

magical stone which serves as the source of the light costs 1,000 gp. Sometimes, the stone and mirrors are visibly placed in the room, with the stone serving as bait, and the final mirror rotating in position to shoot anyone who touches the stone.

### BURNING WALL TRAP CR 11

**Type** mechanical; **Perception** DC 20; **Disable Device** DC 20

#### DESCRIPTION

*Behind a simple veneer of stone or woodwork lies a wall made entirely out of a highly combustible chemical compound, rigged to a concealed flint wire, which is in turn attached to a pressure plate. When enough pressure is placed upon the plate, it triggers the wire, which ignites the chemicals, causing a fiery explosion meant to kill its victims.*

#### EFFECTS

**Trigger** location; **Reset** no reset

**Effect** fiery explosion (14d6 fire damage, DC 25 Reflex save for half damage); multiple targets (all targets within a 20-ft. radius)

#### IMPLEMENTATION

A burning wall trap can be rigged to a switch or similar device, allowing for remote activation.

### DROWNING PIT TRAP CR 11

**Type** mechanical; **Perception** DC 25; **Disable Device** DC 28

#### DESCRIPTION

*An improvement on the simple pit trap, the drowning pit includes a pair of stone shafts which fill the trap with water after the target has triggered the trap.*

#### EFFECTS

**Trigger** location; **Reset** repair

**Effect** 50-ft. deep pit (5d6 fall damage); water fills the pit in 1 round; multiple targets (all targets in a 10-ft. radius)

#### IMPLEMENTATION

These traps often contain fancy baubles or valuables at the bottom, in order to entice even those who discover the pit trap into making a deadly blunder.

### ELECTRIFIED FLOOR TRAP CR 11

**Type** mechanical; **Perception** DC 25; **Disable Device** DC 25

#### DESCRIPTION

*This trap takes the form of a 10-ft.-square room, whose floor is made from a sheet of copper. The center of the floor contains a pressure plate, which, when triggered, causes the entrances of the rooms to lock, and electricity to surge through the floor, electrifying all those touching the ground.*

#### EFFECTS

**Trigger** location; **Reset** automatic

**Effect** electric shock (2d10 electricity damage, never miss, characters touching the floor only); this damage persists for three rounds, damaging characters each round; The doors can be opened with a DC 25 Disable Device check, or broken down with a DC 25 Strength check; DC 20 Reflex save allows a character to escape the room before the door closes; multiple targets (all targets in contact with the floor in a 10-ft.-square room).

#### IMPLEMENTATION

Particularly devious trapmakers combine this trap with another trap that is designed to specifically target victims who use magic or other abilities to get off of the floor, driving them from this trap into a far worse one above.

### NOOSE TRAP CR 11

**Type** mechanical; **Perception** DC 25; **Disable Device** DC 15

#### DESCRIPTION

*This trap consists of a razor-thin wire, tied with a special knot into a noose and hung from the ceiling, attached to a tripwire. When the tripwire is triggered, the victim stumbles into the noose, which tightens around the victim's throat and lifts him into the air, strangling him.*

#### EFFECTS

**Trigger** touch; **Reset** repair

**Effect** CMB + 20 melee touch (the target becomes grappled and is lifted 10 feet off the ground. He must succeed on a Constitution check (DC 10 + 1 per previous check) each round or begin suffocating. In the first round he is rendered unconscious and reduced to 0

hit points; in the second round he is reduced to -1 hit points and is dying; in the third round, he dies.). The noose has AC 9, hardness 10 and 2 hit points, and destroying it frees the trapped character.

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#### IMPLEMENTATION

The wire from which the noose is made can be made of mithral or adamantine instead of steel. This increases the hardness to 15 and 20 respectively, and the hit points to 3 in the case of adamantine. It also increases the CR of the trap by 1 for mithral or 2 for adamantine.

