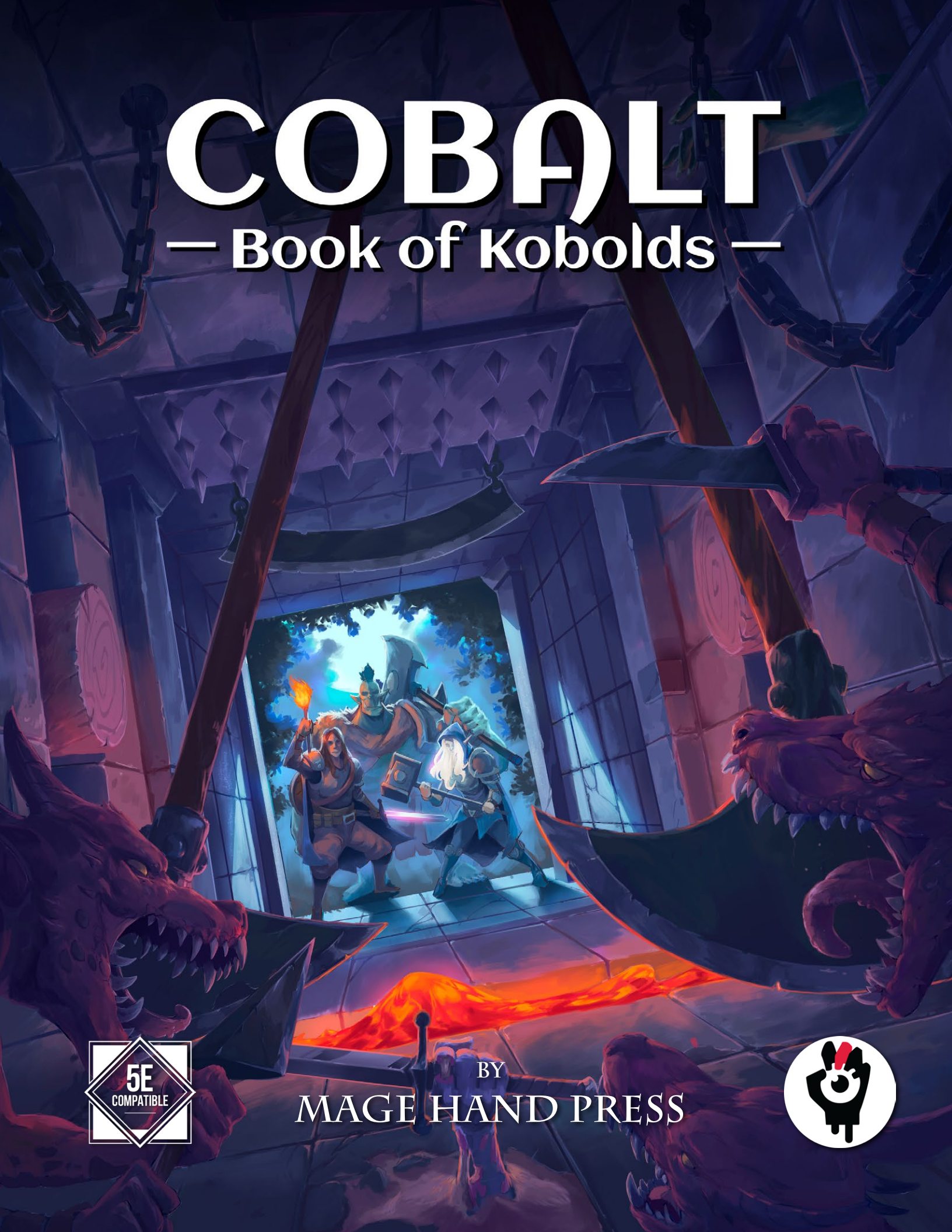
COBALT

— Book of Kobolds —



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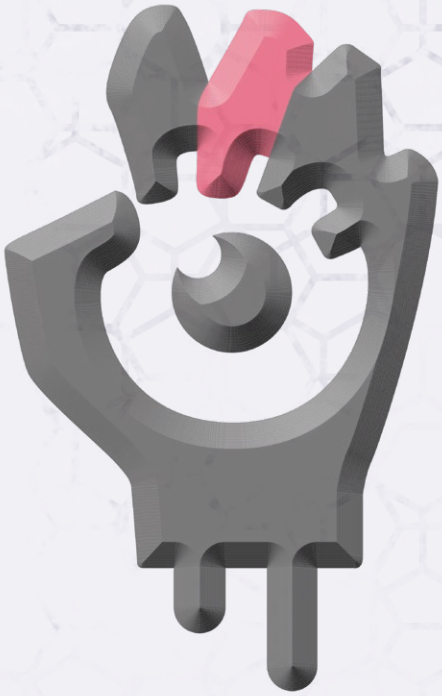

On the Cover

Agustín Marceillac depicts a company of adventurers taking their first tentative steps into a kobold warren, quite unready to face the gauntlet of traps, lethal guerilla tactics, and bloodthirsty kobolds before them.

Disclaimer: Mage Hand Press is not liable for injuries or psychological trauma caused by bottomless pit traps, unfair spear trap placement, or any instance of the piano floor. Blame your GM for that. We didn't make them use these traps.

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TABLE OF CONTENTS

Chapter 1: Kobolds 1
Kobold Ecology 1
- Slight, but Innumerable 1
- Warrens 2
- Second to Wyrms 2
- Diet 2
- Prophecy of Pun-Pun 2

Kobold Players Characters 3
- Kobold Race 3
- Kobold Feats 3

Equipment 4
- Weapons 4
- Gear 4
- Magic Item 4

Kobold Monster Statistics 5

Chapter 2: Traps Codex 11
How to Make Traps Fun 11
Traps 12
- Challenge Rating 12
- Triggering a Trap 12
- Detecting or Disabling a Trap 12
- Resetting Traps 13
- Magical and Monstrous Traps 13
- Trap Variations 13
- Using Multiple Traps 13
- Traps by Challenge Rating 14

d100 Appendix 25

Chapter 1: Kobolds

Any dungeon-delver worth their salt has thought about raiding a dragon's hoard. Even with a moderately successful haul, a quartet of people could pull out enough gold to build a keep, retire, and pay servants to feed them mutton and mead until they die of boredom. Such aspirations are far from realistic, however. Not only do most hoards sit in the belly of mountains or deep in a dungeon's pit, they are ruled over by scaly, fire-breathing apex predators that are quite fond of keeping their gold. Brushing even that aside, there's a far more deadly obstacle to overcome: the kobolds.

Dragons are most often served by a veritable army of small, dragonlike humanoids known as kobolds. Comparisons are most often drawn to goblins, as both races are diminutive, choose to live deep underground, and assault much larger creatures in numbers. That is where the similarities end, however. Above all, kobolds are lawful, cunning creatures, whereas goblins are ruled by maliciousness and brutality. Wherever kobolds choose to live, they dig tunnels and construct traps to even the odds between themselves and the larger races. And while many kobolds worship dragons, this is arguably pragmatic: with a fire-breathing deterrent at their backs, even a well-defended warren would be tempting prey for predators.

Kobold Ecology

While kobolds are known to be the servants of dragons, they more commonly infest the uppermost levels of dungeons and caverns, mining them out into dense networks of tunnels called warrens. With a mix of industriousness and ingenuity, they transform their domain into one of the most deadly subterranean places to be explored. It is in this environment that kobolds not only survive in a world full of mightier creatures, but thrive.

Slight, but Innumerable

Warriors which dismiss kobolds out of hand likely do so because of their stature alone: standing just under 4 feet tall and weighing 50 pounds on average, a kobold can often be dispatched with a single clean blow. However, what they lack in physical prowess they make up for in agility and craftiness. If you miss a kobold, it may scamper away down a narrow tunnel only to slice at your ankles minutes later. Their narrow heads and keen darkvision makes them supremely maneuverable in the dark underground, where adventurers are most vulnerable.

Moreover, while a single kobold might not pose a threat, they're positively lethal in numbers. As egg-laying creatures which breed prodigiously, kobolds always attack with a strong numerical advantage—three-to-one or better is preferable. Many a dungeon-delver has exhausted themselves bashing through a dozen kobolds, only for another wave to come at them with nets and spears. Against a whole kobold warren, adventurers will falter due to exhaustion eventually, and kobolds build their tunnels specifically to exploit this.

Kobold Appearances

Despite their vaguely draconic appearance, kobolds don't share the broad swath of colors and physicalities of dragons. Kobold scales range from green, to reddish brown, to black, seemingly at random in the population. The very oldest kobolds, the "great wyrms", will have greying scales that fall off in patches. While kobolds usually have a pair of sharp horns, they might have as many as six across their crown, or their horns might be absent altogether.

Warrens

One of the first things an adventuring company will notice about a kobold warren is that, while the tunnels are spacious enough for larger creatures, they are crisscrossed by smaller holes and tunnels at every height and angle. This is because kobolds need only small tunnels for themselves, tunnels even narrower than one might expect. When they build larger tunnels, it is exclusively as a maze of trapped corridors for larger creatures which wander into their domain.

Despite their physical weakness, kobolds have a keen aptitude for tunneling and trapmaking. They delight in nothing more than building labyrinthine tunnel networks littered with traps and ambush locations. Kobolds can be, and indeed are, watching from every shadowy hole in the darkness, ready to strike.

The design of kobold traps always illustrates a throughline of brutality and pragmatism. They eschew impracticality complex, room-sized traps in their warrens, for a simple opening at floor-height—called a murderhole—can allow them to slash a person's achilles' tendons. When a dozen kobolds can lie in wait with spears and crossbows to pepper a fleeing party with bolts, there's no reason to install pressure plates and tripwires. Kobolds turn to those tools rarely, and to much greater effectiveness. The simple tactics of rolling burning carts down inclines or flooding a sealed corridor are more than lethal on their own. There is no safety, no respite in a kobold tunnel, for there are always crossbows being fired, burning oil being poured from above, or pit traps at your heels.

This book's D100 Appendix contains a d100 table of suitable kobold traps and obstacles which might befall an unwitting adventuring party.

Second to Wyrms

Not all kobolds serve dragons, and not all of them venerate them as gods, but all kobolds believe they are distant kin of dragonkind. So important is this belief that it serves as the inspiration for dragon worship and the source of the known kobold desire to gather small hordes of trinkets. Moreover, it has been canonized in folklore throughout the ages. In most pantheons, the patron deity of kobolds is a subservient vassal to that of dragons, an eternal minion in their lair under the earth.

Moreover, there must be a hair of truth to this belief, as kobolds are sometimes born with suspiciously draconic abilities: a breath weapon, sorcerous magic, and very occasionally, wings. These "dragon-touched" kobolds and winged kobolds are heralded as special among the tribe, conduits of draconic majesty in their own right. Similarly, the eldest kobolds, which live to be over two centuries old, are deemed "great wyrms", in deference to their long, dragon-like lifespan.

