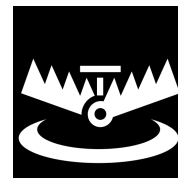


One Page

A Random Table for Fantasy Gaming

Number Five : Tricky Traps!

More **One Page** tables



1	A poison needle springs forth, injecting the victim with a potent poison that renders them comatose. This poison must be neutralized to restore the victim to consciousness.	11	If a removal attempt fails against this trap, it causes steel plates to snap closed, sealing the entire lock mechanism. This renders it impossible to open , even with a proper key.
2	Lifting this container releases a trigger-stone , which fires 2d6 spring-loaded bolts from the ceiling. Determine targets randomly.	12	Snakes! Moving this container opens tunnels in the walls. Dozens of snakes , some venomous, pour out. They're rather irritated.
3	Moving this container triggers a classic poison gas trap , except the gas is released from multiple hidden spigots in the next room . The poison fills the entire space beyond the vault, persisting for 2d6 rounds.	13	There is a secret panel within this container, which is actually a trap. Attempting to open it causes a blade to scythe across the container opening , doing 2d6 damage to whoever is attempting to open the panel.
4	The sides of this container are hollow, the spaces filled with a swarm of flying, biting, and stinging undead insects . Triggering the trap releases the swarm.	14	This magical trap triggers a web spell , which covers a 20x20 area. It also triggers a loud bell , which clangs incessantly for ten minutes, alerting any nearby foes.
5	Triggering this trap sets off a glue bomb , coating the container, contents, and anyone within five feet. The glue dries instantly, forming a strong bond. Wine or other acidic liquids can dissolve the glue, but using force causes 1d4 damage to flesh and tears fragile objects.	15	When the container is touched a disembodied voice warns of a terrible curse that will befall anyone that disturbs its contents. Opening the container triggers the same voice, which speaks several arcane phrases, presumably the curse. It's a ruse , the voices are simple illusions.
6	Sometimes, simple is good. This trap releases a cloud of flammable gas , filling a 30x30 foot area. Any fire source, lantern, or torch in the area triggers an explosion, doing 6d6 damage.	16	This magical trap creates a whirling vortex that moves randomly, 60 feet per round, inflicting 1d6 damage on anyone in its path. It cannot be attacked, but it can be dispelled.
7	A mechanism releases a hidden steel door that seals the room. It also opens a secret tunnel containing 2d4 giant centipedes . At least it's not snakes.	17	Opening this container strikes sparks , igniting the gasses trapped within . The resulting explosion does no damage, but blinds anyone looking at the container.
8	When sprung, this trap releases a cloud of hallucinogenic spores in a 20x20 area. They take effect 1d4 hours later, inciting violence and causing confusion in anyone affected. The effect lasts 1d4 turns.	18	This trap releases a vial of acid into the container, which poses no immediate threat, but the acid will destroy any non-metallic objects stored within. Reaching into the acid does 1d4 damage.
9	Moving this container activates a golem or construct elsewhere in the complex.	19	Opening this container triggers a teleport spell , moving the container and everything within five feet, to a random nearby location.
10	Triggering this trap causes the container to emit a bolt of magical lightning . This strikes for 4d4 damage, then bounces to the nearest target doing 3d4 damage. It continues in this fashion, striking a total of four targets, favoring new targets over repeated strikes.	20	Setting off this trap opens valves connected to a reservoir of icy water , which sprays into the room with fire-hose force. Water rises one foot per round . This will eventually flood the entire area unless the valves are closed using a lever or levers found nearby.