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### ACID FALLS TRAP CR 12

**Type** mechanical; **Perception** DC 26; **Disable Device** DC 26

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#### DESCRIPTION

*This trap is similar to the deadly current trap, except that it pours a stream of acid upon its victim, rather than water. This acidic substance, while quite potent, evaporates quickly when exposed to air, meaning that it must be stored in an air-tight chamber.*

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#### EFFECTS

**Trigger** location; **Reset** repair

**Effect** acid falls (1d6 acid damage, DC 26 Reflex save for half damage)

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#### IMPLEMENTATION

An acid falls trap can be rigged to a switch or similar device, allowing for remote activation.

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### FURNACE PIT TRAP CR 12

**Type** mechanical; **Perception** DC 25; **Disable Device** DC 25

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#### DESCRIPTION

*This trap functions largely like any other pit trap, except it empties at the bottom into a large incinerator or furnace, burning the unfortunate victims alive.*

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#### EFFECTS

**Trigger** location; **Reset** manual

**Effect** 30-ft. pit (3d6 falling damage); the bottom of the pit is a furnace, and characters in the pit take 2d6 fire damage each round they remain in the pit; DC 25 Reflex save avoids; multiple targets (all targets in a 10-ft.-square area).

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#### IMPLEMENTATION

The fire in the furnace must be kept lit in order for the trap to fully function, something which typically costs around 1 gp per day in fuel, and requires someone to regularly tend the fires. The furnaces used in these traps typically serve an additional function, such as heating the dungeon, or incinerating refuse, etc., which may help to justify this expense.

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### GREATER POISON KEYHOLE TRAP CR 12

**Type** mechanical; **Perception** DC 35; **Disable Device** DC 15

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#### DESCRIPTION

*This diabolic trap consists of a tiny needle, cleverly concealed behind an ornate decoration on a locked door or chest and coated in multiple deadly poisons. The needle pops out when triggered (usually by a sensitive mechanism in the lock that detects when it is being picked) and is positioned in such a way as to stab the lockpicker in the middle of the eye.*

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#### EFFECTS

**Trigger** touch; **Reset** automatic

**Effect** Atk + 20 (1 damage plus giant wasp poison plus greenblood oil plus small centipede poison, and the target is blinded for 2d6 minutes); because the poison is injected directly into the eye, the target suffers a -4 penalty on his Fortitude saves versus the poisons.

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#### IMPLEMENTATION

As an alternative to setting this trap above a lock, it could also be set above the mechanism for disabling an altogether different trap. In this case, there would be a 50% chance when the victim was hit that he accidentally sets off the trap he is disabling. This increases the CR of the poison keyhole trap by +1. Other poisons besides those listed could be used, but this may affect the trap's CR.

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### PENDULUM TRAP CR 12

**Type** mechanical; **Perception** DC 20; **Disable Device** DC 26

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#### DESCRIPTION

*As its name suggests, the pendulum trap*

consists of two massive weights attached to the chains and designed to swing in a pendulum motion. These are held back by massive chains rigged to a trigger device. When the trap is triggered, the chains fall, and the deadly pendulums begin to swing. The massive death-dealing device continues to swing for several rounds, bashing together and bouncing about before finally coming to a stop.

#### EFFECTS

**Trigger** location; **Duration** 3 rounds; **Reset** manual

**Effect** Atk +18 melee (5d6 bludgeoning damage); multiple targets (all targets in a 15-ft. line)

#### IMPLEMENTATION

A pendulum trap can be rigged to a switch or similar device, allowing for remote activation.

### BATTLELINE TRAP

CR 13

**Type** mechanical; **Perception** DC 15; **Disable** Device DC 15

#### DESCRIPTION

*This trap is designed to be a self-contained battle force and consists of numerous projectiles on a timed release from when the trap is initially triggered. The trap first fires a hail of daggers, then on subsequent rounds shoots off bolts, arrows, and spears.*

#### EFFECTS

**Trigger** location; **Duration** 4 rounds; **Reset** repair

**Effect** Atk +15 ranged (5d4 piercing damage, first round); atk +20 range (5d6 piercing damage, second round); atk +15 ranged (5d8 piercing damage, third round); atk +20 ranged (5d8 piercing damage, fourth round); multiple targets (all targets in a 15-ft. line)

#### IMPLEMENTATION

These traps often stand at entrances to fortifications or other structures expecting an attack from multiple enemies. A battleline trap can be rigged to a switch or similar device, allowing for remote activation.