Despite the reverence kobolds feel for true dragons, most will begrudgingly admit that they build their warrens upon dragon's lairs for the protection such a beast affords. Tribes of kobolds have also served under liches, aboleths, and even cloud giants. All the better if their monstrous ally can make mincemeat of any adventurers which somehow make it through their warren. In a few unusual cases, however, kobolds have dug out their warrens in locations where powerful monsters were only rumored to be, to enjoy much the same protection that those under a dragon would.

Diet

Scarcity is an ever-present problem in kobold society, but industrious kobolds always find the means to feed themselves. Principally, most warrens contain subterranean mushroom farms, vast chambers and extensive tunnels brimming with edible fungi. These require little upkeep, so most of the tribe is free to tunnel and build traps. Moreover, any large beast which stumbles into the warren, or is lured there, becomes a meal for the tribe. Kobolds aren't picky about their meat, and will even consume monstrosities and aberrations that venture into their tunnels. However, with the exception of gnomes, kobolds don't eat humanoids.

Kobolds might also raid nearby villages for food, but are usually commanded to do so by a draconic overlord. In these circumstances, half of the pillaging kobolds collect food and the other half searches for gold and silver to add to the dragon's hoard. It is a sure sign that a kobold warren has come under new management if a usually peaceful tribe begins attacking the villages around it.

Prophecy of Pun-Pun

Kobold soothsayers have long foretold the coming of the inevitable kobold, the all-knowing, omnipotent Pun-Pun. As the legend goes, the Pun-Pun shall herald the end times, when all kobolds shall leave their warrens to inherit the world beyond. By some kobold reckoning, the entire overworld is their birthright, passed to them from their forebearers, the ancient dragons, and they need only await the day that the Pun-Pun arrives to deliver it to them.

Though Pun-Pun shall be born as a normal kobold, they will ascend to divinity to conquer the world for their scaled brethren.

Kobolds believe in numerous signs that Pun-Pun will adhere to: they will be canny and will bond with serpents, they will conjure a demon and strike a favorable bargain, and they will have the horns and the fearsome aspect of a dragon. Hatchlings with even a few of the foretold traits will be granted respect and privileges in kobold society, for they might carry some aspect of the Pun-Pun.

Kobold Players Characters

A surprisingly large number of kobolds which leave their familial warrens join the ranks of adventurers and dungeon-delvers on their travels. Unlike goblins, kobolds are generally welcome in cities and villages, as long as they are not suspected of being a dragon's raiding party. Their natural skills as miners, tinkerers, and dungeon guides lends them plenty of opportunities for legitimate work, while thieves' guilds will happily enlist anyone so light on their feet. Of course, a kobold is most comfortable below ground, and so they tend to gravitate to the exciting lives of adventurers.

Kobold Race

This section offers a racial option for kobolds as player characters.

Kobold Traits

As a kobold, you have the following racial traits.

Ability Score Increase. Your Dexterity score increases by 2, and your Intelligence score increases by 1.

Age. Kobolds have a rather long lifespan, becoming adults at 12 years of age. No one really knows how long lived a kobold can be, with the longest recorded lifespan being about two centuries.

Alignment. Kobolds are clever and devious. They are often lawful and have a tendency to be evil.

Size. Kobolds stand under 4 feet tall at adulthood, and weigh about 45 pounds. Your size is Small.

Speed. Kobolds have a base walking speed of 30 feet. They are known to be quick and agile.

Darkvision. Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it was bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.

Crafty. You gain proficiency with one set of artisan's tools of your choice.

Craven. When a creature you can see misses you with a melee attack, you can use your reaction to move 5 feet without provoking opportunity attacks.

Squeeze. You suffer no penalty for squeezing into a space that is only large enough for a creature that is one size smaller than you.

Languages. You can speak, read, and write Common and Draconic.

Kobold Feats

This section presents racial feats as optional ways to advance your kobold character further. Each represents a deepening connection with your draconic heritage or expertise with your race's most prized skills.

Dragon-Touched

Prerequisite: Kobold race

You have a touch of strong draconic heritage in your blood, and when you focus, you can feel the might of ancient wyrm's arcane magic. You learn the *dragon claws* cantrip. You also learn the *command* spell, which you can cast once as a 2nd level spell without expending a spell slot, and *fear*, which you can cast once without expending a spell slot. You regain the ability to cast those two spells in this way when you finish a long rest. Charisma is your spellcasting ability for all three spells

Winged

Prerequisite: Kobold race

You were born with leathery wings and can fly. Many like you like to lurk on high ledges and drop rocks on passersby. When you gain this feat, your vestigial wings strengthen and gain the capability of flight. You gain a flight speed equal to your base movement speed. However, you must end your movement on solid ground, otherwise you fall. Starting at 11th level, your wings strengthen further, and you no longer fall when you end your turn while flying.

New Weapons

Weapon	Cost	Damage	Weight	Properties
Simple Melee Weapon				
Pickaxe	5 sp	1d8 piercing	10 lb.	Two-handed
Scorpion on a Stick	1 sp	1d6 poison	1/2 lb.	—
Martial Melee Weapons				
Bomb	2 sp	1d10 fire	1 lb.	Finesse, special, thrown (range 30/60)
Catchpole	15 gp	1d6 piercing	6 lb.	Reach, special, two-handed

Equipment

Kobold weapons are notoriously pragmatic, utilizing anything which can hinder or maim their foes.

Weapons

The following weapons are available to all characters, but are championed by kobolds.

Special Property

Weapons with special properties are detailed here:

Bomb. When a bomb hits a target, it explodes in a 5-foot radius and is destroyed. The bomb can be thrown at an unoccupied space within its range. Each creature other than the target within the blast radius must succeed on a DC 11 Dexterity saving throw, taking half the damage rolled on a failed save or no damage on a successful one.

Additionally, as a bonus action, you can empty some of the bomb's explosive material to permanently remove the blast radius from this bomb, dealing damage only to the bomb's target.

Catchpole. This weapon is used to immobilize creatures at a distance. When you hit a creature of Large size or smaller with this weapon, you can attempt to grapple the creature, using your attack roll instead of a Strength (Athletics) check, instead of dealing damage.

Gear

The following gear, while similar to weapons, are consumable items.

Beehive. As an action, you can throw a beehive at a point up to 60 feet away, destroying it. Each creature within 10 feet of that point must make a DC 13 Dexterity saving throw, taking 2d6 piercing damage on a failed save, or half as much damage on a successful one.

Man-Trap. This oversized hunting trap, three feet in diameter, can be affixed to the ground as an action. If more than 10 pounds of weight is placed on the trap, it snaps shut with sharpened teeth. A creature which steps on the trap must make a DC 13 Dexterity saving throw or take 1d10 slashing damage and stop moving. Until the target or another creature uses its action to make a DC 13 Strength check to free the target, the target can't move. Creatures of Huge size and larger can move normally, ripping the trap from its mounting when they move.

Magic Item

Kobolds almost exclusively use the following magic item.

False Wings

Wondrous item, uncommon

These makeshift wings allow you to glide through the air. While falling, you can move up to 10 feet horizontally for every 5 feet you fall, up to your movement speed. Additionally, you have resistance to bludgeoning, piercing, and slashing damage taken as a result of falling.

New Cantrip

Dragon Claws

Evocation cantrip

Casting Time: 1 action
Range: 5 feet
Components: V, S
Duration: Instantaneous

Spectral dragon claws appear around your hands ready to rend your foes. Make a melee spell attack against a creature within 5 feet of you. On a hit, the target takes 1d10 damage, and you choose whether the attack does acid, cold, fire, lightning, or poison damage when you cast the spell.

The spell allows you to make more than one attack when you reach higher levels: 2 attacks at 5th level, 3 attacks at 11th level, and 4 attacks at 17th level. You can make the attacks against the same target or different ones. Make a separate attack roll for each attack. All of your attacks deal the same damage type.

Kobold Monster Statistics

Kobold Weapons

Ordinary kobolds might carry a variety of makeshift weapons, from spears to crossbows. Use the following statistics for kobolds wielding weapons not in their statistics:

Blowgun. *Ranged Weapon Attack:* +4 to hit, range 25/100 ft., one target. *Hit:* 1 piercing damage and the target must make a DC 10 Constitution saving throw or take 1d4 poison damage and be poisoned until the beginning of its next turn.

Half-Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Net. *Ranged Weapon Attack:* +4 to hit, range 5/15 ft., one Large or smaller creature. *Hit:* The target is restrained. A creature can use its action to make a DC 10 Strength check to free itself or another creature in a net, ending the effect on a success. Dealing 5 slashing damage to the net (AC 10) frees the target without harming it and destroys the net.

Pickaxe. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 2 (1d8 − 2) piercing damage.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Kobold

Small humanoid (kobold), lawful evil

Armor Class 12
Hit Points 5 (2d6 − 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (−2)	15 (+2)	9 (−1)	8 (−1)	7 (−2)	8 (−1)

Senses darkvision 60 ft., passive Perception 8
Languages Common, Draconic
Challenge 1/8 (25 XP)

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* (1d4 + 2) piercing damage.

Sling. *Ranged Weapon Attack:* +4 to hit, reach 30/120 ft., one target. *Hit:* (1d4 + 2) bludgeoning damage.

Even **kobold** tunnelers and fungi farmers will join the fight when the warrens are invaded. Whether armed with a spear, dagger, or a few flasks of oil to be lit by a torch, kobolds will employ ambush tactics and traps to even the playing field with much larger foes. When even that fails, they often have superior numbers on their side.

Dragontouched Kobold

Small humanoid (kobold), lawful evil

Armor Class 15 (scale mail)
Hit Points 77 (14d6 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	15 (+2)	10 (+0)	14 (+2)	10 (+0)

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 8
Damage Resistances fire
Languages Common, Draconic
Challenge 3 (700 XP)

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The kobold makes three melee weapon attacks: two with its morningstar and one with its tail.

Morningstar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Tail. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage and, if the target is Medium or smaller, it must succeed a DC 13 Strength saving throw or be knocked prone.

Fire Breath (Recharge 5–6). The kobold exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

Flying Kobold

Small humanoid (kobold), lawful evil

Armor Class 13
Hit Points 8 (3d6 − 3)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (−2)	17 (+3)	9 (−1)	8 (−1)	7 (−2)	8 (−1)

Senses darkvision 60 ft., passive Perception 8
Languages Common, Draconic
Challenge 1/2 (100 XP)

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Those kobolds born with the powerful tail, wicked teeth, and fearsome breath of a wyrm are deemed "**dragontouched**", and are respected among their communities. In addition to greater might, dragontouched are assumed to possess deep draconic wisdom and dim foreknowledge of future events, so it is the expertise of dragontouched that kobold elders turn to when the future is unclear.

