

# Insidious Trap Generator

In this <LOCATION>, <TRAP>.

LOCATION (d2):

1. <INNOCENT> <HALL>
2. <SIZE> <ROOM>

INNOCENT (d8):

1. innocent-looking
2. innocuous
3. narrow
4. wide
5. cramped
6. dark
7. dank
8. dimly-lit

HALL (d4):

1. hallway
2. corridor
3. passage
4. tunnel

SIZE (d10):

1. large
2. small
3. wide
4. tall
5. cramped
6. dark
7. dimly-lit
8. otherwise empty
9. ornate
10. dinky

ROOM (d6):

1. room
2. chamber
3. antechamber
4. area
5. hall
6. passage

TRAP (d8):

1. the <FEATURE> <DEADLY>
2. there is <ORNAMENT> <FATAL>
3. there is <TRINKET> <HORRIBLE>
4. the area floods with <FLUID> when <ACTIVATED>
5. <NUMBER><DICE> <VERMIN> <EMERGE> when <ACTIVATED>
6. <NUMBER><DICE> <GUARDS> <EMERGE> when <ACTIVATED>
7. <MONSTER> <EMERGES> when <ACTIVATED>
8. <CALAMITY> when <ACTIVATED>

FEATURE (d3):

1. floor
2. ceiling
3. <COMPASS> wall

DEADLY (d4):

1. contains a secret compartment full of <NUMBER><DICE> <VERMIN>
2. is electrified
3. is an illusion that hides <SECRET>
4. <WANGS> when <ACTIVATED>

ORNAMENT (d8):

1. a tapestry
2. a door
3. a painting
4. a throne
5. a rug
6. a carpet
7. a mural
8. a fresco

FATAL (d4):

1. that hides an array of poisonous spikes
2. that <EXPLODES> when <ACTIVATED>
3. that conceals a secret door to a chamber filled with <NUMBER><DICE> <GUARDS>
4. that, when touched, causes that person to <TRANSFORM>

TRINKET (d4):

1. a chest
2. a locked chest
3. a cupboard
4. a barrel

HORRIBLE (d4):

1. that contains <NUMBER><DICE> <VERMIN>
2. that is filled with <FLUID>
3. that <EXPLODES>
4. that, when touched, causes that person to <TRANSFORM>

**SECRET (d6):**

1. a portal to one of the Nine Hells
2. <NUMBER><DICE> <GUARDS>
3. a sphere of annihilation
4. a deep pit
5. poisoned spikes
6. a bottomless pit

**GUARDS (d12):**

1. skeletons
2. zombies
3. gorillas
4. owlbears
5. bugbears
6. goblins
7. hobgoblins
8. orcs
9. snakemen
10. alligators
11. kobolds
12. giant <VERMIN>

**FLUID (d10):**

1. a gelatinous cube
2. skeletons
3. alchemist's acid
4. poison gas
5. saltwater
6. lava
7. oil
8. milk
9. <VERMIN>
10. ghosts

**NUMBER (d10):**

1. 1
2. 2
3. 3
4. 4
5. 5
6. 6
7. 7
8. 8
9. 9

10.10

**DICE (d6):**

1. d3
2. d4
3. d6
4. d8
5. d10
6. d12

**VERMIN (d12):**

1. bees
2. bats
3. rats
4. snakes
5. scorpions
6. owls
7. salamanders
8. toads
9. spiders
10. locusts
11. worms
12. beetles

**COMPASS (d4):**

1. north
2. east
3. south
4. west

**WANGS (d6):**

1. rotates
2. disappears
3. crumbles
4. melts
5. slides back
6. collapses

**EMERGE (d6):**

1. fall from holes in the ceiling
2. emerge from secret doors
3. are magically conjured into being
4. are shot into the area by high-velocity catapults
5. burrow up through the floor
6. crawl out of their holes

**EMERGES (d6):**

1. falls from a hole in the ceiling
2. emerges from a secret door
3. is magically conjured into being
4. is shot into the area by a high-velocity catapult
5. burrows up through the floor
6. crawls out of their holes

#### ACTIVATED (d6):

1. too much noise is made
2. pressure is applied to the <FEATURE>
3. the temperature rises
4. the temperature drops
5. a lever is pulled
6. the <COMPASS>ern door is shut

#### CALAMITY (d3):

1. the area plunges into darkness
2. everything <EXPLODES>
3. <NUMBER><DICE> <GUARDS> burst in

#### EXPLODES (d8):

1. explodes
2. bursts into flame
3. transforms into <NUMBER><DICE> <VERMIN>
4. transforms into <MONSTER>
5. electrocutes anyone touching it
6. turns to ice and freezes anyone touching it
7. poisons anyone touching it with bare skin
8. teleports anyone who touches it to another random part of the dungeon

#### TRANSFORM (d8):

1. explode
2. burst into flame
3. transform into <NUMBER><DICE> <VERMIN>
4. transform into <MONSTER>
5. electrocute anyone they are touching
6. turn to ice
7. turn to <FLUID>
8. teleport to another random part of the dungeon

#### MONSTER (d):

1. an owlbear
2. a rust monster
3. a demon
4. a gorilla
5. a giant squid
6. a shark
7. an alligator
8. a golem
9. a tiger
10. a lion
11. a dire wolf
12. a mummy
13. a lich
14. a werewolf
15. a tyrannosaurus rex
16. a goblin
17. a wyvern
18. a hydra
19. an orc
20. a man

