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Trapsmiths
of
Dragongrin

A book of traps and
the masterminds who
crafted them

Kearney
Kearney
&
Barker

THE TRAPSMITHS OF DRAGONGRIN

A World Building Supplement of Traps and their Master Builders

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The Trapsmiths of Dragongrin - Volume 1 is a supplement designed for your favorite fantasy role playing game. It has concepts that are entirely system neutral, and stat ideas that would be most



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THIS ISN'T SIMPLY A BOOK OF TRAPS.

Traps are wonderful, diabolical machinations (and there are certainly traps in this book) but by themselves these tricky mechanisms don't have the layer of world building that we were looking for.

We kept asking ourselves: "What can we could do to bring these traps to life in our world?", and finally, the thought clicked that what we needed to do was explore "who brought these traps to life in our world?" And that's exactly what this supplement focuses on. Yes we'll show you some traps—but not just traps alone—you'll also meet the people who made them.

Welcome to The Trapsmiths of Dragongrin, a dossier of 4 distinct trap makers-- each with a signature trap of their own custom design. Not only will we describe the trap at length for use in your game, but also give you an insight on who built it and why. We had quite a lot of fun creating it, and we hope you enjoy it.

- Tim, James and Barker

RAELON HAYES

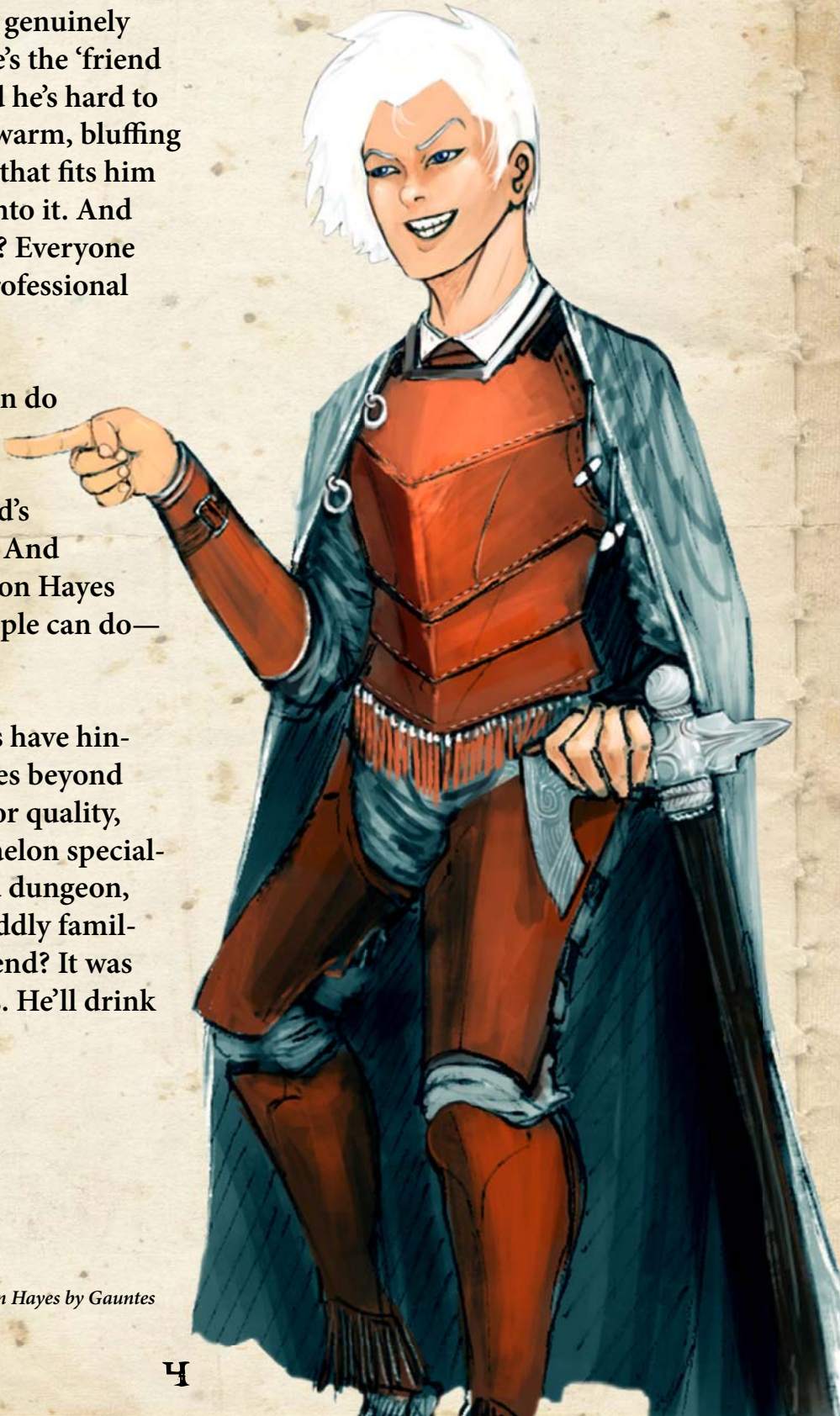
-- TRAPSMITH --

Anyone who's anyone in Innes, Svir or Grinn knows Raelon Hayes. And he genuinely seems to know them back. He's the 'friend of a friend' to everyone you know. And he's hard to miss. Handsome. Shock white hair. A warm, bluffing smile. And that upscale leather armor that fits him so perfectly it looks like he was sewn into it. And if Raelon's in the tavern you're visiting? Everyone drinks for free. It's almost like he's a professional well-wisher and toast maker.

Come to think of it... what does Raelon do for work? Funny, whenever people ask, he sort of just jokes it away: "Dragon Cleaner," he'll say. Or "Wizard's Familiar." He's obviously very wealthy. And there's a good reason. It's because Raelon Hayes can do a job that only a handful of people can do—he's a trap maker.

Raelon Hayes is an artist, and his traps have hindered, mutilated and captured creatures beyond count. His clients pay a lot of money for quality, blood and secrecy--the three things Raelon specializes in. So if you ever find yourself in a dungeon, castle or keep with a trap that seems oddly familiar—almost like it's a backstabbing friend? It was probably designed by ol' Raelon Hayes. He'll drink to your misfortune tonight.

Raelon Hayes by Gautes



A RAEON HAYES SIGNATURE TRAP

THE ASTRAL HAND TRAP

A TRAP FOR CHARACTERS LEVEL 1 - 4

Faintly glowing runes form the vague shape of a pulsating, Astral Hand. When the trap is triggered, the shape of the Astral Hand shifts on the floor, making a fist. Immediately after, a blistering inferno of magic fire erupts in the room, burning anyone not inside the shape of the Astral Fist. (Roll below for the color of the glyph and type of damage.)