A handful of kobolds in a generation are randomly born with the wings of a true dragon, the rarest of dragon-blooded mutations. These **flying kobolds** act as scouts and aerial skirmishers for the tribe, and can usually be spotted hiding in the cliffs or trees outside a kobold warren.

Kobold Anklecutter

Small humanoid (kobold), lawful evil

Armor Class 13
Hit Points 42 (12d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (−1)	17 (+3)	11 (+0)	11 (+0)	8 (−1)	8 (−1)

Skills Sleight of Hand +5, Stealth +5
Senses darkvision 60 ft., passive Perception 9
Languages Common, Draconic
Challenge 2 (450 XP)

Ambusher. The anklecutter has advantage on attack rolls against any creature it has surprised.

Pack Tactics. The anklecutter has advantage on an attack roll against a creature if at least one of the anklecutter's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sunlight Sensitivity. While in sunlight, the anklecutter has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Surprise Attack. If the anklecutter surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

Actions

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

The most veteran kobolds in tunnel fighting earn the title "**anklecutter**" for their signature tactic, cutting Achilles' tendons via a murder hole. By contrast, most other kobolds keep themselves at a distance, stabbing through openings with half-spears or firing crossbows at range, while anklecutters draw in close. If an intruder is badly injured, it is usually a band of anklecutters which brave the tunnel's dangers to secure the killing blow.

The crossbow, and its grander cousin, the ballista, are quintessential kobold weapons. In their cramped tunnels, longbows and javelins simply won't do, so kobolds have utilized crossbow mechanisms and sent **artillerist** marksmen to oversee their use. Bands of artillerists watch chokepoints in their tunnels, ready to pepper intruders with bolts at a moment's notice. A favorite tactic is to lure intruders deeper into the warrens with nimble crossbowmen or a wheeled ballista cart. As the artillerists harry them from the front, traps and anklecutters attack the sides and rear.

Kobold Artillerist

Small humanoid (kobold), lawful evil

Armor Class 13
Hit Points 25 (10d6 − 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	9 (−1)	12 (+1)	13 (+1)	8 (−1)

Skills Perception +3
Senses darkvision 120 ft., passive Perception 13
Languages Common, Draconic
Challenge 1/2 (100 XP)

Pack Tactics. The artillerist has advantage on an attack roll against a creature if at least one of the artillerist's allies is within 5 feet of the creature and the ally isn't incapacitated.

Quick Reload. The artillerist ignores the Loading property of crossbows, and can load a ballista or another siege weapon and aim it as a bonus action.

Sunlight Sensitivity. While in sunlight, the artillerist has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +5 to hit, range 100/400 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Siege Weapons

Kobold artillerists can usually be found manning impressive siege weapons, repurposed to wreak havoc in their claustrophobic tunnels. Use the following statistics for an artillerist at the helm of a siege weapon, and increase the kobold's challenge to 2. Note that a kobold artillerist can reload a siege weapon using a bonus action.

Ballista. *Ranged Weapon Attack:* +5 to hit, range 120/480 ft., one target. *Hit:* 19 (3d10 + 3) piercing damage. The ballista must be loaded and aimed before it can be fired. Loading the ballista takes an action, as does aiming it.

Scatter Cannon. *Ranged Weapon Attack:* +5 to hit, range 40/160 ft., each target within its range. *Hit:* 14 (2d10 + 3) piercing damage. The cannon must be loaded and aimed before it can be fired. Loading the cannon takes an action, as does aiming it.

Half-Dragon Kobold Champion

Medium humanoid (kobold), any evil alignment

Armor Class 18 (plate)
Hit Points 105 (14d8 + 42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	17 (+3)	13 (+1)	10 (+0)	12 (+1)

Saving Throws Str +7, Con +6
Skills Athletics +7, Intimidation +4, Perception +3
Damage Resistances fire
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13
Languages Common, Draconic
Challenge 6 (2,300 XP)

Brave. The champion has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when the champion hits with it (included in the attack).

Pack Tactics. The champion has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sunlight Sensitivity. While in sunlight, the champion has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The champion makes two melee weapon attacks.

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +5 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Fire Breath (Recharge 5–6). The champion exhales fire in a 15-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

Though extremely rare, **half-dragon kobolds** are venerated as paragons of kobold society, and are usually appointed the de-facto leader of a warren. They are mighty, Medium-sized warriors of scales and fangs, that will happily challenge adventures to one-on-one duels, to the cheers of crowds of onlooking kobolds. Canny dragons will sometimes produce a half-dragon to act as their lieutenant within the kobold ranks, in order to marshal the kobold warrens into a force of raiders or something approximating an organized militia.

Kobold Great Wyrm

Small humanoid (kobold), lawful evil

Armor Class 12 (15 with *mage armor*)
Hit Points 30 (12d6 – 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	15 (+2)	8 (–1)	14 (+2)	16 (+3)	12 (+1)

Saving Throws Int +4, Wis +5,
Skills Arcana +4, Deception +3, History +4, Insight +5, Perception +5, Persuasion +3
Senses darkvision 60 ft., passive Perception 15
Languages Common, Draconic
Challenge 2 (450 XP)

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Spellcasting. The kobold is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The kobold has following wizard spells prepared:

Cantrips (at will): *message, prestidigitation, produce flame, ray of frost*
1st level (4 slots): *fog cloud, mage armor**
2nd level (3 slots): *mirror image, scorching ray*
3rd level (2 slots): *counterspell, dispel magic, sleet storm*

*The kobold casts this spell on itself before combat.

Actions

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* (1d4 + 2) piercing damage.

All kobolds have a long lifespan, but only a few live long enough to gain the venerable title of "**great wyrm**". These kobolds, with their greyed scales and dimmed eyesight, are the elders of any given warren, the receptacles of kobold oral tradition, and the speaker to great dragons on behalf of the tribe. In the rare circumstances that kobolds elect to use diplomacy, they send a great wyrm to represent them. Should the great wyrm be struck down, the warren's full fury will be on display.

Kobold Ravager

Small humanoid (kobold), lawful evil

Armor Class 16 (chain mail)
Hit Points 54 (12d6 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	13 (+1)	8 (−1)	11 (+0)	10 (+0)

Senses darkvision 60 ft., passive Perception 8
Languages Common, Draconic
Challenge 1 (200 XP)

Pack Tactics. The ravager has advantage on an attack roll against a creature if at least one of the ravager's allies is within 5 feet of the creature and the ally isn't incapacitated.

Reckless. At the start of its turn, the ravager can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Sunlight Sensitivity. While in sunlight, the ravager has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The ravager makes two melee attacks.

Battleaxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Firebomb (2/Day). *Ranged Weapon Attack:* +4 to hit, range 30/90 ft., one target. *Hit:* 14 (4d6) fire damage, and each creature within a 5-foot radius of the point of impact must succeed a DC 12 Dexterity saving throw or take half the fire damage dealt. Any flammable objects in this area catch fire.

The frontline soldiers of any warren, **kobold ravagers** can hold back intruders to their warrens with direct combat, usually to allow other kobolds to reposition or spring a lethal trap. Many dungeon delvers share a similar tale of battling a few well-armored kobolds in a rare fair fight, only to receive a dagger or crossbow bolt to their back a moment later.

When a kobold demonstrates sorcerous magic, the power to conjure fire at their fingertips, they become a sage, and are indoctrinated in the secrets of kobold arcana. Usually, such a sage is the deadliest trap a tribe can spring on unsuspecting adventures, for, after avoiding pit traps and murder holes for a few hours, few adventurers are prepared to dodge a *lightning bolt*.

Kobold Sage

Small humanoid (kobold), lawful evil

Armor Class 13 (16 with *mage armor*)
Hit Points 32 (13d6 − 13)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (−2)	16 (+3)	9 (−1)	10 (+0)	9 (−1)	17 (+3)

Saving Throws Con +1, Cha +5
Skills Arcana +2
Senses darkvision 60 ft., passive Perception 9
Languages Common, Draconic
Challenge 4 (1,100 XP)

Pack Tactics. The sage has advantage on an attack roll against a creature if at least one of the sage's allies is within 5 feet of the creature and the ally isn't incapacitated.

Quicken Spell (Recharge 5-6). The sage uses a bonus action to cast a spell that has a casting time of 1 action.

Spellcasting. The sage is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The sage has the following sorcerer spells prepared:

Cantrips (at will): *fire bolt, minor illusion, shocking grasp*
1st level (4 slots): *burning hands, mage armor*, magic missile*
2nd level (3 slots): *detect thoughts, scorching ray, shatter*
3rd level (3 slots): *counterspell, lightning bolt*
4th level (1 slot): *dominate beast, wall of fire*

*The kobold casts this spell on itself before combat.

Sunlight Sensitivity. While in sunlight, the sage has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

A clockwork construct of mad invention, the **mekakobold** is the ultimate product of kobold ingenuity: a mechanized dreadnought, capable of repelling any foe to the warrens, and making even the protection afforded by dragons obsolete.

Kobold Skeleton

Small undead, lawful evil

Armor Class 12
Hit Points 11 (2d6 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (−2)	15 (+2)	15 (+2)	6 (−2)	8 (−1)	5 (−3)

Damage Immunities poison
Damage Vulnerabilities bludgeoning
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands Common and Draconic, but can't speak
Challenge 1/8 (25 XP)

Actions

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Sling. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Mekakobold

Large construct, lawful evil

Armor Class 20 (natural armor)
Hit Points 153 (18d10 + 54)
Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	17 (+3)	8 (−1)	8 (−1)	8 (−1)

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons
Damage Immunities poison
Condition Immunities petrified, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages Common, Draconic
Challenge 12 (8,400 XP)

Boost Jump (3/Day). The mekakobold gains a fly speed of 60 feet until the end of its turn. If it does not end its turn on the ground, it falls.

Immutable Form. The mekakobold is immune to any spell or effect that would alter is form.

Weapon Swap. As a bonus action on its turn, the mekakobold switches out its installed weapon for any of the other weapons listed below. The mekakobold can only have one installed weapon at a time.

Actions

Multiattack. The mekakobold makes four attacks with its installed weapon.

Buzzsaw. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 18 (2d12 + 5) slashing damage.

Drill. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage. This attack deals double damage to objects and structures.

Gatling Gun. *Ranged Weapon Attack:* +7 to hit, range 80/240 ft., one target. *Hit:* 11 (2d10) piercing damage.

Grenades. *Ranged Weapon Attack:* +7 to hit, range 40/120 ft., one target. *Hit:* 9 (2d8) fire damage and each creature within 5 feet of the target (not including the target) must make a DC 14 Dexterity saving throw or take 4 (1d8) fire damage.