### COMPACTING PIT TRAP

CR 13

**Type** mechanical; **Perception** DC 25; **Disable**

### Device DC 20

#### DESCRIPTION

*The walls of this pit trap are movable and attached to powerful machinery which, when the trap is triggered, causes them to slowly move together, crushing anyone in the pit into a fine paste.*

#### EFFECTS

**Trigger** location; **Reset** automatic

**Effect** 40-ft.-deep pit (4d6 falling damage); the walls of the pit begin slowly closing in, dealing 20d10 bludgeoning damage to everything within the pit (never miss, onset delay 3 rounds); multiple targets (all targets in a 10-ft.-square area, then all targets within the pit). Characters can attempt to hold the walls of the pit back. Treat this as the wall making a bull rush against the character (CMB + 30). They can also try to prop the walls apart by placing a long object (such as a quarterstaff) with one end against each wall. The trap deals 30 damage per round to the object (hardness applies), but stops moving forward until the object breaks.

#### IMPLEMENTATION

Some trapmakers adjust the trap so that the trap door at the top of the pit closes immediately upon dropping the victims in the pit so that they can't fly back out. Others magically protect the area at the bottom of the trap to prevent teleportation out of the trap. Each of these increases the trap's CR by +1.

### CORROSIVE BATH TRAP

CR 13

**Type** mechanical; **Perception** DC 27; **Disable** Device DC 27

#### DESCRIPTION

*This dangerous trap consists primarily of a highly corrosive acid, contained in a specially-treated chamber, and sealed with a hatch rigged to a pressure trigger. When the pressure plate is triggered, the hatch opens, releasing the deadly liquid upon the intended victim. This trap is particularly favored by those looking to damage their enemy's gear.*

#### EFFECTS

**Trigger** location; **Reset** repair

**Effect** corrosive bath (8d6 acid damage, DC 26 Reflex save for half); any objects in the bath, including those worn or held by the target, must succeed on a DC 26 Reflex save or gain the broken condition

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IMPLEMENTATION

A corrosive bath trap can be rigged to a switch or similar device, allowing for remote activation

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**ELECTRIFIED NET TRAP** CR 13

**Type** mechanical; **Perception** DC 25; **Disable Device** DC 25

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DESCRIPTION

*This trap consists of a net, cleverly concealed under a carpet or a coating of leaves and twigs, which is set to close shut and be pulled into the air once triggered, leaving the captured victims hanging high above the ground and unable to escape. The net is magically charged with electricity, and shocks its victims mercilessly.*

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EFFECTS

**Trigger** location; **Reset** manual

**Effect** The net closes around all creatures on it and rises 40 feet into the air. The target is entangled, and cannot move from its square. It can only attack with light or natural weapons. Each round, every creature in the net takes 5d6 points of subdual damage from the net's electricity. Treat this damage as electricity damage for the purposes of immunities, resistances, and vulnerabilities. The net is made of metal and has hardness 10 and 40 hit points, and can be burst with a DC 30 Strength check. A character who can access the place the net is secured to can gently lower the net to the ground, but otherwise any freed targets take fall damage as they tumble out of the net; DC 25 Reflex save avoids; multiple targets (all targets in a 10-ft.-square area).

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IMPLEMENTATION

An electrified net trap can be rigged to a switch or similar device, allowing for remote activation.

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**AMNESIA TRAP** CR 14

**Type** mechanical; **Perception** DC 30; **Disable Device** DC 30

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DESCRIPTION

*Composed of a special salt, a dish of water tied to an all-but-invisible tripwire, and a vent that conceals the majority of the device, the amnesia trap is dangerous beyond measure, though nonlethal in design. When the wire is tripped, the water spills into the salt creating a mist-like byproduct, which has the ability to strip someone of their memories.*

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EFFECTS

**Trigger** location; **Reset** manual

**Effect** poison gas (amnesia dust); multiple targets (all targets in a 20-ft. radius)

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IMPLEMENTATION

After three uses, the special salt that powers the amnesia trap becomes depleted, and must be replaced at a cost of 7,000 gp.