BASIC INFORMATION

Type: Magical

Location: On the floor

Size: Astral Hand = 15 x 15 square; Astral Fist = 10 x 10 square

Trigger: Entering the room (15 seconds is the standard delay time after being triggered)

Bypass Mechanism: Speak a secret word

Countermeasure: Stand within the glowing Astral Fist

Type of Damage: Varied, depending on the glyph type chosen

Upkeep: None

Special Traits: This trap automatically resets itself when the room is empty.

DISARMING DETAILS

Disarm DC: 17

Dispelling Magic DC: 17

Methods to Disarm -

A Code Word Spoken -

Disarm Check Allowed: Intelligence (Investigation)

So that it doesn't kill the denizens of its place of installation, the code word of the Astral Hand is usually somewhere in sight within the location it has been installed. A trade secret is that the pinky finger of the Astral Hand usually points to a painting, scroll, banner, or other item which contains the code word—usually in the language most frequently spoken by the builders or inhabitants.

Note: If the code word is in a language not spoken or written by any character, the Disarm DC using this method is a 20.

The Glyphs Disrupted -

Disarm Check Allowed: Intelligence (Arcana), Thieves Tools

This trap's functionality is entirely dependant on the glyphs with which it was created. It can be disarmed by finding a pulsating pattern in the glyphs and disrupting it deftly, causing the trap to lose its power. This can be done by interfering with the magic skillfully enough by any means to disrupt it, or by getting creative with the mirror and pliers in the Thieves Tools.



A RAEON HAYES SIGNATURE TRAP

THE ASTRAL HAND TRAP

A TRAP FOR CHARACTERS LEVEL 1 - 4

CONTD

DEGREES OF SEVERITY

Trap Calibration: *Intended to Alarm Owner*

Calibration Details: The damage type licks up in a quick burst, and immediately disappears. This triggers a magical beacon that alarms the trap's owner, or the person designated to receive the trap's alarm.

Attack: +1

Damage: 1d6

Save Type: Dexterity

Save DC: 7

Successful Save: ½ damage

Trap Calibration: *Intended to Slow Down Intruders*

What changes: The flames lick up in a quick burst, and immediately disappear

Attack: +3

Damage: 1d10 fire damage

Save Type: Dexterity

Save DC: 10

Successful Save: ½ damage

Trap Calibration: *Intended to Maim Intruders*

What changes: The flames lick up in a quick burst, and immediately disappear

Attack: +6

Damage: 2d10 fire damage

Save Type: Dexterity

Save DC: 14

Successful Save: ½ damage

Trap Calibration: *Intended to Kill Intruders*

What changes: The flames lick up in a quick burst, and immediately disappear

Attack: +12

Damage: 4d10

Save Type: Dexterity

Save DC: 19

Successful Save: ½ damage

Aftereffect: 1d10 ongoing fire damage each round for 1d4 rounds

A RAEON HAYES SIGNATURE TRAP

THE ASTRAL HAND TRAP

A TRAP FOR CHARACTERS LEVEL 1 - 4

CONT'D

PERCEPTION CHECK/PASSIVE PERCEPTION TABLE

DC 7 – Notice the glowing runes in a circle on the floor.
DC 10 – Notice that the ruins make up the vague shape of a hand.
DC 16 – Recognize the runes as some form a protective ward.
DC 20 – Sense the perimeter of the room is beginning to haze, as though heating up

THE COLOR OF THE GLYPHS AND DAMAGE TYPES (Roll a d6)

1 - The orange of churning magma – Fire damage – Reflex Save
2 - The red of freshly drawn blood – Force damage – Reflex Save
3 - The blue of a frost giant's veins – Cold damage – Constitution Save
4 - The green of a druid's convictions – Poison damage – Constitution Save
5 - The violet of the Ragelilly of Grinn – Psychic damage – Will Save
6 - The amber of a ghouls tooth – Necrotic damage – Constitution Save

Designer's Note: This trap has the option to be disabled by an Arcana Check due to its magical nature. This was to make spellcasters more active in the disabling of a trap in a dungeon.



THE FISHERMAN

== TRAPSMITH ==

In my line of work, one of the most precious commodities is discretion. With that said, I know everything about you, or I wouldn't have taken this meeting. And me? Many call me "The Fisherman," and that name is all you need to know about me. That, and that I am the only one who can create what it is you have need for.



The Fisherman by Gautes

There are many in my line of work who create overly base, clanging monstrosities—full of blades and spikes and crushing and death. But that is why you've come to me, isn't it? Because you're not looking for those sorts of things—you're looking for the true namesake of what I do. You're not looking to smash creatures into red mist... no, you're looking to trap something.

And trapping is what I do best.

What is the point of a trap that decimates or obliterates, when what you truly desire is a live specimen? I've had all manner of clients—from those in need of specimens for their murderous arcane experiments, to those who simply needed to keep a werewolf healthy with live dinners. And now, I'm here to help your vile cause.

Because for me, it's all about the lure—the bait. Now, let me show you the essences I have available for your needs, yes?

A SIGNATURE TRAP BY THE FISHERMAN

THE LESSER CREATURE ESSENCE TRAP

A TRAP FOR CHARACTERS LEVEL 1 - 4, AND BEYOND

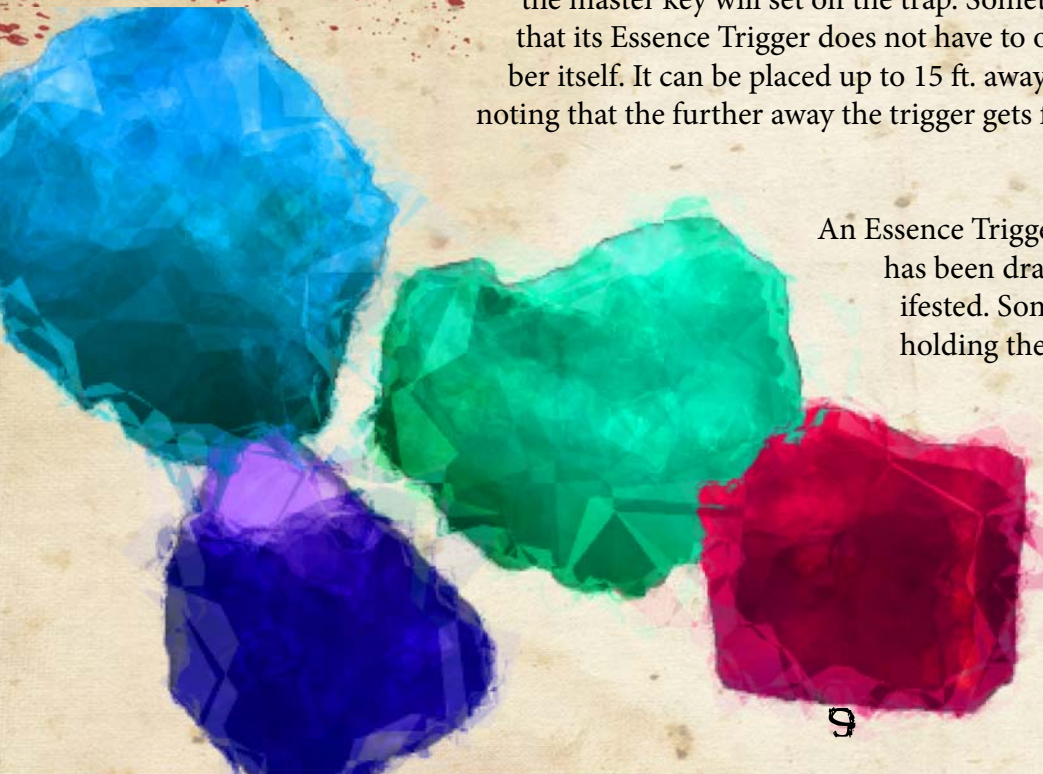
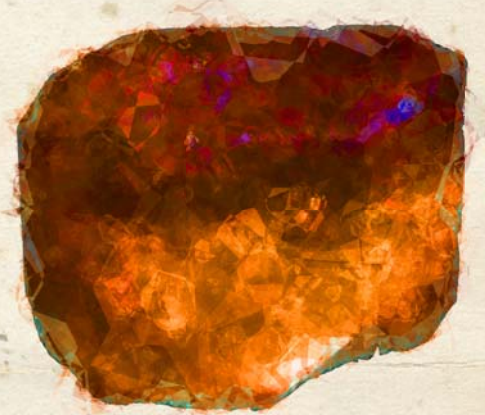
The creature essence trap is quite unique indeed. Don't think of this as a single, specific trap—instead, think of it as a re-loadable, customizable multi-trap. Depending on how it's loaded, the Creature Essence trap is able to perform the special ability of a creature when it is triggered. (It's worth noting that this is the smallest, least powerful version of the trap that exists. There are more powerful versions that mimic the traits of larger, deadlier creatures.)