Chapter 2: Traps Codex

No dungeon is complete without a few death traps to claim a handful of adventurers that happen to wander into them. For a GM, this element is critical for creating an environment which is oppressive and outright hostile, without simply saturating it with monsters. Players can feel like champions for besting them, and GMs can feel clever for crafting intriguing and engaging challenges.

And, of course, a gauntlet of traps is a kobold calling card. The little dragon servants litter their warrens with a relentless sequence of traps, ranging from the mean-spirited to the downright insidious. With their mechanical ingenuity and devious imaginations, kobold engineers can always find the most effective—and often the most brutal—methods of dispatching those who intrude into their tunnels. Overkill isn't their style; there's no reason to fill a room with pneumatically-driven spear traps when a few razor blades in the floorboards will work equally well. Adventurers would be wise to fear and respect kobold traps, for their lives may depend on it.

This chapter explains a simple system for traps, explains how they are generally detected and disarmed, and then provides a veritable dungeon's worth of example traps.

How to Make Traps Fun

Throughout the history of roleplaying games, traps have acquired a bit of a sour reputation amongst players. Many view them as cheap, unavoidable, and pointless. If a combat encounter is a nuanced tug of war, a trap encounter is the GM shouting "Gotcha!" and rolling a fistful of damage dice.

But traps wouldn't be a staple of fantasy roleplaying games if they weren't fun. The ironic fact is that trap encounters contain a number of pitfalls for the GM, which can be avoided by following some core tenets when you lay out your traps:

Traps Should Be Avoidable. Just as a principle of fairness, players should get more than a saving throw to avoid any trap. There's dozens of good worldbuilding reasons why any given trap should have workarounds, countermeasures, and means by which to bypass them, but the more important reason is that it's not fun otherwise. Therefore, every trap needs some means of being disabled.

Moreover, you should give the players ample opportunity to discover the trap before setting it off. If you're going to litter an area with pit traps, demonstrate this with a triggered pit trap and a skeleton at the bottom. If you're going to pepper the characters with poison darts, put something eye-catching around the hidden dart holes, so the players have a chance to investigate and find them before triggering the trap. Do not rely on the players investigating every door, hallway, and square tile to find your traps.

Traps Should Reward Clever Players. Traps should be an open-ended problem solving activity for the players. You should have an idea in mind for how the characters can bypass or disable a trap, but if a player comes up with something truly ingenious, you should let it succeed, even if it changes your conception of the trap or trivializes the whole encounter. This might encourage characters to stockpile ten-foot poles and heavy boulders, but your capacity for interesting traps is greater than the variety of obvious workaround, forcing players to think on their feet and come up with clever solutions.

Traps Should Enhance the Location. Every trap is laid for a reason. Usually, this reason has everything to do with who built the traps, who they expected to keep out, and what tools they had at their disposal. If a temple is trapped, it likely seeks to prevent passage to the unworthy or unholy, so its traps might be bypassed by one who is familiar with a particular type of scripture. A tomb might have been trapped to ward off graverobbers, and as such, its traps would target greedy or destructive intruders. The lair of a paranoid lich might contain magical traps meant to destroy trespassers, but leave the lich and its most valued monstrous minions unharmed. In this way, every trap is an element of worldbuilding.

Traps Should Never Be the Principle Obstacle. Characters dive into ancient crypts to battle liches and hunt down ancient artifacts, not to die to a slowly-descending spiked ceiling. As fun as traps can be, it's important to remember that they should never take out a whole party or become the most dangerous thing in the dungeon's playbook. A set of traps should make things feel dangerous, but their ultimate purpose is to be overcome, to make characters look heroic and let players feel smart. Most often, they're an appetizer for a boss fight's main course.

Traps

The array of traps in this chapter runs the gamut from the simple-but-effective, to heartbreakingly cruel. It might be tempting to use only the most complicated and magical traps available, but as this selection reminds you, the simple is often far more effective.

Challenge Rating

Much like monsters, each trap is assessed with a Challenge Rating, an approximate level for which the trap will be appropriate. This rating generally sets the save DCs and damage for a particular trap, but they need not be set in stone. If a higher-level party scoffs at a simple spiked pit trap, increasing the detection DC and adding 4d6 poison damage to the spikes is fair game. Moreover, if a rolling boulder trap is just perfect for a lower-level dungeon, feel free to reduce the damage and make some of the save DCs more approachable.

Lastly, remember that even a CR 3 trap can kill a 20th-level character, if conditions are right. No matter how many hit points a character has, threats such as drowning, starvation, falling from great heights, and being crushed by many tons of stone are always lethal.

Triggering a Trap

Every trap has a triggering condition which causes them to activate. In the simplest case, this might involve a creature walking over a tripwire or stepping on a pressure plate. When the trap is triggered, read its description to understand its full range of effects.

Detecting or Disabling a Trap

All traps, no matter how well disguised can be detected by a perceptive dungeon-delver. If elements of a trap (or its effects) are visible, a creature can detect it with a Wisdom (Perception) check. Alternatively, even if no part of a trap is visible, a creature can deduce the presence of a trap from small alterations in the environment with an Intelligence (Investigation) check. Magical traps, meanwhile can be sometimes detected with an Intelligence (Arcana) check, or just through the use of a *detect magic* spell.

Disabling a trap, however, is often an entirely different matter. Once detected, trip wires and mechanical mechanisms might be diabled through deft use of a set of thieves' tools, but other traps will require significantly more thought. Every trap which can be meaningfully disabled has an entry for how that is accomplished, but if a player comes up with a different, but plausible way of bypassing a trap,

that should be allowed whenever possible. Reward creativity in these scenarios, since that's exactly what a good trap should do.

Generally, halting a trap that is activated is an entirely different ability check than the one necessary to disable it, if it is possible at all. Consult the full trap description for details on a trap's effects once triggered.

Resetting Traps

Some traps are designed to trigger once and only once, after which they must be manually reset or entirely rebuilt. Other traps, however, are cleverly designed to reset themselves after triggering, allowing them to wreak havoc on another adventuring party after mere seconds. Such traps are listed under the "Reset" entry.

Magical and Monstrous Traps

Some traps are classified as magical or monstrous, which means they are driven by an enchantment or a monster, respectively. While these differ from normal traps only in implementation, they might not be suitable for all dungeons or adventuring parties. Magical traps often require magical countermeasures, such as the *detect magic* and *dispel magic* spells, whereas monstrous traps should be factored into a session much like a combat encounter, since that's exactly what awaits a party if they fail to avoid it. When in doubt, ensure that these fit into the narrative of the campaign before including them in a dungeon. It generally requires a mad mage, scheming alchemist, or insane magical abomination to install these varieties of traps.

Trap Variations

Many details of the traps in this chapter are completely malleable. Damage and save DCs can be freely adjusted to make traps less or more punishing, and triggers and countermeasures can be changed to help traps fit the locale. If a pressure plate is too obvious, rig the trap to a trip wire, a door opening, or something even more surprising and specific. Alternatively, use multiple triggers for the same trap, or trigger multiple traps off of one trigger. Use these traps as a starting point for your own evil machinations, and keep evolving them as your players get more clever. Just don't forget the golden rules on how to make traps fun!

Using Multiple Traps

The traps presented in this chapter are generally the simplest expression of their devious ideas. Used singly, they can be dangerous, but used together, they can be outright lethal. The following examples detail ways to use combinations of traps to positively hateful results:

- Players which slide down a **slippery slope** trap find that a **spiked pit** awaits them at the bottom of the slide. Those which survive the plummet and the poisoned spikes find a convenient rope anchored to the top of the pit. However, dozens of bricks upon the pit's vertical walls are secretly pressure plates for **poison dart traps**, which pepper a climber with a barrage of unwelcome darts.
- After leaping over a series of needlessly inconvenient **pit traps** to reach the center of a long hallway, a pressure plate triggers a pair of **sliding partitions**, one on each end of the hallway. If the players don't rush to escape the hallway, they'll surely be trapped until they starve to death. They can rush over the numerous pit traps behind them, clearing them in record time, or dive through a gauntlet of-yet unseen traps to reach the far end of the hall. They shouldn't spend much time deliberating; the walls are closing in.
- In the door before a grand treasure room, the characters trigger a cliché **rolling boulder** trap which leaves them ample time to sprint down the hallway. However, where there was a safe ninety-degree turn before, there is now only more hallway, stretching out as far as they can see. Little do they know, they're running away from the boulder in an **infinite corridor**, where they must stop the boulder from moving or solve the puzzle to escape, all while sprinting for their lives.
- In the bowels of a dungeon, the players reach an unremarkable four-way intersection. They step on a pressure plate no matter which path they choose, signaling a series of **sliding partitions** at the intersection to move minutes later. While they are busy dealing with the tribulations of some sort of trap room, the dungeon's hallways have rearranged themselves. Perhaps they will find their way to the exit, or perhaps, they will loop between the same traps and the same rooms until they starve to death.

- The characters meet every kind of resistance as they battle their way through a kobold warren, but as they reach a rope bridge over a ravine, the fire-bomb-throwing kobold ravagers finally relent. Naturally, this is a **bridge trap**, which sends half of the party down into the cavern below. There is even a convenient tunnel (a **sharp incline** trap) which leads back up to the main path. Should they manage to reconnect, an extra large manually-operated **pit trap** (triggered by a waiting kobold) sends them screaming back down to the base of the ravine.
- As the characters progress through an unassuming hallway, they encounter a vertical shaft intersecting their path. Though it might seem like an undisguised pit trap, most characters which leap over it will be pulled upwards into a **magnetic monolith** suspended on the 30-foot tall ceiling. Should a character pry themselves free, they'll plummet into a **gelatinous cube pit trap** below, landing with a squelch.

Traps by Challenge Rating

CR	Trap
0	Dry Rot Door, Falling Net, Simple Pit Trap
1/4	Hidden Pit Trap
1/2	Spear Trap, Spiked Pit Trap
1	Animated Armor Trap, Bear Trap, Locking Pit Trap, Poison Gas Trap, Slippery Slope
2	Fool's Feast, Gelatinous Cube Pit Trap, Illusory Pit Trap, Sleeping Gas Trap
3	Barrel of Snakes, Collapsing Roof, Flooded Passageway Trap, Pendulum Trap, Poison Darts
4	Fire-Breathing Statue, Polymorph Trap, Swinging Log Trap, Top Floor Trap, Trick Landmine
5	Dam Breaker, Fireball Trap, Fountain of Fortunes, Lightning Bolt Trap, Piano Floor, Razor Wire Trap, Sliding Partition, Stone Medusa Trap
6	Magnetic Monolith, Sharp Incline
7	Spiked Ceiling, Bridge Trap
8	Cloak Room, Sand Trap Room
9	Bottomless Pit
11	Mimic Pillars
13	Infinite Corridor
15	Mirage of Mazes

Animated Armor Trap

CR 1 magical trap

Trigger. This trap triggers when a creature moves within 10 feet of the armor.

