

The Dungeon Trap Scroll

1d6 springing traps, 1d4 timer traps, and 1d4 creature traps



Springing Traps

Let's hope you're quick on your feet.

1. **{False Wire}** An obvious tripwire spans a hallway. Cutting it causes a stone slab to fall from the ceiling directly overhead.
2. **{Cage Flood}** Heavy metal cages fall from the ceiling to trap the characters while the room fills with water/sand/acid/etc.
3. **{Dying Flame}** A large fire ignites in the center of a sealed room. Its flames are the only thing keeping a pack of shadow demons at bay, but they're also burning up what little oxygen the room has to spare.
4. **{Honey Trap}** A massive honeycomb comes crashing down the hallway, smothering any creature it rolls over in honey which the dungeon's giant bees love to eat.
5. **{Snare}** A character who steps onto this snare is dragged by their feet down the hallway and into the next room where a monster waits to attack. The door slams shut as the snare's passes under it.
6. **{Jolting Walls}** Magnetic walls that attract metal armor. Electricity runs through the walls, damaging anyone who comes into contact with the wall.



Timer Traps

Move! Move! Move!

1. **{Tar Crush}** As the party crosses a chamber, thick, sticky tar sloshes out to coat the floor as the walls begin to close in from either side. The walls will crush anyone still in the room after 1d4 rounds.
2. **{Rising Acid}** Bubbling acid can be seen beneath the grated floor. The door out

requires 3 successful checks to pick, but after the first attempt the acid begins to rise. It will pass through the grate and melt the party after 1d4 rounds.

3. **{Cold Front}** Ice runes flare up when exposed to the warmth of a torch or open flame, causing the temperature to plummet. They will freeze the party solid in 1d4 rounds if they are not destroyed or the heat source extinguished.
4. **{Hourglass}** A pressure plate causes a massive floating hourglass to tip over, and as the sand falls through, the party begins to age rapidly. If the hourglass is not tipped back over within 1d4 rounds, the party ages into dust.



Creature Traps

How long has it waited for its next meal?

1. **{Food Delivery}** A pressure plate set before a beast's cage causes the front gate to spin 180 degrees, trapping whoever stepped on it in the cage with the beast.
2. **{Snack Time}** A pit trap with a portal rift at its base drops creatures into a locked cage with a fiend's 2 pet hell hounds.
3. **{Thawed Meat}** 3 dragon wyrmlings are suspended in chunks of ice with dormant fire glyphs etched across them. If the glyphs are disturbed, the ice instantly melts releasing the dragon inside.
4. **{Sign of Respect}** A statue of a fey beast master has one ring-covered hand extended while the other hand rests on a metal grate set into the with a fey beast trapped on the other side. If their rings are not kissed, the statue lifts the grate and releases the starving beast.