These traps can look like a variety of things, but the Essence Chamber typically appears as some sort of jewel encased in an intricate set of armored fingers. Some people place them atop books, on doors, even in outhouse bowls—all to excellent effect.

The Essence Chamber of the trap can be loaded using the essence of various creatures, but can only be unlocked safely with the trap's master key. Many munitions buildouts exist for the trap: rust monster essence, vine blight essence, cockatrice essence—the list goes on and on.

The trap uses a magical trigger to set it off. This magical trigger is placed using a master key. Whoever is setting the trap must speak an incantation, and trace a shape of their choosing within 15 ft. of the Essence Chamber. This newly placed magical trigger can be up to 5 x 5 feet in size. Any creature who enters the shape of the Essence Trigger not holding the master key will set off the trap. Something that makes this trap especially diabolical is that its Essence Trigger does not have to occupy the same location as the Essence Chamber itself. It can be placed up to 15 ft. away without the chance of malfunction (it is worth noting that the further away the trigger gets from the trap, the less likely it is to work).

An Essence Trigger can have many appearances once their shape has been drawn with the master key, and they've been manifested. Some say their appearance is influenced by who is holding the master key and drawing the trigger—others say their appearance is influenced by the creature's essence within the trap. Wise men know that it's a little bit of both, and that some essence can even leave traces behind.



A SIGNATURE TRAP BY THE FISHERMAN

THE LESSER CREATURE ESSENCE TRAP

A TRAP FOR CHARACTERS LEVEL 1 - 4, AND BEYOND

CONT'D

ESSENCE TRIGGER - DOUBLE ROLL TABLE

Roll a d4 for the first part of the Essence Trigger's appearance, and a d6 for a second trait. You may also assign these details based on the creature's essence being used.

ESSENCE TRIGGER'S APPEARANCE - PART 1 (Roll a d4)

1. The shape that has been drawn emanates a faint haze
2. The shape that has been drawn shimmers faintly, like a spider-web catching light
3. The shape that has been drawn mutes the colors seen through it ever so slightly
4. The shape that has been drawn appears as a very soft blur, almost imperceptible

ESSENCE TRIGGER'S APPEARANCE - PART 2 (Roll a d6)

1. It smells faintly of rusted iron and sea water
2. It is creating an almost silent ringing sound
3. It warms the air near it slightly
4. It generates a minuscule breeze
5. It has left some very small grains of stone dust on portions of the shape's outline
6. It smells pungently of fresh dirt and rain water

(Optional Trap Effect)

The distillation process of these various 'Creature Essences' are unregulated, and tumultuous at best. This means that the Essences themselves are very volatile when distilled, and must be handled with care, or they may explode with lethal force. This circumstantial volatility makes these traps even more deadly. When tripped, they often do force damage in addition to any other effects that may occur.

BASIC INFORMATION

Type: Magical

Location: Wherever the trap-setter places the Essence Chamber—be it a floor, door, ceiling, wall, arm chair, chamber pot, etc.

Size: The Essence Chamber is about 1 foot x 1 foot, the Essence Trigger can be as large as 5 ft. x 5 ft.

Trigger: A magical sensor called an Essence Trigger

Bypass Mechanism: Posses the trap's master key, neutralize the trap mechanically or magically

Countermeasure: Trigger the trap from a distance, avoid the trap's Essence Trigger

Type of Damage: Various, depending on which Creature's Essence is loaded, force

Upkeep: A Creature's Essence must be reloaded into the Essence Chamber, and the Essence Trigger must be reset

Special Traits: This trap can change what type of attack it uses depending on how it's loaded, it has a trigger that can be placed a variety of places to get the desired effect.

A SIGNATURE TRAP BY THE FISHERMAN

THE LESSER CREATURE ESSENCE TRAP

A TRAP FOR CHARACTERS LEVEL 1 - 4, AND BEYOND

CONT'D

TRIGGER PLACEMENT:

15 ft or less from trap = the trap will work as intended
20 ft.- 25 ft. from trap = roll a d20. Upon rolling a 10 or lower, the trap does not work.
30 ft.-35 ft. from trap = roll a d20. Upon rolling a 15 or lower, the trap does not work.
40 ft.-50 ft. = roll a d20. Upon rolling a 19 or lower, the trap does not work.

OPTIONAL RULE: When the Creature Essence trap is triggered, roll a d100. Due the volatility of the ammunition of the trap, on the result of a 1 or 2, the trap is a dud, and nothing happens when it is triggered.

DISARMING DETAILS

DISARMING THE ESSENCE CHAMBER

Disarm DC: 17

Dispell Magic DC: 17 (The Essence Chamber and Essence Trigger must be dispelled separately if they are not in the same 5 ft. square.)

Methods to Disarm -

Neutralize the Essence -

Disarm Check Allowed: Intelligence (Arcana)

The essence of the creature that has been loaded into the trap can be deactivated with the right sort of arcane knowledge. If this check is successful, the trap will be successfully neutralized.