Detection. A *detect magic* spell reveals the presence of this trap. The trap radiates an aura of transmutation magic.

Disable. A successful *dispel magic* (DC 13) cast on the armor before it animates destroys the trap.

Reset. Automatic reset

This trap is an ordinary suit of full plate armor which comes to life and attacks. When triggered, the armor becomes a suit of **animated armor** that attacks any creature it can see. If the armor can't detect any creatures for 1 minute, it returns to its original location and the trap resets.

Barrel of Snakes

CR 3 monstrous trap

Trigger. This trap triggers when the lid of the barrel is removed.

Detection. DC 14 Wisdom (Perception) or Intelligence (Investigation) check

Disable. A successful DC 14 Dexterity check using thieves' tools disarms the spring mechanism, and a DC 14 Wisdom (Animal Handling) check pacifies the snakes, rendering them non-hostile.

Reset. No reset

This trapped barrel catapults snakes at anyone who opens it. When triggered, two **swarms of poisonous** snakes are fired from the barrel, landing in random locations within 20 feet of the barrel and attacking any nearby creature. The snakes gain a +4 bonus to their initiative unless the spring mechanism is disarmed.

Bear Trap

CR 1 monstrous trap

Trigger. This trap triggers when 20 or more pounds of weight is placed on its pressure plate.

Detection. DC 13 Wisdom (Perception) or Intelligence (Investigation) check

Disable. A creature can use its action to wedge an object under the pressure plate to prevent it from activating.

Reset. No reset

This trap causes a bear to fall from the ceiling atop an unfortunate intruder. When triggered, one **brown bear** is released from an overhead trap door, falling onto the pressure plate and attacking any nearby creature.

Bottomless Pit

CR 9 magical trap

Trigger. This trap triggers when a creature moves into the pit's space.

Detection. A *detect magic* spell reveals the presence of this trap. The trap radiates an aura of conjuration magic.

Disable. A successful *dispel magic* (DC 16) cast on the pit destroys the trap.

Reset. Automatic reset

This trap is a magically infinite pit, extending into a pocket dimension, concealed beneath an intangible illusion of the surrounding floor. When a creature falls into it, it falls indefinitely, unless it has the ability to fly or cling to a vertical surface. After the creature falls for 1 minute, it is teleported harmlessly to a location outside the dungeon.

If the pit is dispelled while a creature is inside of it, the creature is instead deposited to an unoccupied space within 5 feet of it.

Bridge Trap

CR 7 trap

Trigger. This trap triggers when a creature or creatures weighing 100 pounds or more reach the center of the bridge.

Detection. DC 15 Intelligence (Investigation) check

Disable. A creature on each side of the bridge can use their action to steady the supports, temporarily preventing the bridge from flipping.

Reset. Automatic reset, when there is no weight on the bridge

This trap is a rope bridge suspended over a cavern which completely inverts when enough weight is placed on it. When triggered, each creature on the bridge must make a DC 15 Dexterity (Athletics) check to hold onto the bridge. A creature grasping onto the unsteady ropes must make another DC 15 Dexterity (Athletics) check to shimmy along the rope to either edge, or also fall. Creatures who fail a check plunge into the cavern below, taking 10d6 bludgeoning damage. There is no clear pathway from the depths of the cavern to the height of the suspension bridge, separating those who fall from those who did not.

Cloak Room

CR 8 monstrous trap

Trigger. This trap triggers when a creature attempts to wear the cloaker.

Detection. DC 16 Wisdom (Perception) or Intelligence (Investigation) check

Disable. An Intelligence (Arcana) check or successful *dispel magic* (DC 12) cast on the cloaks reveals the dormant cloaker.

Reset. Automatic reset

This trap is a small closet lined with cloaks, many of which are decaying. Inside, 1d4 + 1 cloaks are preserved and enchanted to give off a false magical aura. One of these cloaks is actually a **cloaker** in disguise. When a creature puts it on, the cloaker attaches to the creature's head and attacks.

Collapsing Roof
CR 3 trap

Trigger. This trap triggers when a creature crosses its trip wire.
Detection. DC 13 Wisdom (Perception) or Intelligence (Investigation) check
Disable. A successful DC 13 Dexterity check using thieves' tools disarms the trap. On a failed check, the trap triggers.
Reset. No reset

This trap causes a portion of an unstable ceiling to collapse. When it is triggered, any creature in the area beneath the unstable section must succeed on a DC 13 Dexterity saving throw, taking 3d10 bludgeoning damage on a failed save, or half as much damage on a successful one. Once the trap is triggered, the floor of the area is filled with rubble and becomes difficult terrain.

Dam Breaker
CR 5 trap

Trigger. This trap triggers when a creature crosses its trip wire.
Detection. DC 15 Wisdom (Perception) or Intelligence (Investigation) check
Disable. A successful DC 15 Dexterity check using thieves' tools disarms the trap.
Reset. Automatic reset

This trap fires a ballista down a hallway, where its projectiles might puncture holes in a water-retaining wall. When triggered, all creatures present must roll initiative. The ballista rolls initiative with a +7 bonus. On each of its turns, the ballista makes a ranged attack with a +7 bonus against a random target in a line in front of it (vision is irrelevant to this attack roll). A target that is hit takes 3d8 piercing damage.

On a miss, the projectile instead hits the far wall, which holds back the water of a vast reservoir. The wall has 30 hit points. If it is reduced to 0 hit points, it gives way and floods the corridor instantly. Each creature in the corridor takes 6d8 bludgeoning damage from the rush of water, and must swim to a higher elevation or drown.

A lever on the far side of the hallway ceases the ballista firing and disarms the trap.

Dry Rot Door
CR 0 trap

Trigger. This trap triggers when a creature attempts to break down the door.
Detection. DC 10 Wisdom (Perception) or Intelligence (Investigation) check
Disable. A creature can spend 1 minute dismantling the door using an axe.
Reset. No reset

This simple trap is an unlocked wooden door barred from the other side. When a creature attempts to break down the door, their arm, leg, or shoulder easily pierces through the door's flimsy middle section and becomes stuck. The creature can wrench themselves free as an action, but a creature or supplemental trap on the other side of the door is afforded ample opportunity to injure or even amputate the creature.

Falling Net
CR 0 trap

Trigger. This trap triggers when a creature crosses its trip wire.
Detection. DC 10 Wisdom (Perception) or Intelligence (Investigation) check
Disable. A successful DC 10 Dexterity check using thieves' tools disarms the trap. A character without thieves' tools can attempt this check with disadvantage using any edged weapon or edged tool. On a failed check, the trap triggers.
Reset. No reset

This trap uses a trip wire to release a net suspended from the ceiling. When the trap is triggered, the net is released, covering a 10-foot-square area. Those in the area are trapped under the net and restrained, and those that fail a DC 10 Strength saving throw are also knocked prone. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. The net has AC 10 and 20 hit points. Dealing 5 slashing damage to the net destroys a 5-foot-square section of it, freeing any creature trapped in that section.

Fire-Breathing Statue
CR 4 magical trap

Trigger. This trap triggers when 20 or more pounds of weight is placed on its pressure plate.
Detection. DC 14 Wisdom (Perception) or Intelligence (Investigation) check. The trap radiates an aura of evocation magic.
Disable. A successful *dispel magic* (DC 14) cast on the statue destroys the trap.
Reset. Automatic reset when there is no longer weight on the pressure plate

This trap spews forth a torrent of fire from a nearby statue. When triggered, the statue releases a 30-foot cone of fire. Each creature in the fire must make a DC 14 Dexterity saving throw, taking 6d6 fire damage on a failed save, or half as much damage on a successful one.

Fireball Trap
CR 5 magical trap

Trigger. This trap triggers when a creature touches the trapped object.

Detection. DC 15 Wisdom (Perception) or Intelligence (Investigation) check. The trap radiates an aura of evocation magic.

Disable. A successful *dispel magic* (DC 15) destroys the trap.

Reset. No reset

A trapped object is magically enchanted to detonate when a creature touches it. When triggered, the object casts the spell *fireball* (save DC 15), centered on the object. A creature can avoid the trap's detonation by wearing thick gloves or manipulating the object indirectly.

This trap can be integrated into other traps, such as with a fireball-trapped key or lever, for more complex and lethal arrangements.

Flooded Passageway Trap
CR 3 trap

Trigger. This trap triggers when a creature crosses its underwater trip wire.

Detection. DC 13 Wisdom (Perception) or Intelligence (Investigation) check

Disable. A successful DC 13 Dexterity check using thieves' tools (made with disadvantage) disarms the trap.

Reset. No reset

A passageway is flooded with 10-foot deep murky water, with a weighted net camouflaged and suspended high above. When triggered, the net is released, covering a 10-foot-square area. Those in the area are trapped under the net, restrained, and forced underwater. A creature that wasn't aware of the net can make a DC 13 Dexterity saving throw to get a breath of air before the net falls. On a failed save, the creature is instead choking, and can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of its next turn, it drops to 0 hit points and is dying.

A creature under the net can use its action to make a DC 13 Strength check, freeing itself or another creature within its reach on a success. This Strength check has disadvantage if the creature doesn't have a swim speed. The net has AC 10 and 60 hit points. Dealing 15 slashing damage to the net destroys a 5-foot-square section of it, freeing any creature trapped in that section.

Fool's Feast
CR 2 magical trap

Trigger. This trap triggers after a creature finishes eating.

Detection. DC 15 Intelligence (Arcana) check. If a creature fails an Intelligence (Arcana) check, they misidentify the trap as the effect of a *heroes' feast* spell. A *detect magic* spell also reveals the presence of this trap. The trap radiates an aura of conjuration magic.

Disable. A successful *dispel magic* (DC 12) cast on the feast reveals it to be trapped. The spell purify food and drink has no effect on this trap; it is not real food and cannot be made safe to eat.

Reset. This trap replenishes itself at midnight each day

This trap (which is often arranged in wizarding towers and mansions, as opposed to dank dungeons) is a massive table laid out with a sumptuous feast, such as what might be summoned by the spell *heroes' feast*. There is enough to feed up to 12 creatures, and it takes 1 hour to consume a meal. When a creature triggers this trap, however, they begin to suffer the following ill effects for the next 24 hours:

- The feast does not satisfy the creature's need to eat, but they are not aware of this.
- The creature becomes poisoned.
- The creature has disadvantage on saving throws.
- After the creature makes an attack roll or ability check using Strength or Dexterity, it must use its next action on its next turn to begin retching violently.

These ill effects can be removed by a *remove curse* spell or similar magic.

