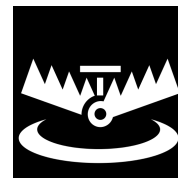


# One Page

A Random Table for Fantasy Gaming  
Number Thirteen : Transitional Traps  
More **One Page** tables



1	There is a <b>magical gem</b> set into the center of this <b>door</b> . The door itself can be used without harm, but tampering with the gem immediately sets off a <b>powerful spell</b> that turns rock to mud in a 100-foot diameter sphere.	11	This narrow <b>spiral stair</b> is a gigantic <b>mechanical screw</b> . More than one person on the steps causes it to <b>corkscrew into the floor</b> fifty feet below, taking its passengers with it! A <b>nearby lever</b> raises the staircase.
2	Pushing open this <b>door</b> releases a series of <b>weighted spikes</b> that drop through the <b>ceiling</b> behind the door opener, <b>impaling</b> anyone standing more than ten feet from the door.	12	A <b>strike plate</b> on this <b>door</b> ignites a <b>trickle of oil</b> that flows down the ramp and into the cloud of dense, <b>flammable gas</b> in the open chamber below. FWOOM or BOOM as appropriate.
3	This entire <b>ramp</b> is a <b>pressure plate</b> , activated by the weight of three or more people. This opens <b>nozzles</b> in the ceiling above, releasing a slippery and flammable mix of <b>oil and water</b> that washes everyone down the ramp.	13	This narrow stone <b>stair</b> is trapped with <b>spring-loaded spikes</b> that shoot out of the stair riser when the step below is used. Each inflicts minor damage, and the victim may <b>lose their footing</b> , causing a spike-filled chain-reaction.
4	A <b>trigger stone</b> in the floor beyond this <b>door</b> causes it to snap shut and relock itself, neatly <b>dividing the party</b> . Added bonus: also triggers an alarm set by dungeon inhabitants.	14	Alternate rungs of this <b>ladder</b> are coated with <b>two substances</b> . Harmless when separate, they form a <b>sticky bond</b> when combined, leaving victims stuck fast in this narrow shaft.
5	Thin trickles of <b>steam</b> rise from these <b>steps</b> , hinting at trouble. Weight on the stairs opens <b>steam vents</b> wider, causing more damage as more weight is applied.	15	A narrow <b>bridge</b> with a single <b>iron handrail</b> crosses a deep chasm here. The center of the span is an <b>illusion</b> , use handrail at all times!
6	A powerful <b>magic-negating field</b> fills the middle twenty feet of this <b>corridor</b> . It silently cancels spell effects and causes permanent magical devices to fail temporarily.	16	The <b>floor</b> of this <b>hall</b> looks ice-covered, but is actually solid ice. Too much weight <b>breaks the frozen surface</b> , dumping everyone into the <b>icy water</b> below. Refreeze in 3, 2, 1...
7	This non-descript <b>corridor</b> has <b>invisible stone posts</b> sticking out of walls, floor, and ceiling, ready to <b>smack</b> unwary adventurers in the head or shins. Perfect for a chase scene.	17	Stepping on this <b>door's threshold</b> causes a <b>blade</b> to scythe down from above. Off with their head! <b>Shorter races are unaffected</b> .
8	<b>Doors</b> on opposite sides of the passage are linked by a mechanism that causes both to spring open at once, <b>creating a wall</b> across the corridor, <b>dividing the party</b> , and releasing the occupants of both rooms.	18	This <b>passage</b> is filled with pressure plates, hidden switches, levers, and sensors. <b>None of these mechanisms does anything</b> other than reset other devices. The whole thing is designed to <b>distract and confuse</b> .
9	This <b>ladder</b> seems to be firmly mounted to the wall, but a trick rung halfway up activates a <b>powerful spring mechanism</b> , instantly snapping the halves shut like powerful jaws, trapping the climber between <b>crushing rungs</b> .	19	This illusion-covered, fifteen-foot deep <b>pit trap</b> blocks the <b>hall</b> . It has five feet of sludge- and debris-filled <b>water at the bottom</b> , so a fall does minor damage. Anyone that falls in has a 50% chance of contracting a <b>disease</b> .
10	There is a <b>timer</b> in the hinge of this <b>door</b> . When it expires a dozen <b>needle-like darts</b> shoot from holes in the frame, impacting the character standing in the doorway. Poison optional.	20	This <b>hallway pit</b> is only ten feet deep, but it has a <b>small alcove</b> in one wall. The alcove's counter-balanced <b>floor</b> opens onto a <b>deep and narrow pit</b> , and then snaps shut overhead.