Neutralize the Essence Trigger -

Disarm Check Allowed: Intelligence (Arcana) + a spell slot

With a deft feat of magical prowess, the players can fool the Essence Trigger into thinking that it is not set off. The players are basically balancing out the magical field that the trigger is made up of so that it doesn't feel any disturbances that may be caused. NOTE: This method requires the use of a spell slot of any level to be expended to perform the disarming. The spell slot is expended no matter what the outcome of the check may be. A new spell slot must be used for each disarm attempt.

Loosening the Grip -

Disarm Check Allowed: Dexterity (Sleight of Hand), Thieves Tools

This trap has small metal 'fingers' that hold its Essence Chamber. If you can use your nimble fingers, or your thieves tools to very carefully separate the 'fingers' from the Essence Chamber, you can remove the creature's essence from the trap. NOTE: The creature's essence ammunition is very volatile. Every round that you handle it requires a DC 13 Dexterity (Sleight of Hand) check, or it has a chance of exploding. If a player fails that check, they must roll a d4, on the result of a 1 or 3, the ammunition explodes.



A SIGNATURE TRAP BY THE FISHERMAN

THE LESSER CREATURE ESSENCE TRAP

A TRAP FOR CHARACTERS LEVEL 1 - 4, AND BEYOND

CONT'D

VARIOUS CREATURE CALIBRATIONS:

Trap Calibration: Entangling Essence

Trap Danger: Setback

Calibration Details -

Essence Effect:

Grasping roots and vines sprout in a 15-foot radius centered on the trap, withering away after 1 minute. For the duration, that area is difficult terrain for non-plant creatures. In addition, each creature in that area when the trap is triggered must succeed on a DC 12 Strength saving throw or become restrained. A creature can use its action to make a DC 12 Strength check, freeing it self or another entangled creature within reach on a success.



(Optional)

Essence Volatility Explosion

Attack: +3

Damage: 1d10 force damage

Save Type: Dexterity

Save DC: 10

Successful Save: ½ damage

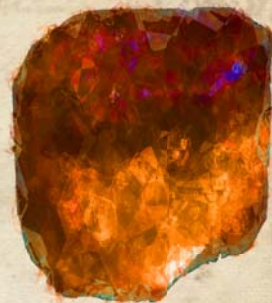
Trap Calibration: Essence of Rusting Mist

Trap Danger: Dangerous

Calibration Details -

Essence Effect:

Once triggered, this trap causes an orange mist to explode into the air in a 5 foot square. This mist corrodes any non-magical ferrous metal objects within 5 feet of it. If the object isn't being worn or carried, the mist destroys a 1-foot cube of it. If the object is being worn or carried by a creature, the creature can make a DC 11 Dexterity saving throw to quickly draw the object away from the mist before it makes contact. If the object touched is either metal armor or a metal shield being worn or carried, its takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the object touched is a held metal weapon, it rusts as described in the Rust Metal trait.



(Optional)

Essence Volatility Explosion

Attack: +6

Damage: 2d10 force damage

Save Type: Dexterity

Save DC: 14

Successful Save: ½ damage

A SIGNATURE TRAP BY THE FISHERMAN

THE LESSER CREATURE ESSENCE TRAP

A TRAP FOR CHARACTERS LEVEL 1 - 4, AND BEYOND

CONT'D

Trap Calibration: Essence of Petrification

Trap Danger: Deadly

Essence Effect:

Once this trap is triggered, its essence explodes in a burst of what looks like thick, wet concrete in a 10 foot x 10 foot square. Any creature in that area must succeed on a DC 11 Constitution saving throw against being magically petrified. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified for 24 hours.



(Optional)

Essence Volatility Explosion

Attack: +12

Damage: 4d10

Save Type: Dexterity

Save DC: 19

Successful Save: ½ damage

PERCEPTION CHECK/PASSIVE PERCEPTION TABLE

DC 10 – Notice what looks like a gem set within several armored ‘fingers’
DC 16 – Recognize this as some sort of trap, and that the trigger doesn’t seem to be connected directly to it. Give the players the detail from the d6 Essence Trigger roll table.
DC 20 – Notice the rough, almost imperceptible shape of the traps Essence Trigger (so long as it is in a place where the character could see it). Give the players the details from the d4 Essence Trigger roll table



GRIME EAR, THE GOBLIN BARD

== MISCHIEVOUS TRAPSMITH ==

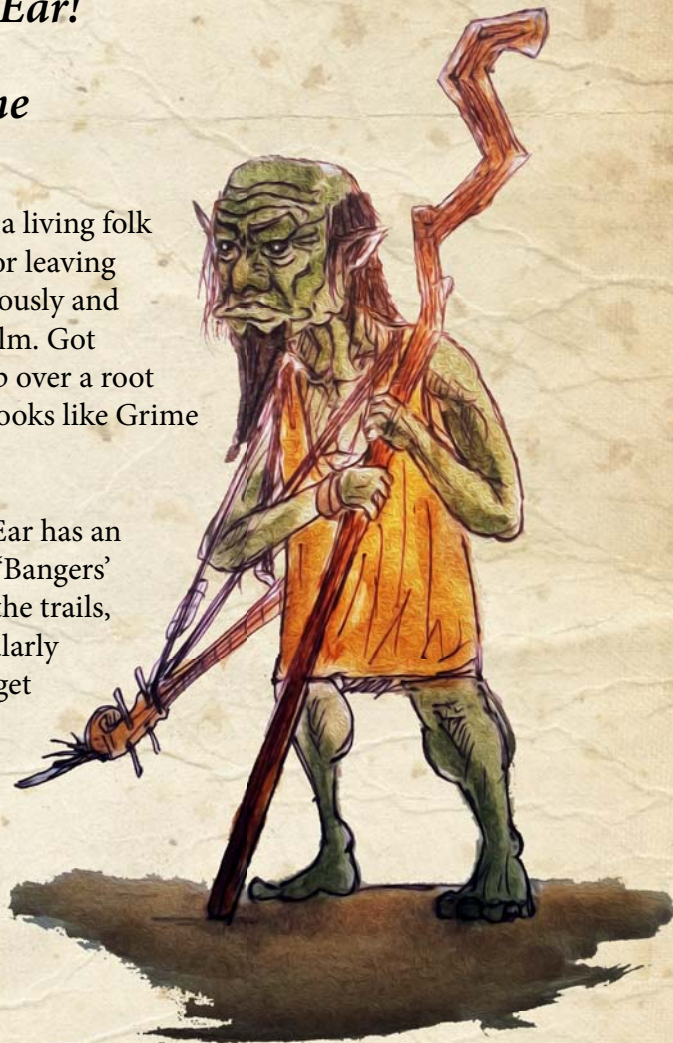
*Did a rock fall on your big, fat head?
Grime Ear got you, yes he did.
Did you fall in a ditch, and break your cart?
Grime Ear fooled you, my dear heart.
But don't you fret, and don't you fear
You can trip on a bramble or fall on a spear
But you're still alive, aren't you my dear?
For it's mischief, not murder, for old Grime Ear!*

~ Innes Folk Rhyme

Grime Ear the Goblin Bard holds the unique distinction of being a living folk tale. He's certainly real—as real as you and me—but he's known for leaving quite the trail of mischief in his wake. Because of this, he's humorously and colloquially blamed for every bruise, bump and scratch in the realm. Got swiped by a bramble on your way through the forest? Did you trip over a root obscured by some leaves? Pricked your finger on a thorny tree? Looks like Grime Ear got you, friend!