Fountain of Fortunes
CR 5 magical trap

Trigger. This trap triggers when a creature touches the surface of its water without first offering a gold piece.

Detection. A *detect magic* spell reveals the presence of this trap. The trap radiates auras of abjuration and necromancy magic.

Disable. A successful *dispel magic* (DC 15) destroys the trap.

Reset. Automatic reset

The water of this magical fountain blesses or curses anyone it touches. Hundreds of gold coins glitter in this fountain's water-filled basin. When triggered, a creature touching the water must make a DC 15 Wisdom saving throw or be cursed for 1d4 days.

While cursed, the creature's highest ability score is decreased by 4, to a minimum of 6.

If a creature instead tosses a gold coin in the fountain before reaching in the water, its curses (other than those bestowed by the fountain) are removed upon touching the water. Additionally, if such a creature drinks from the fountain's water, it regains 3d6 hit points. If a creature steals a gold piece from the fountain, any benefits it gained from the fountain instantly revert.

Gelatinous Cube Pit Trap

CR 2 monstrous trap

Trigger. This trap triggers when a creature moves into the pit's space.
Detection. DC 10 Wisdom (Perception) or Intelligence (Investigation) check
Disable. Can't be disabled
Reset. No reset

This simple 10-foot square pit trap, concealed by a wide cloth and camouflaged with dirt, contains a nearly-invisible **gelatinous cube** at its bottom. A creature can detect the gelatinous cube with a successful DC 15 Wisdom (Perception) check. Because the pit is wide, creatures generally must jump over it to cross to the other side with a DC 10 Strength (Athletics) check and a 10-foot running start. On a failed check, a creature falls into the pit and takes no falling damage, but is completely engulfed by the cube.

Hidden Pit Trap

CR 1/4 trap

Trigger. This trap triggers when a creature moves into the pit's space.
Detection. DC 13 Wisdom (Perception) or Intelligence (Investigation) check
Disable. A creature can use its action to wedge an object in the pit's cover to prevent it from opening.
Reset. No reset

This trap consists of a trapdoor made of material identical to the floor around it, positioned above a pit. When a creature falls into it, it takes damage based on the pit's depth (usually 10 feet, dealing 1d6 bludgeoning damage, but some pits are deeper).

Illusory Pit Trap

CR 2 magical trap

Trigger. This trap triggers when a creature moves into the pit's space.
Detection. A *detect magic* spell reveals the presence of this trap. The trap radiates an aura of illusion magic.
Disable. A successful *dispel magic* (DC 13) cast on the statue destroys the trap.
Reset. Automatic reset

This trap is a pit concealed with an intangible illusion of the surrounding floor. When a creature falls into it, it takes damage based on the pit's depth (usually 10 feet, dealing 1d6 bludgeoning damage, but some pits are deeper).

Infinite Corridor

CR 13 magical trap

Trigger. This trap triggers when a creature walks through an invisible portal at the corridor's corner.
Detection. A *detect magic* spell reveals the presence of this trap. The trap radiates an aura of conjuration magic.
Disable. A successful *dispel magic* (DC 18) cast within the corridor destroys the trap.
Reset. Automatic reset

This trap is an infinitely-looping L-shaped corridor, contained in an extradimensional space. When triggered, a creature is seamlessly teleported into the extradimensional corridor, which appears to be identical to the real one, except that the doors at either end of the L-shaped corridor are gone, and are instead magically connected to one another, causing the corridor to form a rectangular loop without exits. If more than one creature walks around the corner at once, the teleportation moves them all to the infinite corridor in such a manner as to avoid people obviously vanishing.

The extradimensional space can be escaped by touching three differently-colored bricks on the wall in a specific order, then walking around the corner. A creature can discern which bricks to activate, and in which order, by succeeding a DC 20 Intelligence check. If the trap is dispelled while a creature is inside of it, the creature is teleported to the nearest unoccupied space in the real corridor.

Lightning Bolt Trap

CR 5 magical trap

Trigger. This trap triggers when a creature touches the trapped object.
Detection. DC 15 Wisdom (Perception) or Intelligence (Investigation) check. The trap radiates an aura of evocation magic.
Disable. A successful *dispel magic* (DC 15) destroys the trap.
Reset. No reset

A trapped object is magically enchanted to produce a bolt of lightning when touched. When triggered, the object casts the spell *lightning bolt* (save DC 15), in

a direction chosen when the object was enchanted. A creature can avoid the trap's activation by wearing thick gloves or manipulating the object indirectly.

This trap can be integrated into other traps, such as lightning-bolt-trapped altar or lever, for more complex and lethal arrangements.

Locking Pit Trap

CR 1 trap

Trigger. This trap triggers when a creature moves into the pit's space.

Detection. DC 13 Wisdom (Perception) or Intelligence (Investigation) check

Disable. A creature can use its action to wedge an object in the pit's cover to prevent it from opening

Reset. Automatic reset

This trap consists of a spring-loaded trap door that deposits victims into a pit and then swings shut above them. When a creature falls into it, it takes damage based on the pit's depth (usually 10 feet, dealing 1d6 bludgeoning damage, but some pits are deeper). A successful DC 20 Strength check is necessary to pry the trap door open. The trap door can also be smashed open. A character in the pit can also attempt to disable the spring mechanism from the inside with a DC 13 Dexterity check using thieves' tools, provided that the mechanism can be reached and the character can see.

Magnetic Monolith

CR 6 monstrous trap

Trigger. This trap triggers when an object made of metal comes within 60 feet of the monolith.

Detection. DC 15 Intelligence (Arcana) check. The trap radiates an aura of transmutation magic.

Disable. A successful *dispel magic* (DC 15) cast on the monolith disables the trap. Alternatively, A creature can use its action to offer 5 pounds of metal to each rust monster, sating its hunger and disabling the trap.

Reset. Automatic reset

This trap consists of a 15-foot tall stone obelisk, enchanted to magnetically attract metal of any kind (not just ferrous metal) within a 60-foot radius sphere. The base of the obelisk is hollow, and plays host to a den of 8 **rust monsters**, which emerge to consume any metal that becomes fixed to the obelisk. When triggered, any metal object weighing less than 100 pounds which is not being worn or carried is instantly drawn to the monolith, becoming affixed and alerting the rust monsters. Any creature wearing or carrying metal objects that enters this area or begins its turn there must make a DC 13 Strength (Athletics) check to resist the obelisk's attraction. This saving throw is DC 15 if the creature is within 30 feet of the obelisk. On a failed save, a creature can choose to release the metal object (if it is able). Otherwise, they are pulled directly to the obelisk, slamming into it and taking 3d6 bludgeoning damage. Once a metal object is affixed to the obelisk, a creature can pull it free with a DC 20 Strength (Athletics) check.

Mimic Pillars

CR 11 monstrous trap

Trigger. This trap triggers when a creature moves within 5 feet of a pillar.

Detection. DC 17 Wisdom (Perception) or Intelligence (Investigation) check

Disable. A creature can use its action to offer a mimic pillar 10 lbs. of food, sating its hunger and disabling the trap.

Reset. Automatic reset

This trap is a room supported by four marble pillars, which are actually **mimics** in disguise. Moreover, the mimics literally support the ceiling; causing all four to transform causes the ceiling to collapse. When triggered, a mimic transforms into its amorphous state and attacks the nearest creature. The ceiling visibly cracks with each transformed mimic. When all four have transformed, any creature in the area beneath the ceiling supported by the mimics must succeed on a DC 17 Dexterity saving throw, taking 10d10 bludgeoning damage on a failed save, or half as much damage on a successful one. Once the ceiling falls, the floor of the area is filled with rubble and becomes difficult terrain.

If a mimic is fed, or if it doesn't detect prey of any sort after 1 minute, it returns to its position, disguises itself as a pillar, and the trap resets.

Mirage of Mazes

CR 15 magical trap

Trigger. This trap triggers when touched.

Detection. DC 19 Intelligence (Arcana) check. The trap radiates an aura of conjuration magic.

Disable. A successful *dispel magic* (DC 19) cast on the statue suppresses the trap for 24 hours.

Reset. Automatic reset

This trap consists of a statue of a minotaur in a small room. Typically, the statue holds an important item, such as the keys to the room's exits. When triggered, every creature in the room is subjected to a magical effect similar to a *maze* spell, sending them to a labyrinthine demiplane where they are chased by a spectral minotaur.

Inside the maze, a creature can use its action to make a DC 18 Intelligence check to find its way out. On a failure, the minotaur appears to be getting closer and the creature takes 6d6 psychic damage. If the creature instead uses its action to Dash, it does not take damage on that turn.

When the creature escapes from the maze, it is banished to a second demiplane that looks exactly like the original room, except that it is totally silent and any other creatures that were in the original room are nowhere to be found. A creature in this false room cannot escape from it by any ordinary means; the doors are sealed shut, and spells such as *dimension door*, *passwall*, *stone shape* and *plane shift* automatically fail in this demiplane. The creature can escape the second demiplane by using its action to make a DC 20 Intelligence check, whereupon it realises it is still inside the maze, ending the effect. When the trap's effect ends, the creature returns to the original room.

A creature which escapes the second demiplane gains the ability to communicate telepathically with other creatures still trapped in the maze. As an action on its turn, it can use its knowledge of the maze to grant advantage to any creature in the maze advantage on its Intelligence checks made to find its way out.

Pendulum Trap

CR 3 trap

Trigger. This trap triggers when a creature opens its door.

Detection. DC 13 Wisdom (Perception) or Intelligence (Investigation) check

Disable. A successful DC 13 Dexterity check using thieves' tools disarms the trap.

Reset. No reset

This trap swings a colossal bladed pendulum the instant a creature walks through a door. When triggered, the pendulum makes a melee attack with a +5 bonus at a creature within the door frame. A target that is hit takes 4d8 slashing damage. The pendulum continues to swing with great velocity in the door frame. A creature can time a jump through the door frame with a successful DC 13 Dexterity check, or it can attempt to stop the pendulum by using its action to place a sturdy obstacle in its path. On a failed check, the pendulum makes an attack with advantage against the creature in the door, dealing 4d8 slashing damage on a hit.

When pendulum traps are not erected singly on a door trigger, they are often arranged in a series

running the length of a hallway, creating a deadly gauntlet of swinging blades.

Piano Floor
CR 5 trap

Trigger. This trap triggers when a creature steps in its area.
Detection. DC 15 Wisdom (Perception) or Intelligence (Investigation) check
Disable. A creature can use its action to wedge a support underneath the boards, disarming it.
Reset. Automatic reset

This trap consists of a loosely-supported wooden floor with razors fixed between the gaps in the floorboards. It is triggered when a creature's weight depresses the boards and drives their feet into the razors, dealing 5d4 slashing damage. A creature that is not wearing shoes instead takes 5d8 slashing damage. Until the creature regains at least 5 hit points, its walking speed is reduced by 10 feet.

