pit, Watery	Pit, Monster	Pit, Flooding	Pit, Locking, Flooding	Pit, Locking, Crushing
3	Darts (1d3)	Arrows (1d6)	Arrows, Weak Poison (1d6)	Darts (2d6)	Arrows, Poison (1d6)	Darts, Poison (2d6)
4	Arrows (1d3)	Spears (1d6)	Spears, Accurate (1d6)	Spears, Weak Poison (1d6)	Spears, Very Accurate (1d6)	Spears, Accurate, Poison (1d6)
5	Pendulum	Scything Blade	Wall Spikes	Door, Poison Needle	Poison Scythe	Wall Spikes, Poison
6	Ball Trap	Royal Statue	Block, Swinging	Block, Falling	Block, Falling, Spiked	Block, Falling, Spiked, Poison
7	Door, Falling	Rolling Rock	Collapsing Column	Collapsing Wall	Compacting Room	Crushing Wall
8	Net	Portcullis	Watery Room	Spinning Wall	Flooding Room	Dropping Ceiling
9	Gas, Obscuring	Gas, Sickening	Gas, Blinding	Gas, Poisonous	Gas, Corroding	Gas, Insanity
10	Boiling Oil	Acid Vent	<i>Fear</i>	<i>Wall of Fire/Ice</i>	<i>Conjure Elemental</i>	<i>Symbol</i>
11	<i>Wizard Lock</i>	<i>Phantasmal Forces</i>	<i>Fireball</i>	<i>Confusion</i>	<i>Teleport</i>	<i>Death Spell</i>
12	<i>Magic Mouth</i>	Fire Vent	<i>Lightning Bolt</i>	<i>Polymorph</i>	<i>Wall of Stone/Iron</i>	<i>Reverse Gravity</i>

PIT TRAPS

The basic pit is covered, 10×10×10', hidden unless a successful search is made, and generally drops two characters (one row). When triggered, victims get saves vs. stone or take 1d6 falling damage (save again for half). A running jump over an open pit may be possible: assume d6×3 feet are covered (subtract encumbrance levels from d6). For deeper dungeon levels (greater than trap level), add 10' to pit depth per level difference. Optionally, convert any pit to a chute to a lower level. ¹

Pit, Covered: Save vs. stone to avoid falling damage.

Pit, Open, Spiked: No accidental fall unless running, pushed, etc.; spikes cause double damage.

Pit, Locking: Requires magic or an outside character to chop in with axe (2-in-6 per round, plus Strength bonus).

Pit, Watery: No armor or leather can swim, others likely sink (drowning damage 1d3/round).

Pit, Spiked: Spikes cause double damage.

Pit, Monster: Roll for random unintelligent monster as per dungeon level.

Pit, Spiked, Poison: Spikes cause double damage. If the half-damage save is failed, must then save vs. death.

Pit, Flooding: Torrent forces victim to bottom (drowning damage 1d3/round); require outside assistance to escape (must hit AC 2 to grab pole or rope and be pulled out).

Pit, Locking, Monster: Requires magic or an outside character to chop in with axe (2-in-6 per round, plus Strength bonus). Roll for random unintelligent monster as per dungeon level.

Pit, Locking, Flooding: Requires magic or an outside character to chop in with axe (2-in-6 per round, plus Strength bonus). Torrent forces victim to bottom (drowning damage 1d3/round); require outside assistance to escape (hit AC 2 to grab pole or rope and be pulled out).

Pit, Spiked, Poison, Locking, Flooding: Spikes cause double damage. If the half-damage save is failed, must then save vs. death. Requires magic or an outside character to chop in with axe (2-in-6 per round, plus Strength bonus). Torrent forces victim to bottom (drowning damage 1d3/round); require outside assistance to escape (must hit AC 2 to grab pole or rope and be pulled out).

Pit, Locking, Crushing: Requires magic or an outside character to chop in with axe (2-in-6 per round, plus Strength bonus). Walls start crushing in 1d3 rounds, requires save vs. death each round thereafter.

SHOOTING TRAPS

Darts (1d3): As HD 3, Dam 1d4.

Arrows (1d3): As HD 3, Dam 1d6.

Arrows (1d6): As HD 3, Dam 1d6.

Spears (1d6): As HD 3, Dam 1d6.

Arrows, Weak Poison (1d6): As HD 3, Dam 1d6, Poison (+4).

Spears, Accurate (1d6): As HD 6, Dam 1d6.

Darts (2d6): As HD 3, Dam 1d4.

Spears, Weak Poison (1d6): As HD 3, Dam 1d6, Poison (+4).

Arrows, Poison (1d6): As HD 3, Dam 1d6, Poison.

Spears, Very Accurate (1d6): As HD 9, Dam 1d6.

Darts, Poison (2d6): As HD 3, Dam 1d4, Poison.

Spears, Accurate, Poison (1d6): As HD 6, Dam 1d6, Poison.

SLASHING TRAPS

Pendulum: As poleaxe from ceiling; attacks triggering character only. As HD 3, Dam 2d6.

Scything Blade: Scythe springs out of wall or other object; attacks up to three men in line. As HD 3, Dam 2d6.

Wall Spikes: Holes in walls (covered by tapestries, foliage, plaster, etc.; else +2 to search); when triggered, anyone in 5' of wall is attacked by 1d3 protruding spikes. As HD 6, Dam 1d6.