But there's a reason for this little wives' tale... it's because Grime Ear has an idiosyncratic love for setting impromptu traps wherever he goes. 'Bangers' and 'Bumpers' and 'Pokers' he calls them, and he leaves them on the trails, in the woods and near the rivers he frequents. They're not particularly deadly traps to most, but they're certainly dangerous, and they'll get you good with the worst timing if you don't keep an eye out.

So the next time you trip over a log that you swear wasn't there just a moment ago, listen closely and you just might hear the echoes of one of Grime Ear's glottal ballads... or perhaps it's just the wind on the trees, playing shines in the ears of those given to superstition.



Grime Ear by Gautes

SOME OF GRIME EAR'S SEEMINGLY NATURALLY OCCURRING TRAPS

**THESE TRAPS ARE LITTLE MORE THAN A HINDRANCE
FOR CHARACTERS OF ANY LEVEL.**

The Inconspicuous Ditch Trap - This trap is some sort of divot, hole or pit, either naturally occurring, or dug by a creature. It has been covered with something to camouflage it. This covering has been designed to blend in with its surroundings (be it fronds, branches and sticks, trash or even a piece of eroding rusted metal). When a creature steps on the covering, they fall into the ditch.

Save Type: Dexterity

Save DC: 10

Damage: 1d6 damage from falling into the ditch

Successful Save: no damage (but maybe some dung on your foot)

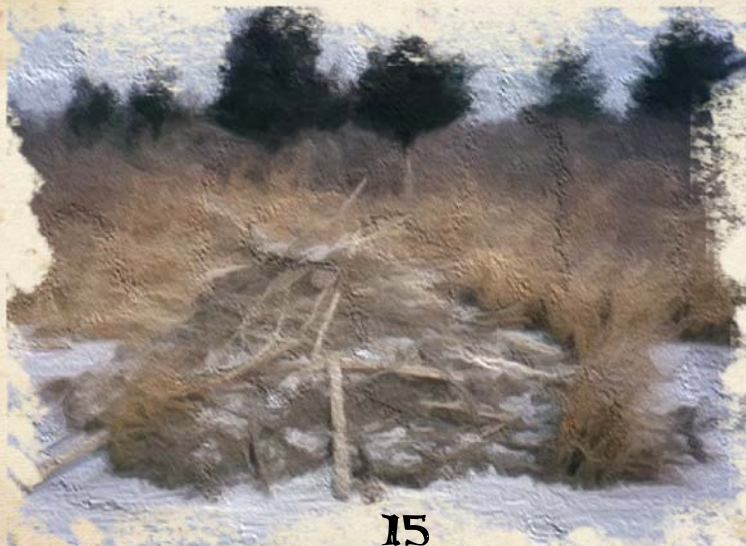
DISARMING DETAILS -

Dexterity (Sleight of Hand) check, DC 8 and you can remove the cover of the trap safely, without incident. If you fail this check, it's likely that your hand will get dung on it.

PERCEPTION CHECK/PASSIVE PERCEPTION TABLE

DC 10 – Notice that a few particular patches of nature look slightly 'unnatural' in some way.
DC 16 – Recognize that for the area, this specific piece of nature has been manipulated or moved
DC 20 – See from up to 15 ft. away that this looks like a make-shift pit trap with a false cover.

Grime Ear's Trademark: *When Grime Ear goes through the trouble of crafting an inconspicuous ditch trap, he usually makes sure that some nice, fresh dung is at the bottom. He'll often use scat he finds in the area, but he's happy to contribute his own.*



SOME OF GRIME EAR'S SEEMINGLY NATURALLY OCCURRING TRAPS CONT'D

Falling Junk Trap - This trap uses a make-shift trip wire to pull ramshackle supports down, which causes junk, rocks, and various detritus to fall from above. The 'trip wire' is usually a sturdy vine, a thin sapling branch, or some used fishing wire. Depending on how the trap is set up, the trip wire can be as low as an inch off of the ground, or as high up as 12 inches. The tripwire stretches between two load-bearing points, which are usually propped up logs or trees. They are typically holding up branches that droop once they are removed, allowing whatever has been stacked upon them to fall.

When the trap is triggered, the junk comes falling down. Any creature in the area beneath where the junk is must succeed on a DC 15 Dexterity saving throw or take damage (the damage is decided by the roll table below, depending on which junk strikes the characters). Once the trap is triggered, the floor of the area is filled with the various junk, and becomes difficult terrain.

NOTE: Grime Ear usually sets this trap in a forest. In this case, the definition of the junk that falls is varied. It can be a number of different things, including rocks, logs, dead animals, sticks, dirt and even rusty weapons. Roll a d4 for Damage type.

Save Type: Dexterity

Save DC: 14

Damage: 2d10 damage of various kinds (use the roll table to see what kind of junk hits)

Successful Save: ½ damage

Disarm Details:

A successful DC 15 Dexterity (Sleight of Hand) or Thieves Tools check lets you cut the trip wire and keeps the supports in place. A character who tries to cut the trip wire with anything other than Thieves Tools takes disadvantage on the check. If the character fails their check, they can't cut the trip wire successfully and the trap triggers.

PERCEPTION CHECK/PASSIVE PERCEPTION TABLE

DC 13 – Notice that there's a strand of vine, fishing wire or a branch running across your walking path
DC 16 – Recognize the load bearing supports, and seeing that they aren't naturally occurring.
DC 20 – Seeing that this is a trap, and that a trip-wire will cause the junk from above to spill out if tripped

Damage Type Roll Table (Roll a d4)

1. Slashing
2. Piercing
3-4 Bludgeoning

Grime Ear's Trademark: *Grime Ear loves to put lumps of Boomer Clay into the piles of junk.*

Boomer Clay Clump – When Boomer Clay strikes a hard surface (or is struck hard), it creates a deafening bang (some say that the ringing from this sounds like high pitched laughter). Each creature within a 10-foot-radius spread must make a DC 15 Fortitude save or be deafened for 1 hour. A deafened creature can't hear and automatically fails any ability check that requires hearing.

GOGHE AND PENSAIL WITHE

== TRAPSMITHS & GUILDMASTERS ==

The foundation stones for a balanced business are integrity, quality, and loyalty. Atop those stones, Ghoge Withe, and his daughter Penzeail, build good, honest traps.