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**CONSTRICTING WIRE** CR 14

**Type** mechanical; **Perception** DC 28; **Disable Device** DC 28

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DESCRIPTION

*Composed primarily of invisible wires rigged to a special pressure plate, the constricting wire trap is designed to bind the unwary in deadly razor wires. When the plate is triggered, the wires spring from their inert positions, attempting to form a tight spiral and savagely wounding anyone standing in their way, specifically those standing on the pressure plate.*

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EFFECTS

**Trigger** location; **Duration** indefinite; **Reset** manual

**Effect** CMB +34 melee (grapple, 8d8 damage)

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IMPLEMENTATION

These traps are sometimes used to restrain particularly powerful intruders, allowing for later interrogation, though the trap is likely to quickly slay weaker intruders before they can be collected.

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**GREATER FUME CHAMBER TRAP** CR 14

**Type** mechanical; **Perception** DC 25; **Disable Device** DC 25

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DESCRIPTION

*This trap consists of a small room, which seals to be completely air-tight when the trap is triggered. At this time, a grate opens in the floor, and a concktail of poison gases pours into the room, filling it with deadly vapors. The doors eventually unseal, allowing the poison to disperse harmlessly and the bodies of the victims to be looted.*

#### EFFECTS

**Trigger** location or touch; **Reset** manual  
**Effect** poison gas (burnt othur fumes and insanity mist); never miss; onset delay (1 round); multiple targets (all targets in a 10-ft.-square sealed room); additionally, the doors in the room are locked and sealed as soon as the trap is triggered, and remain that way for five minutes.

#### IMPLMENTATION

Typically, this trap is triggered by touching the door handle on any door on the inside of the room, but other trigger methods, such as pressure plates, can be used. Other inhaled poisons can be used in this trap, though the CR will increase or decrease depending on the kind of poison used. While the trap can be reset with minimal difficulty, each use expends the dose of poison, which needs to be replaced in order for the trap to be fully reset. Though the exact size of the room can be anything, for each additional 10 cubic feet another dose of the poison must be supplied, increasing the cost to build and reset the trap accordingly.

### ROLLING BOULDER TRAP CR 14

**Type** mechanical; **Perception** DC 30; **Disable Device** DC 30

#### DESCRIPTION

*This trap consists of a long, relatively straight hallway which slopes upward. At the top of the slope, a pressure plate or tripwire triggers the trap, causing a huge boulder to drop from the ceiling in front of the victim, crashing down on those too slow to get out of its way.*

#### EFFECTS

**Trigger** location; **Reset** manual  
**Effect** The boulder rolls forward at an increasing rate, moving 60 feet in the first

round, 120 feet in the second round, and 200 feet in the third round and each round thereafter. The boulder always has an initiative of 12, and anything whose square it passes through takes 20d10 bludgeoning damage. The boulder cannot make turns greater than 45 degrees, and cannot roll uphill; multiple targets (all targets in the boulder's path).

#### IMPLMENTATION

This trap is almost always placed at the end of a hallway at least 600 feet long, to give the boulder time to get up to full speed before any fleeing victims are able to turn a corner. Clever trapmakers, afraid that such a long stretch might give away the trap, instead have all the doors along the passage set to slam shut and lock when the trap is triggered. The trap is always set up so that the room or treasure it guards is behind where the boulder will drop, rather than in front of it. Though there is no exceptional cost or repair required to repair the trap, rolling the 3-ton boulder back into position proves a difficult task for many trapmakers.