Door, Poison Needle: Door handle jabs opener; save vs. death at +4. (Note that even plate gauntlets are either open or leather on the inner side, and thus no protection against this trap.)

Poison Scythe: Scythe springs out of wall or other object; attacks up to three men in line. As HD 9, Dam 2d6, Poison.

Wall Spikes, Poison: Holes in walls (covered by tapestries, foliage, plaster, etc.; else +2 to search); when triggered, anyone in 5' of wall is attacked by 1d3 protruding spikes. As HD 6, Dam 1d6, Poison.

CLUBBING TRAPS

Ball Trap: Steel balls released on floor; sound causes check for nearby monsters; anyone moving must save vs. stone or fall and be stunned for 1d3 rounds. Effect lasts for 1d6 rounds.

Royal Statue: Statue of a king or other nobility makes one attack with its sceptre. As HD 6, Dam 2d6.

Block, Swinging: Large stone block swings down from ceiling in 20 foot-long arc; 4d6 damage, save vs. stone for half.

Block, Falling: Large stone block falls from ceiling in 5×10 foot area; 6d6 damage, save vs. stone for half.

Block, Falling, Spiked: Large stone block falls from ceiling in 5×10 foot area; 10d6 damage, save vs. stone for half.

Block, Falling, Spiked, Poison: Large stone block falls from ceiling in 5×10 foot area; 10d6 damage, save vs. stone for half, and also save vs. death.

CRUSHING TRAPS

Door, Falling: Heavy reinforced door springs off hinges on opening, lands in 5×10 foot area; damage 2d6, save vs. stone for half.

Rolling Rock: Boulder 10' in diameter is released down passage at 9" move per round; those struck take 4d6 damage, save vs. stone for half; rock blocks passageway thereafter (move 1-in-6 plus Strength bonus).

Collapsing Column: Column splits and falls in pieces in 10×10 foot area; 4d6 damage, save vs. stone for half.

Collapsing Wall: Wall blocks collapse in 10' long area; 8d6 damage, save vs. stone for half.

Compacting Room: Reinforced doors swing shut and lock (if spiked open, spikes hold 4-in-6; chop door with axe 2-in-6 plus Strength bonus). Walls close in 1d6+1 rounds for 12d6 damage (save vs. death for half), then retract.

Crushing Wall: Solid wall section 20' wide smashes forward on trigger; damage 16d6 (save vs. death for half), then retracts.

CONFINING TRAPS

Net: Net with hooks falls in 10×20 foot area, entangling those beneath (no move, AC -2 penalty, only melee attacks possible with sword or spear at -2). Chance to escape is 1-in-6 per round (add Strength bonus, +2 for dagger in hand); check for nearby monsters when net falls.

Portcullis: Iron gate falls behind party, blocking passage; noise causes check for nearby monsters. Bars may be bent as locked door (-2 on d6).

Watery Room: Room at least 10' deep filled with stagnant water; PCs must swim (leather or no armor) or find some other way across.

Spinning Wall: A 20' section of wall spins in place, depositing PCs in area on adjacent side. They must find another exit from that side.

Flooding Room: Reinforced doors swing shut and lock (if spiked open, spikes hold 4-in-6; chop door with axe 2-in-6 plus Strength bonus). Room floods with water in 1d6 rounds; once flooded, PCs take 1d3 damage/round, and door chop attempts are at -2.

Dropping Ceiling: Stone ceiling drops on entire room when triggered, damage 12d6 (save vs. death for half). Passage through is then blocked.

GAS TRAPS

Base gas covers a 20 × 20' area. When triggered, characters may immediately run ahead or behind with a save vs. stone (likely alerted by cracking sound and distinct smell); otherwise, a save vs. breath is generally required to avoid the effect of the gas. Gas clears after one hour.

Gas, Obscuring: Attacks are at -4 within smoke.

Gas, Sickness: Save vs. breath or lose 1d6 points of Strength for one hour. Smells like sulfur.

Gas, Blinding: Save vs. breath or blindness for one hour; hits and AC at -4 penalty. Smells like apples.

Gas, Poison: Save vs. death at +4 bonus. Smells like bitter almonds.

Gas, Corroding: Roll save vs. stone for each metal item or it rusts and falls to pieces (magic items get +2 to save for each magic plus). Smells like ammonia.

Gas, Insanity: Save vs. breath or become permanently insane (until *remove curse* applied); victim will fight or flee from friends (d6, equal chances; re-roll each encounter). Smells like fruity incense.

MAGIC/ENERGY TRAPS

Base energy attacks affect 2" radius (or 20' diameter) area; magic effects use save vs. spells, non-magic save vs. breath, for half-damage. Spells are as listed in the book, at lowest level required to cast (trap-conjured elementals are at staff strength; 8 HD). Increase caster level of spell by +2 per deeper dungeon level.

Boiling Oil: Area 2" radius, 2d6 fire damage (save vs. breath for half).

Fire Vent: Area 2" radius, 4d6 fire damage (save vs. breath for half).

Acid Vent: Area 2" radius, 4d6 acid damage (save vs. breath for half).

ENDNOTES

1. The save-vs-stone to avoid falling is similar to the save given in module S1 pits, detailed in Area 3 (save percent based on Dexterity score). The second save for half damage simulates real-world bimodal survival rates (hit your head?), mortality rates for real people, and the save for falling from ship rigging in OD&D Vol-3, p. 31.