As the head of the dwindling Arthunvale Trapsmiths Guild, Ghoge is the picture of hard work, and the model of a man sticking to principals in the face of hard times. Even as the guild has fallen to a tenth of its members due to under-the-table dealings these last several years, he still follows the letter of the law. The tenets and regulations set forth by the First Trappers are no longer enforced like they once were—not even by the authorities of Innes or The Copper Sun. In light of all of this, Ghoge keeps a rigid face, and presses on.

But even hard-faced Ghoge wouldn't be able to make it without his beautiful daughter, Penzeail. She's every bit her mother, but with Ghoge's stubbornness. At the age of 18 Penzeail is by far the youngest member of the Guild, and she breezed through the Guild's ceremonial First Test at a fledgling 15, joining the ranks as the second-youngest initiate ever.

Father and daughter, and Trapsmiths by trade, Ghoge and Penzeail make a meager living servicing the fine folks that are willing to go through the slower, more costly official channels to commission legal traps. Specializing in the creation, upkeep and resetting of old traps and new, they operate fully above board for their meager wage. They could certainly make a lot more. A nudging here, and a fudge there to the Guild Guidelines. But Ghoge refuses. He's a man of conviction, and his belief is that unregulated traps are bound to kill their owners, given time.

Ghoge has been in the game a long time and he knows his Guild pension won't be enough to support him and his daughter when his time comes to retire. Penzeail knows this too, and as of late she's been taking some side jobs. Off the books. Nothing too crazy... but not exactly legal either. Ghoge and Penzeail barely survive on word of mouth and a dwindling client base—and Penzeail won't let this happen. She has good intentions, and tells herself daily that "Principles are no good if you're dead and broke."



Ghoge Withe by Gautes



Pensail Withe by Gautes

A SIGNATURE TRAP BY GOGHE AND PENSAIL WITHE

THE SENTRY WALL TRAP

A TRAP FOR CHARACTERS LEVEL 5 - 8

If it believes that intruders are afoot, a seemingly normal wall comes to life, becoming an anthropomorphic defender of its location. It uses its own form to attack, as well as whatever it may have been decorated with. It is common for Sentry Walls to be made of various types of stone, wood and metal. It's also typical to decorate them in such a way that allows them to hide brutal and dangerous weapons in plain sight, such as crossing swords over a coat of arms shield, or putting a mace on a mounting plaque.

A Sentry Wall usually has some sort of painting, drawing, or design that looks like a face in its center that is animated. The face speaks with a warm, soothing voice, and questions anyone entering the room that it does not know. It typically asks the questions that it has been programmed to ask. If the answers are not satisfactory, the wall springs to life, and attacks the intruders. It can be programmed to ask a number of questions equal to its Intelligence modifier plus 2.

Sentry Walls are almost always placed in front of very important doors and treasures. If its questions are answered properly, a layer of its construction will typically be shifted to reveal a secret door, or object.

DESIGNER'S NOTE: The Sentry Wall was created works best when thought of as a cross between a trap and a monster.

SAMPLE QUESTIONS -

Question 1: What is the Master's favorite type of sword?

Answer 1: The Longsword, because his family famously fights with them best
(Check: Intelligence - History)

Question 2: Who is strongest of the legendary Wizards?

Answer 2: Grand Phaest Millaine, because he was a powerful Cleric and Sorcerer.
(Check: Intelligence - Arcana, History, Religion)

Question 3: How much is the candelabra beneath me worth?

Answer 3: This is a trick question, because the candelabra is a replica, even though it appears very expensive.
(Check: Intelligence)

A SIGNATURE TRAP BY GOGHE AND PENSAIL WITHE

THE SENTRY WALL TRAP

A TRAP FOR CHARACTERS LEVEL 5 - 8

CONT'D

STONE SENTRY WALL STATS

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 126 (12d10 + 60)

Speed 0 ft.

STR 20 (+5)

DEX 8 (-1)

CON 20 (+5)

INT 15 (+ 2)

WIS 10 (+0)

CHA 15 (+ 2)

Immediate Attacker – When the Sentry Wall chooses to attack, it gains surprise if no one has attacked it yet. This means that any creature that doesn't notice the Sentry Wall is a threat is surprised at the start of the encounter.

Immutable Form – The Sentry Wall is immune to any spell or effect that would alter its form.

Magic Resistance – The Sentry Wall has advantage on saving throws against spells and other magical effects.

Magic Weapons – The Sentry Wall's weapon attacks are magical.

Damage Immunities: poison, psychic; bludgeoning, piercing, and slashing from non-magical weapons that aren't adamantite

Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 60 ft., tremorsense 60 ft., passive Perception 15

Languages: Common, (one additional language of the creator, builder or caretaker)

Challenge 5 (1,950 XP)

ACTIONS

Multiattack. The Sentry Wall makes two melee attacks

Slam - Melee Weapon Attack: +8 to hit, reach 10ft., one target.
Hit: 14 (2d8 + 5) bludgeoning damage.

Sword Attack – Melee Weapon Attack: +8 to hit, reach 10ft., one target.
Hit: 11 (2d6 + 4) slashing damage.

Shield Bash – Melee Weapon Attack: +8 to hit, reach 10ft., one target.
Hit: 13 (2d8 + 4) bludgeoning damage.

Pensail Withe by Gauntes



A SIGNATURE TRAP BY GOGHE AND PENSAIL WITHE

THE SENTRY WALL TRAP

A TRAP FOR CHARACTERS LEVEL 5 - 8

CONT'D

BASIC INFORMATION

Type: Magical

Location: A wall

Size: Typically 10 x 10, but can often be customized to any size up to 20 x 20 or larger

Trigger: If the sentry wall sees or hears intruders, its face will question them.

Bypass Mechanism: Answer its questions to its satisfaction.

Countermeasure: Talk the door into believing that you are a friend.

Type of Damage: Default: Bludgeoning, but it can also use various objects affixed to it to make attacks of various kinds.

Upkeep: Once a Sentry Wall is bypassed by unconventional means (being tricked or subverted), it needs to be reset with new questions or risk it not working properly.

Special Traits: This trap has an incredible memory.

DISARMING DETAILS -

Disarm DC: Varies, dependent on method

Dispel Magic DC: 20

Methods to Disarm -

Actually Knowing or Guessing the Answer -

Disarm Check Allowed: Intelligence

Disarm DC: 17

This trap is based on the characters knowing facts. If they can muster up passable answers by searching the depths of their minds, the Sentry Wall may allow them to pass, or reveal what is behind it.

Subterfuge -

Disarm Check Allowed: Charisma (Deception, Persuasion)

Disarm DC: 17

Since this trap is based on knowing facts, it can also be bypassed by seeming to know facts. If the players can muster up passable answers by sourcing the depths of your mind, the Sentry Wall may allow you to pass, or reveal what is behind it.



A SIGNATURE TRAP BY GOGHE AND PENSAIL WITHE

THE SENTRY WALL TRAP

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NOTE: This is a trap that is not easily swayed. It is technically treated as a construct, and as such would follow order to the death in most cases. If the players can still creatively find a way to use an Intimidate check on the Sentry Door in spite of this extra difficulty, add +3 to the Disarm DC.