### CRUSHING SPIKES TRAP CR 15

**Type** mechanical; **Perception** DC 25; **Disable Device** DC 20

#### DESCRIPTION

*This trap consists of a small room, which seals shut when the trap is triggered. A number of spiky protrusions are pushed through concealed holes in the walls, as two opposite walls are pushed together, skewering and then flattening everything in the room.*

#### EFFECTS

**Trigger** location; **Reset** automatic  
**Effect** The walls of the room begin slowly closing in over the course of two rounds. At the end of the first round, the spikes on the walls come together, skewering victims (wall spikes atk +15 melee, 2d4 spikes per target for 1d6+ 5 damage each); at the end of the second round, the walls close entirely, dealing 20d10 bludgeoning damage to everything within the pit (never miss); multiple targets (all targets in a 10-ft.-square room). Characters can attempt

to hold the walls of the room back. Treat this as the wall making a bull rush against the character (CMB + 35). They can also try to prop the walls apart by placing a long object (such as a quarterstaff) with one end against each wall. The trap deals 40 damage per round to the object (hardness applies), but stops moving forward until the object breaks.

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#### IMPLEMENTATION

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Some trapmakers magically protect the area at the bottom of the trap to prevent teleportation out of the trap. This increases the trap's CR by +1.

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### EXPLODING STONEWORK TRAP CR 15

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**Type** mechanical; **Perception** DC 29; **Disable Device** DC 20

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#### DESCRIPTION

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*This trap consists of a powerful explosive, concealed within an ordinary stonework object and rigged to a nearby pressure plate. When pressure in excess of 50 lbs is placed on the plate, the explosive detonates in a deadly rush of fire and shrapnel.*

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#### EFFECTS

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**Trigger** location; **Reset** no reset

**Effect** exploding stonework (6d6 piercing damage and 10d6 fire damage, DC 29 Reflex save for half damage); multiple targets (all targets within 20-ft. radius)

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#### IMPLEMENTATION

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An exploding stonework trap can be rigged to a switch or similar device, allowing remote activation.

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### PARALYZING PLATE TRAP CR 15

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**Type** mechanical; **Perception** DC 30; **Disable Device** DC 30

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#### DESCRIPTION

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*This trap consists of a metal plate, electrically charged to shock anyone who touches it, and also paralyzing them, rendering them helpless to enemy attacks.*

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#### EFFECTS

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**Trigger** location; **Reset** automatic

**Effect** electric jolt (4d6 electricity damage, and the target must succeed on a DC 20 Fortitude

save or be paralyzed for 1 round); this damage (and the paralysis effect) continues each round the target remains in the trap's square; never miss

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#### IMPLEMENTATION

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Each paralyzing plate takes up one 5-ft. square area of ground. Adding additional plates does not substantially increase the CR of the trap, with 2 plates being CR 16, up to 4 plates being CR 17, and up to 8 plates being CR 18. The plates are typically *glamered* to resemble the rest of the floor, or else the rest of the floor is also made of metal plates. These traps are typically best used in conjunction with guardians who know where the plates are and can take advantage of them in a fight.

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### ROILING FLOOR TRAP CR 15

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**Type** mechanical; **Perception** DC 25; **Disable Device** DC 25

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#### DESCRIPTION

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*This trap is comprised of numerous high-powered pneumatic pistons placed beneath a stone tile floor and rigged to a pressure plate concealed beneath one of the stone tiles, typically the center tile, or some other tile especially likely to be trod on. Once the plate is triggered, the pistons begin to move at high speeds, creating an artificial earthquake which lasts for one minute.*

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#### EFFECTS

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**Trigger** location; **Duration** 10 rounds; **Reset** manual

**Effect** CMB +30 melee (2d6 damage plus trip); multiple targets (all targets within 50-ft. diameter)

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#### IMPLEMENTATION

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These traps are often used in conjunction with ranged attackers or spellcasters, who attack safely from outside the trap's area of effect, maximizing its deadly effects. A roiling floor trap can be rigged to a switch or similar device, allowing for remote activation.

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### BURIAL PIT TRAP CR 16

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**Type** mechanical; **Perception** DC 25; **Disable Device** DC 25