Poison Darts
CR 3 trap

Trigger. This trap triggers when 20 or more pounds of weight is placed on its pressure plate.
Detection. DC 13 Wisdom (Perception) or Intelligence (Investigation) check
Disable. A successful DC 13 Dexterity check using thieves' tools disarms the trap.
Reset. No reset

This trap shoots poison-tipped darts from concealed holes in the surrounding walls or ceiling. When triggered, the trap releases four darts. Each dart makes a ranged attack with a +5 bonus against a random target within 10 feet of the pressure plate (vision is irrelevant to this attack roll). A target that is hit takes 1d4 piercing damage and must succeed on a DC 13 Constitution saving throw, taking 1d10 poison damage on a failed save, or half as much damage on a successful one.

Poison Gas Trap
CR 1 trap

Trigger. This trap triggers when a creature opens the locked object.
Detection. DC 13 Intelligence (Investigation) check
Disable. A successful DC 13 Dexterity check using thieves' tools disarms the trap.
Reset. No reset

This trap releases a cloud of poison gas. When triggered, each creature within 10 feet of the chest must make a DC 13 Constitution saving throw, taking 3d6 poison damage on a failed save, or half as much on a successful one. If a creature fails its check by 5 or more, it is also poisoned for 1 hour.

Poison Needle
CR 2 trap

Trigger. This trap triggers when a creature opens the locked object without the proper key.
Detection. DC 20 Intelligence (Investigation) check
Disable. A successful DC 13 Dexterity check using thieves' tools disarms the trap. Unsuccessfully attempting to pick the lock triggers the trap.
Reset. No reset

This trap, installed into the lock of a door or a treasure chest, ejects a poison-tipped needle into those who attempt to open it without the proper key. When triggered, a creature opening the lock takes 1 piercing damage and 2d10 poison damage, and must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour.

Polymorph Trap
CR 4 magical trap

Trigger. This trap triggers when a creature touches the statue.
Detection. DC 14 Wisdom (Perception) or Intelligence (Investigation) check. The trap radiates an aura of transmutation magic.
Disable. A successful *dispel magic* (DC 14) cast on the statue destroys the trap.
Reset. Automatic reset

This trap, a cursed statue of a toad demon, transforms a creature which touches a statue into a frog. When a creature touches it, it must make a DC 14 Wisdom saving throw. On a failed save, the creature is transformed into a toad (statistics of a **frog**), as per the *polymorph* spell, for 24 hours. The toad is made of a living, indestructible stone, granting it immunity to all damage while transformed and rendering it impossible to end the transformation early through damage.

If a creature finds a hidden inscription on the statue in Abyssal with a DC 14 Intelligence (Investigation) check, and reads it, the statue insteads summons a giant toad under the creature's control, which remains for 8 hours. Once the giant toad is summoned, the trap disarms.

Razor Trip Wires
CR 5 trap

Trigger. This trap triggers when a creature crosses a length of razor wire, or when a line of wire is cut.
Detection. DC 10 Wisdom (Perception) or Intelligence (Investigation) check

Disable. A successful DC 15 Dexterity check using thieves' tools disarms one of the razor trip wires.
Reset. Automatic reset

Ten lines of razor wire crisscross an area. However, each line of wire also acts as a trip wire for a dart trap. To cross the wires, a creature must succeed a DC 17 Dexterity (Acrobatics) check or cross a razor wire, triggering the trap. If a creature fails this check by 5 or more, it trips two razor wires and triggers the trap twice. A creature that crosses a line of razor wire takes 4d4 slashing damage.

When the trap is triggered, it releases four darts. Each dart makes a ranged attack with a +7 bonus against a random target within 10 feet of its trip wire (vision is irrelevant to this attack roll). A target that is hit takes 1d4 piercing damage and must succeed on a DC 15 Constitution saving throw, taking 1d10 poison damage on a failed save, or half as much damage on a successful one.

Rolling Boulder
CR 10 trap

Trigger. This trap triggers when 20 or more pounds of weight is placed on its pressure plate.
Detection. DC 16 Wisdom (Perception) or Intelligence (Investigation) check
Disable. A creature can use its action to wedge an object under the pressure plate to prevent it from activating.
Reset. No reset

This trap causes a trapdoor in the ceiling or wall to open, revealing a large boulder primed to crush all in its path. When triggered, all creatures present must roll initiative. The boulder rolls initiative with a +8 bonus. On its turn, it moves 60 feet in a straight line. The boulder can move through creatures' spaces, and creatures can move through its space, treating it as difficult terrain. Whenever the boulder enters a creature's space or a creature enters its space while it is rolling, that creature must succeed on a DC 16 Dexterity saving throw or take 8d10 bludgeoning damage and be knocked prone.

The boulder stops when it hits a wall or similar barrier. It can't go around corners, but smart dungeon builders incorporate gentle, curving turns into nearby passages that allow the boulder to keep moving.

As an action, a creature within 5 feet of the boulder can attempt to slow it down with a DC 20 Strength check. On a successful check, the sphere's speed is reduced by 15 feet. If the sphere's speed drops to 0, it stops moving and is no longer a threat.

Sand Trap Room
CR 8 trap

Trigger. This trap triggers when 1 minute after the door to its room is opened.
Detection. DC 16 Wisdom (Perception) or Intelligence (Investigation) check
Disable. A successful DC 16 Dexterity check using thieves' tools on the triggering door disarms the trap.
Reset. No reset

This trap opens four plugs on the ceiling, allowing tons of sand from a higher chamber to slowly flood the room. When triggered, the door to the room swings shut and locks and all creatures present must roll initiative. The sand rolls initiative with a +0 bonus. On its turn, the sand rises 1 foot. The locks on the doors become buried after the sand rises 4 feet, and when the sand rises to the ceiling, at a height of 10 feet, all creatures still in the room begin choking. A creature can dig 1 foot into the sand as an action on their turn, allowing them to retrieve objects which have been buried the previous round.

While in the room, a creature can't move unless it first spends half its movement digging itself to the top of the sand. If a creature does not do this, it might become buried and begin suffocating earlier. A creature which can reach the ceiling can use their action to attempt to manually plug the sand vents in the ceiling. Because of the force of the sand, this has substandard results: the sand rises half of a foot if two creatures attempt to plug the holes on the same round.

A number of murals around the room (one on each wall) contain removable forked metal components (at a height of 7 feet) worked into their designs. A creature can use their action to make a DC 20 Intelligence check to unify the components into a single unusual key. This key can be used to unlock the door which was initially opened, or a secret escape hatch on the ceiling, which can be detected with a DC 20 Wisdom (Perception) or Intelligence (Investigation) check. A creature can open the unusual lock on the door or the escape hatch by using their action to make a successful DC 22 Dexterity check using thieves' tools. Opening the door or using the escape hatch does not disarm the trap, but provides a means of egress.

Sharp Incline
CR 6 trap

Trigger. This trap triggers when a creature falls on the slope.

Detection. DC 10 Wisdom (Perception) check or Intelligence (Investigation) check, or DC 15 if the viewer is at the top of the slope.
Disable. Can't be disabled
Reset. Automatic reset

This trap is an extremely steep incline, littered with embedded bits of broken glass, razors, and caltrops. The curve of the slope hides most of its dangers from above. A creature ascending or descending the incline must make a DC 15 Dexterity (Acrobatics) check to descend it while avoiding the traps. It generally takes three turns of climbing to ascend or descend the slope. A creature which fails this check falls prone, sliding to the bottom of the slope. The sliding creature takes damage based on how far it slides: it takes 12d4 slashing damage if it slides the entire length of the slope, 8d4 if it slides half the length of the slope, and 4d4 slashing damage if it falls only a short distance at the bottom of the slope.

While many of the hazards embedded in the slope seem random, the razors are positioned expertly to cut ropes used to climb it. If a creature attempts to scale the slope using a rope, it must roll a d4 at the beginning of each of its turns. On a 4, a razor cuts the rope, and the creature falls.

Simple Pit Trap
CR 0 trap

Trigger. This trap triggers when a creature moves into the pit's space.
Detection. DC 10 Wisdom (Perception) or Intelligence (Investigation) check
Disable. Can't be disabled
Reset. No reset

A simple pit trap is a hole dug in the ground, covered by a large cloth anchored on the pit's edge, and camouflaged with dirt and debris. When a creature falls into it, it takes damage based on the pit's depth (usually 10 feet, dealing 1d6 bludgeoning damage, but some pits are deeper).

Sleeping Gas Trap
CR 2 trap

Trigger. This trap triggers when a creature opens the locked object.
Detection. DC 13 Intelligence (Investigation) check
Disable. A successful DC 13 Dexterity check using thieves' tools disarms the trap.
Reset. No reset

This trap releases a cloud of gas which causes creatures to fall asleep. When triggered, each creature within 10 feet of the chest must succeed a DC 13 Constitution saving throw or fall asleep for 1d4. If a creature fails its check by 5 or more, it is also poisoned for 1 hour when it awakens.

Sliding Partition
CR 5 trap

Trigger. This trap triggers when 20 or more pounds of weight is placed on its pressure plate.
Detection. DC 15 Wisdom (Perception) or Intelligence (Investigation) check
Disable. A creature can use its action to wedge an object under the pressure plate to prevent it from activating.
Reset. No reset

This trap causes a hidden 10-foot long section of wall, made of solid stone, to slide outward until it completely blocks the hallway. When triggered, all creatures present must roll initiative. The sliding partition rolls initiative with a +0 bonus. On its turn, the partition moves 2 feet. When the partition completely closes off the hallway (generally after sliding a total of 10 feet), it crushes and kills any creatures between it and the wall. Due to its tremendous weight, it can't be moved back by any amount of force.

A creature can make a DC 20 Strength check to attempt to slow the paritition's movement. The creature has disadvantage on this check until it can place its feet on the opposing wall. On a success, the partition moves 1 foot instead of 2 on its turn. The sheer weight of the partition crushes bars and boards positioned to slow its progression.

Sliding partitions can be used in multiples or in combination with other traps for more complex and lethal arrangements.

Slippery Slope
CR 1 trap

Trigger. This trap triggers when a creature crosses its trip wire.
Detection. DC 13 Wisdom (Perception) or Intelligence (Investigation) check
Disable. A creature can use its action to plug the hole that dispenses oil, disarming it.
Reset. No reset

This trap dispenses slippery oil on a sloped incline, making it nigh impossible to scale. When it is triggered, oil pours from disguised outlets, coating the slope and causing it to become difficult terrain. A creature on the slope must succeed a DC 13 Dexterity saving throw or fall prone, sliding to the bottom of the slope. Any creature that enters the area or ends its turn there must also succeed a DC 13 Dexterity saving throw or fall prone.