Brute Strength –

Disarm Check Allowed: Strength

Disarm DC: 20

This trap's functionality is to keep the door or object on the other side protected. Once it fails at that, it deactivates. This can be done by grabbing the portions of the trap that are designed to open and prying them open forcefully.

NOTE: Even though this is a brute Strength check, if the players can get creative with how they could use an Athletics during this method, that could work as well at the GM/DM's discretion.

PERCEPTION CHECK/PASSIVE PERCEPTION TABLE

DC 7 – Notice the artistic representation of a face in the center of the door
DC 10 – Notice that the face appears to be moving its eyes around, and is aware
DC 16 – Recognize that the wall looks slightly different than the other walls in the room
DC 20 – Realize that this wall is potentially dangerous, and possibly some sort of construct

Designer's Note: This trap is designed to be a challenge for players who may not normally have a chance to disarm a trap. If you would like to involve more classic elements of trap disarming, you can include something like that on the other side of the Sentry Wall.



PENDLE GRUNG

== TRAPSMITH, DEATH TRAP VISIONARY ==

The Archmage eyed Pendle nervously— this was the Pendle Grung, after all. But Pendle looked as though he couldn't care less. He sat, looking oddly comfortable for a large, armor-clad Half-Dragon, sketching in a small book. After a thick silence, the Archmage spoke.

"Uh, as I said before, it needs to trap creatures of all sizes. It's not imperative that they suffer, but they cannot be allowed to escape."

"All sizes, eh?" Pendle didn't look up from the sketchbook. "Like the tallest Elf, and the fattest Halfling?" he asked, still scraping his pencil against the page. "I think I know just what you're looking for."

The Archmage tensed. "Well, remember: all types of creatures. Bugbears, Basilisks, and other sorts. You know. Other shapes. Square..." he paused, "Round." The Archmage trailed off and looked away.

Pendle kept sketching, using his thumb to smear some graphite. He held up the finished drawing. "Here you go. That'll catch your Beholder."

The Archmage stammered, even more flustered "No, no. I mean, well, not a Beholder specifically, I just—I need a trap that can trap a Beholder. That could. If need be, should that come up. But other things too."

Pendle brought the sketch back to his lap with a clank of shifting of armor. His eyes bore into the balding man's face. "I'm sure that our 'mutual acquaintance' told you that a Beholder trap is extra. And I'm sure that the Beholder you're trying to trap is going to kill you."

The Archmage shifted in his robes, his mouth opening and closing as he grasped for words.

Finally, Pendle's gaze released the Archmage. "But I'll build it for you anyway," he said. "Trap, kill or maim?" His pencil hovered over the page.

The Archmage coughed a little, awkwardly trying to feign confidence. "No, no, it's... well, no. Not—"

"Do you want me to guess? 'Cause I can guess. Or I can pick my favorite." Pendle tapped the pencil against the paper, dusting it with chalky graphite with each flick.

"Okay, it's to maim, technically." The Archmage said, his voice cracking. "I need it alive because I need a tooth, a tongue and... an intact eyestalk. So, maimed— but not dead."

Pendle jotted down a flurry of notes before the Archmage ended his sentence. He carefully grabbed the leather tassel hanging from the book's binding and placed it, marking his page.

"Alright," Pendle said. "But you? You pay up front. That Beholder's gonna kill you."

The Archmage didn't disagree—merely nodded his head. The old man dug into a tattered velvet coin purse and put some gold into Pendle's hand.

"You're short," Pendle said.

"Well it's all that I have! I only brought the half we discussed through our contact."

Pendle stood, and stared behind the Archmage, off to one side, almost as if he was surveying the tattered curtains. Leaning in, and still looking away, he whispered, "You walked in here with a right foot limp, and it almost made you trip. Now give me the gold in your shoe, or we don't have a deal."

The Archmage paused for a moment, perhaps considering how much he favored the use of his legs, and then begrudgingly took off his shoe. He didn't bother with another lie.

Pendle, still not looking at the Archmage directly, took the gold in his large fingertips. He turned, and began putting his book into his pack. "Here's some advice, friend. You should always tell the truth to someone that lies for a living." Pendle turned, quicker than a thought, and looked the Archmage squarely in the eyes. "That Beholder's gonna kill you."

Pendle Grung by Gauntles



A SIGNATURE DEATHTRAP BY PENDLE GRUNG

THE MAGNETIC ROOM

A TRAP FOR CHARACTERS LEVEL 11 - 16

THIS TRAP IS VERY DEADLY. YOU'VE BEEN WARNED.

This trap is an entire, deadly room. The room can be many sizes, but this particular design is 40 ft. x 40 ft.

The walls of this room are lined with beautifully crafted stone gears of all shapes and sizes. The gears are augmented with wooden grommets, pegs and beams. Winding in and out of the workings of the walls are thick strands of rope, forming an unfathomable pulley and counterweight system. (Although the walls are full and intricate the room itself remains virtually open and empty.)

The floor is especially smooth and dark, and is divided into four equal squares by two inch-wide crevices in the floor that run from wall to wall. The ceiling shares this segmentation and inch-wide crevices.

The floor and ceiling have a unique pattern of 12" diameter circles peppered across them. These don't appear to be holes, since they're flush with the stone. In total, there are probably two circles per 5 foot square.

The final, and deviously dangerous details of the trap are this: The four smooth segments of the floor are electromagnets, and they are powered by the intricate gear and pulley system on the walls. Each of the 12" circles on the ceiling holds a hidden spike, about 8" in diameter, that will be pulled to the floor by the magnet (which explains the complementary holes in the floor). The spikes would not only potentially hit the players on the way down, but also create a deadly threat as the magnet pulls players down onto them.

This trap operates on pressure triggers. Each of the four floor sections of the room acts as a pressure plate. This is a trap designed to kill groups, so it doesn't activate until the pressure plates of the room (in any combination) are holding the weight of about 4 medium creatures.

When enough players enter the room to set off the pressure plates, the floor sinks a minuscule amount and the entire room begins to hum and whirl to life. The gears begin to grind and turn. The trap then rolls initiative.

BASIC INFORMATION

Type: Mechanical

Location: The entire room

Size: The size of the room can vary, but for the magnets to have enough machinery to properly charge, the smallest it can be is typically = 30 x 30 The room can be much larger than that, but the larger they are, the more intricate and difficult they become to upkeep and power the magnets.

Trigger: Putting enough weight on the pressure plates within the room. This trap is designed to slow down or kill multiple people at once. The pressure plates within the room are designed to go off after quite a bit of weight is put on them collectively. The trap is designed ingeniously—the weight of about four people can be placed on one pressure plate and set it off, or the weight of 4 people distributed among the pressure plates throughout the room.

