

SCORCH PLATE

Simple Mechanical Trap

A pressure plate in the floor with a small metal nozzle which shoots up a searing flame as soon as a creature steps on it.

TRAP INFO

Detail	Description
Trigger	Pressure plate
Area	5ft. cube
Duration	1d4 minutes
Save	Dexterity (DC 14)
Effects	2d6 Fire Damage (half damage on save)

DETAILED INFORMATION

Trigger. A 3ft. by 3ft. metal plate which sinks down up to 2 inches when a medium or larger creature steps onto it. As the plate lowers a leather reservoir of flammable liquid is compressed, expelled through an nozzle and ignited by a small spark.

Effects. A 5ft. flame shoots up and burns the creature that triggered the trap. The creature has to make a Dexterity saving throw (DC 14). On a failed save they take 2d6 Fire damage. On a successful save they take half damage. When a creature steps off the plate the flame is extinguished. As long as there is sufficient weight on the plate the flame will remain to burn for 1d4 minutes.

SPOTTING AND DISARMING

A perceptive creature may spot the pressure plate in the ground. They could also notice the ash and scorch marks and maybe a smell of smoke in the room the trap is in. Use the following phases and ability checks to determine successes or failures.

DISARM INFO

Phase	Ability Check
Detection	Perception (DC 11)
Analysis	Investigation (DC 15)
Solution	Sleight of Hand (DC 15)

A successful Analysis lowers the Solution DC by 3

Solution (Sleight of Hand). read the following text when a character successfully disarms the trap using a Sleight of Hand check.

You try to locate the source of the flame and find a leather reservoir under the pressure plate. Using your blade you cut it open. Causing it to deflate and empty.

OTHER COUNTERMEASURES

There are other methods of disabling the trap. Use the Analysis or Solution DC's to determine whether a creature can discern these methods.

Intelligence. Otherwise destroying the workings of the trap. For example by freezing the flammable liquid or covering the nozzle.

Wisdom. Putting sufficient (non-flammable) weight on the pressure plate causes it to exhaust the trap in 1d4 minutes.