This trap can be combined with other traps, such as pit traps, for more complex and lethal arrangements.

Spear Trap
CR 1/2 trap

Trigger. This trap triggers when a creature opens its door.
Detection. DC 10 Wisdom (Perception) or Intelligence (Investigation) check
Disable. A successful DC 13 Dexterity check using thieves' tools disarms the trap.
Reset. Automatic reset

This trap thrusts a spear at a creature who opens a door. When triggered, the spear makes a melee attack with a +5 bonus at a creature within the door frame. A target that is hit takes 2d8 piercing damage. The spear instantly retracts.

Spiked Ceiling
CR 7 trap

Trigger. This trap triggers when 1 minute after the door to its room is opened.
Detection. DC 15 Wisdom (Perception) or Intelligence (Investigation) check
Disable. A successful DC 15 Dexterity check using thieves' tools on the triggering door disarms the trap.
Reset. Automatic reset, requiring 1 minute

This trap causes the 10-foot high ceiling to produce a lethal row of spikes and begin slowly descending to the floor. When triggered, the door to the room swings shut and locks and all creatures present must roll initiative. The ceiling rolls initiative with a +0 bonus. On its turn, the ceiling descends 2 feet. After descending 6 feet, creatures treat the room as difficult terrain. When the ceiling descends 10 feet (5 rounds), the ceiling crushes and kills any creatures still present in the room.

Once the ceiling descends at least 4 feet, a creature can make a DC 20 Strength check to attempt to slow the ceiling's descent. On a success, the ceiling descends 1 foot instead of 2 on its turn. The sheer weight of the ceiling crushes bars and boards positioned to slow its progression.
The room has 2 doors, one of which is false and bolted shut. The door which was initially opened can be unlocked with a successful DC 15 Dexterity check using thieves' tools or broken down with a DC 20 Strength check. This does not disarm the trap, but does provide a means of egress.

Spiked Pit Trap
CR 1/2 trap

Trigger. This trap triggers when a creature moves into the pit's space.
Detection. DC 10 Wisdom (Perception) or Intelligence (Investigation) check
Disable. Can't be disabled.
Reset. No reset

This trap is a simple pit trap that includes sharpened wooden or metal spikes at the bottom of the pit. When a creature falls into it, it takes damage based on the pit's depth (usually 10 feet, dealing 1d6 bludgeoning damage, but some pits are deeper), plus an additional 2d6 piercing damage from the spikes.

Stone Medusa Trap
CR 5 magical trap

Trigger. This trap triggers when a creature looks upon the medusa statue's head.
Detection. A *detect magic* spell reveals the presence of this trap. The trap radiates an aura of transmutation magic.
Disable. A successful *dispel magic* (DC 15) destroys the trap.
Reset. Automatic reset

This trap is an enchanted statue of a hill giant clutching the severed head of a medusa. The gaze of the medusa's head turns a creature which sees it into stone. When triggered, the statue produces a 30-foot cone of petrifying magic. A creature in the area which can see the statue's eyes must make a DC 15 Constitution saving throw. If a creature fails its saving throw by 5 or more, it is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on itself on a success. A creature which averts its eyes automatically succeeds this saving throw.

A petrified creature can be freed by the *greater restoration* spell (or similar magic), or by destroying the statue medusa's head, destroying the trap. The statue has AC 15 and 30 HP. Once the medusa head is broken, however, the **hill giant** statue which clutched it also becomes un-petrified and attacks.

Swinging Log Trap
CR 4 trap

Trigger. This trap triggers when a creature opens its door.
Detection. DC 14 Wisdom (Perception) or Intelligence (Investigation) check

Disable. A successful DC 14 Dexterity check using thieves' tools disarms the trap.
Reset. No reset

This trap releases a 1,000-pound log suspended by ropes from the ceiling to swing down like a battering ram. When triggered, each creature within a 20-foot line extending through the door must make a DC 14 Dexterity saving throw. On a failed save, a creature takes 4d10 bludgeoning damage, or half as much on a successful save. The log reduces the door to splinters and destroys all other barriers as it careens through.

Trick Landmine

CR 4 trap

Trigger. This trap triggers when a creature attempts to disarm it.
Detection. DC 10 Wisdom (Perception) or Intelligence (Investigation) check
Disable. A creature can step off the trap without ill effects.
Reset. No reset

This fairly obvious trap would seem to be an ordinary explosive mine, producing an audible click whenever a creature steps on it. However, the trap doesn't explode when stepping off of it; it only explodes when someone attempts to tamper with it. When triggered, the mine detonates. Each creature within a 15-foot radius of the mine must make a DC 14 Dexterity saving throw or take 5d8 fire damage, or half as much on a successful save. A creature automatically fails this saving throw if it caused the mine to detonate by attempting to disarm it.

Top Floor Trap

CR 4 trap

Trigger. This trap triggers when a creature reaches the top floor of the elevator.
Detection. DC 14 Wisdom (Perception) or Intelligence (Investigation) check
Disable. A successful DC 14 Dexterity check using thieves' tools deactivates the elevator and disarms the trap.
Reset. Automatic reset

The mechanical cargo elevator (little more than a moving platform) automatically moves between floors, but does not stop at the top floor, driving anyone still on it into the ceiling. When the elevator reaches the top floor of the elevator, its passengers have 1 round to step off the elevator. Any creature that does not step off proceeds with the elevator to the stone ceiling of the elevator shaft and is crushed, taking 6d6 bludgeoning damage and being knocked prone. The elevator then continues its cycle.

D100 APPENDIX

Adventurers can find immense trouble inside kobold lairs, for their warrens are littered with traps and murder-holes large enough for the nimble kobolds to strike and maneuver, but too small for most adventurers to pursue. In turn, kobolds are famous for their ruthless guerrilla tactics, which are named for the great historian Tucker, who first detailed them.

Each round the characters are within the tunnels of a kobold lair, roll a d100 for the next hazard they encounter. For many of these obstacles, the kobolds presented can't be easily slain, and the hazard can merely be avoided. If the adventures try to hack and slash through their kobold foes, as few as 3 kobolds can present a particular hazard, and the kobold lair may be manned by between 24 and 48 kobold fighters at a time. Otherwise, the adventures can simply run though the tunnels, and will escape after encountering 3d6 hazards. In all cases, the kobolds lock the door leading into their warrens, and bar the exit, trapping would-be adventurers inside.

d100	Hazard
01–02	Kobolds throw firebombs and oil from tunnels above.
03–04	Kobolds in low tunnels, with small openings near your feet, attack your legs with daggers.
05–06	Kobolds push an avalanche of boulders downhill in your direction.
07–08	Kobolds in parallel tunnels attack with spears through narrow murder-holes alongside you.
09–10	Kobolds above drop barbed nets to ensnare and lacerate you.
11–12	Kobolds have littered the path in front of you with dozens of caltrops.
13–14	You are harried from behind by kobolds firing poison darts, who retreat upon your approach.
15–16	Kobolds drop basketfuls of poisonous insects and spiders on to you from above.
17–18	Kobolds light a fire to discharge smoke into your tunnel, choking and blinding you.
19–20	Kobolds ahead release pet giant rats to attack you.
21–22	Kobolds ahead release a pet giant boar to stampede down the hallway toward you.
23–24	Kobolds pour boiling pitch down a sloped tunnel atop you.

25–26	Kobolds near your feet attempt to entangle your feet with ropes and chains, knocking you prone.
27–28	Kobolds throw gas bombs from above, choking you with noxious fumes.
29–30	Kobolds with hooked poles trip and ensnare the rearmost party member.
31–32	Kobolds hurl javelins at head-height from the end of this tunnel.
33–34	Kobolds hurl a beehive onto your party, releasing an angry swarm.
35–36	Kobolds toss boiling water to extinguish your torches and scorch your skin.
37–38	Kobolds ahead and behind toss bags of flour, which causes an explosion with your torches.
39–40	Kobolds ahead retreat with ropes tied to support columns, intending to fell the columns and cause a cave-in.
41–42	Kobolds roll a makeshift bomb down the tunnel with a lit fuse.
43–44	Kobolds with longbows fire from behind a line of shielded allies.
45–46	Kobolds behind and in front attack with spears, retreating and advancing as you move.
47–48	A monstrous kobold champion, a fully-armored half-dragon, blocks the tunnel ahead alone.
49–50	Nimble kobold rogues drop from the ceiling and attack with poison daggers.
51–52	A tripwire up ahead triggers a hail of dart traps.
53–54	A pit trap up ahead drops only waist-deep, and kobolds with daggers below wait to carve up your lower half.
55–56	The floor of the hallway ahead is covered with spikes and broken glass.
57–58	The hallway is muddy and contains hidden bear-traps.
59–60	The hallway up ahead is riddled with lines of razor wire to shred your skin as you run past.
61–62	The hallway ahead tightens, slowing your movement, while kobolds archers pepper you with arrows.
63–64	A trip wire ahead triggers a massive swinging log trap.
65–66	A pit trap up ahead is filled with dozens of poisonous snakes.
67–68	The hallway ahead is littered with crude landmines, buried under gravel and poised to explode.
69–70	A rope bridge over a chasm is designed to flip upside down when any weight is placed on its center.
71–72	Half of the hallway ahead is blocked by an imposing metal wall, which you must squeeze past. A fire has been built and the wall is scalding hot.
73–74	The hallway up ahead opens to a tavern with a rickety bridge crossing it. The bridge has been built to flip upside-down on any Medium creature crossing it.
75–76	The floor and walls ahead are coated with sticky, flammable tar, and a kobold waits to light it aflame.
77–78	A pit trap up ahead is filled with water and kobolds ready to throw weighted nets over their victim.
79–80	A heavy ballista fires an armor-penetrating bolt down this hallway at regular intervals.
81–82	The only way ahead is up a steep gravel slope. A rope is tied to allow easy climbing, but kobolds wait in hiding above to cut it.
83–84	Sections of the floor ahead are built with wood of varying thicknesses, allowing you to step directly through, catching your leg.
85–86	The hallway ahead is full of sturdy, horizontal metal poles, which slows your movement, while kobolds with crossbows make targets of you.
87–88	There are several pit traps up ahead that you need to jump over. The ground between them is smooth, sloped stone.
89–90	The only way forward is down a dangerously steep slope, which has been covered in grease.
91–92	A pressure plate in the tunnel triggers a cloud of poisonous gas.
93–94	The hallway up ahead is half as high as the rest of the tunnel, forcing you to crawl as kobolds throw darts at you.
95–96	The hallway is flooded to your knees, and snakes swim in the water.
97–98	Pressure plates ahead trigger spear traps hidden in the walls.
99–00	Several crude explosives are rigged to the walls. The entire tunnel is rigged to explode.

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