A SIGNATURE DEATHTRAP BY PENDLE GRUNG

THE MAGNETIC ROOM

A TRAP FOR CHARACTERS LEVEL 11 - 16

CONT'D

Bypass Mechanism: Use of the Master Key made of bone, mechanically disabling the trap in the right order correctly, not triggering the touch plates by going across one at a time.

Countermeasure: Have no metal on your person, or get metal objects off of you very quickly.

Type of Damage: Piercing

Upkeep: Reset the spikes by turning off the magnet, reloading them into the ceiling, and place paper of wax over each hole so they appear flush.

Special Traits: This is a complex trap. Once this trap is activated, it rolls initiative. Trying to escape and disarm this trap will feel much like a combat encounter.

Initiative Bonus: +5

THE PROGRESSION OF THE TRAP

ROUND 1 – *The pressure plate has been set off. This causes the gears to begin to grind to life, powering the magnets. The levers very conspicuously click over to an 'on' position.*

EFFECTS: Tension and suspense mounts, no mechanical effect just yet.

ROUND 2 – *The magnets continue to power up slowly. At this point some of the players may get to the levers—see what the levers do when pulled in the section below.*

EFFECTS: The players may notice an 'odd sensation' as though 'something doesn't feel right.' (This is the magnetism.) If the players roll high enough and understand what is going on, they can take their armor off with little to no issue.

NOTE: Any players with metal armor would feel like it was a bit tougher to move than usual, and their weapons would be in the process of being slightly drawn toward the ground. These effects will be felt more severely in the next round.



Pendle Grung
by Gautes

A SIGNATURE DEATHTRAP BY PENDLE GRUNG

THE MAGNETIC ROOM

A TRAP FOR CHARACTERS LEVEL 11 - 16

CONT'D

ROUND 3: *The magnets are half charged. This is where its effects are felt more tangibly.*

EFFECTS: All players wearing metal armor of any kind or amount may now only move $\frac{1}{2}$ of their base speed. Any players with metal weapons must also perform a Strength check, DC 12, to keep hold of those weapons. The steel Spike Projectiles come sailing out of their murderholes above, pulled by the magnets. Any players below them must try to dodge them, or take damage as the spikes rip through them magnetically. Any player wishing to doff their metal armor will have to perform a Strength check, DC 15 to do so, and it will take twice the time as it would normally.

Spike Projectiles: *On Round 3, the steel spikes that are lodged in ceiling are pulled down by the magnetic floor, breaking through their thin, paper coverings that made the ceiling and floor look flush. Each 5 foot square in the room will have 1d4 -1 spikes drawn from the ceiling.*

Moving Spike Stats -

Save Type: Reflex

Save DC: 16

Damage: 4d10 piercing

Weight: 3 lb.

Properties: Drawn magnetically (range 60 ft.), versatile (1d8)

ROUND 4: *The magnets are entirely charged.*

EFFECTS: All players wearing metal armor of any kind may succeed at a Strength check, DC 18, to move. If they succeed on this check they may only move $\frac{1}{2}$ of their base speed. Any players with metal weapons must perform a Strength check, DC 20, to keep hold of those weapons. Now that the spikes are firmly lodged in the floor, the players wearing metal armor must make Strength checks, DC 17, or be pulled into the spikes slowly.

In addition, the magnets being at full power are causing any metal to be drawn powerfully toward the floor. Any metal armor still remaining on the players is nearly impossible to remove, and causes a collective total of 1d6 slashing damage each round as it cuts into the flesh of the players.

Floor Spike Stats -

(First roll a d4 -1 to see how many spikes are in the square the players occupy)

Damage: 1d6 piercing (for each spike)

ROUND 5+: *For any round after 4, repeat the effects of Round 4 until the players have died or disabled the trap.*

A SIGNATURE DEATHTRAP BY PENDLE GRUNG

THE MAGNETIC ROOM

A TRAP FOR CHARACTERS LEVEL 11 - 16

CONT'D

DISARMING DETAILS

Disarm DC: 10, 15, 17 in succession.

Dispel Magic DC: n/a (*the trap is mechanical and electrical/magnetic*)

Methods to Disarm -

Gumming up the Gears -

Disarm Check Allowed: Intelligence (Investigation), Thieves Tools

This trap is set up to be confusing to disarm. There are many pulleys, levers and gears that are red herrings, and the true mechanisms must be found. The trap is set up in such a way that many of the 'red herring' portions of the machine act as governors and regulators, and if the wrong portion is disabled it can actually speed up the traps progress. This means that if characters go cutting ropes and breaking gears, it can actually harm them.

DESIGNER'S NOTE: *This trap is designed to be disabled following a chain of logic, and therefore requires multiple checks on a single turn to disable.*

To incorporate an interesting mechanic, and to mimic the fast pace of the machinations moving, each of these Disarm Checks will count as either a Move, Action, Bonus Action or Reaction (depending on the abilities of the character attempting to disarm the trap). Theoretically a character skilled in disabling traps could do this alone, all in one round. Any character can perform these, in any order as long as it is during the same round to disable the trap.

A SIGNATURE DEATHTRAP BY PENDLE GRUNG

THE MAGNETIC ROOM

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DISABLE CHECKS, IN ORDER, WHICH MUST BE DONE IN THE SAME ROUND:

DC 10 – Intelligence (Investigation) – *Identify the Real Pulleys and Gears* – This is using the players move or action, because they must shuffle around the wall, following the paths of the pulleys and gears, following them to an accurate chain of causality.

DC 15 – Dexterity (Sleight of Hand), Thieves Tools – *Stick A Hand In There* – This is a player using Dexterity to put their hands into the works, grabbing the proper parts that need to be stopped. They can also use their Thieves Tools to somehow maneuver a creative combination of their small file, lock picks, small mirror, narrow scissors or pliers to achieve the same effect.

DC 17 – Strength, Intelligence (Investigation), Dexterity (Sleight of Hand), Thieves Tools – *Stop the Machine* – At this point, players can get inventive as to whether they try brute strength to pull a gear out of place, use their cunning to maneuver one of the traps inner workings onto itself, use their reflexes to place a perfectly timed strike to disrupt the traps operational pattern, or use their thieves tools in a creative way to do some or all of the above.

NOTE: *In this special case, a Rogue may use their Bonus Action to perform this particular third Disable check.*

If those three checks are completed successfully, in the correct order, the magnetism of the trap will stop.

PERCEPTION CHECK/PASSIVE PERCEPTION TABLE

DC 7 – Hear the subtle hum of the magnets amidst the sounds of the gears and pulleys
DC 10 – Notice that the gears and pulleys on the wall seem to have some sort of effect on the strange feeling filling the room, as they get faster and stronger so does the feeling.
DC 16 – Recognize that the force that is filling the room is acting adversely to metal specifically.
DC 20 – You understand that the force at work draws metal to it, and recognize that force is emanating from the ground. You also realize that the holes in the floor and ceiling are almost certainly dangerous.



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