
TRAPS

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Presented By: [The Post Apocalyptic Forge](#)

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Introduction

This document has been modified to reflect a non-magical Modern or Post Apocalyptic setting. Much of this document was rewritten to compliment The Masters of the Earth™ setting by The Post Apocalyptic Forge™ and may require some changes to reflect other settings, specifically in the Skills and Feats requirements. Other areas may be affected as well. Many changes have been instituted so be sure and read through this document thoroughly.

A character may interact with these devices in a number of ways. A character can build, repair, arm, disarm or sabotage a trap. This document details those processes in game terms.

Types of Traps

A trap can be either mechanical, electrical, explosive or a misc. security system in nature. Mechanical traps include pits, arrow traps, falling blocks, water-filled rooms, whirling blades, and anything else that depends on a mechanism to operate. Electrical traps include traps that impart an electrical shock or beam weapon attack or have an electronic trigger device. Explosive traps are any trap with an explosive element and may employ either mechanical or electrical triggers. Misc. Security Systems are electrical traps that cause no harm, but alert other systems or personnel of your presence or even trigger other types of traps.

Most traps are defined by their triggering method. A device that imparts an electrical shock, but triggered by a mechanical pressure plate would be considered a Mechanical Trap for the purposes of arming and disarming or sabotaging, but an Electrical Trap for the purposes of building or repairing.

Spontaneous Spotting (optional)

Any trap may be 'spotted' by any character prior to its triggering conditions (in most cases) with a secret *Spot* roll made by the GM at a DC of 30 and by passing within 10'. If the character succeeds, they may take action to avoid the trap without triggering it. A critical failure of this roll does not incur any additional penalties other than they most definitely do NOT spot the trap. This is in addition to the normal find chance when performing a Search.

Tech Levels

Traps, like any device, have a technology level associated with them, even if not stated.

- Basic traps, like pits, deadfalls and snares are TLI.
- Traps that use primitive melee or ranged weapons, such as arrows, guillotines, or darts are TLII.
- Traps with modern sensors or electrical elements, or use firearms and modern chemicals are TLIII.
- Traps that use ultra-modern sensors, beam weapons or any technology not yet invented in real life are TLIV.

Characters in the MOTE setting also have a technological rating based on the average technology level of the region or city in which they originated. Technology levels are explained in the Technology chapter of the MOTE GM's guide.

- Basically, primitive hunter gatherers, pastoral, stone and wood tools are TLI
- Settled agrarian cultures, using metal and primitive wheeled animal pulled vehicles are TLII.

-Modern culture that we know and love today with firearms, jet aircraft, coffee makers (all have the coffee machine) and the like are TLIII.

-Ultra-modern cultures are the imagined ancients that created wondrous devices and systems that we do not yet have today, like man portable beam weapons, powered armor, electro-magnetic hover craft, androids and the like. This represents TLIV, the highest technological level achieved by man.

This information is important to know as it effects how characters interact devices of all kinds.

When any object requires to be built, repaired, used or manipulated in any way, and that object requires a DC check a characters TL origin and the objects TL rating are compared and any positive or negative differences are applied as bonuses or penalties.

Negative differences are always applied to the difficulty of the task when dealing with objects and positive differences are always subtracted from the difficulty of the task.

Mechanical Traps

Many people prefer to keep their valued items and properties safe from unwanted guests and these things are frequently equipped with deadly mechanical traps. A trap typically is defined by its location and triggering conditions, how hard it is to spot before it goes off, how much damage it deals, and whether or not the characters receive a saving throw to mitigate its effects. Traps that attack with arrows, sweeping blades, and other types of weaponry make normal attack rolls, with a specific attack bonus dictated by the trap's design.

Characters who succeed on a DC 20 *Search* check detect a simple mechanical trap before it is triggered. (A simple trap is a snare, a trap triggered by a tripwire, or a large trap such as a pit.)

A character who succeeds on a DC 24 (or higher) *Search* check detects a well-hidden or complex mechanical trap before it is triggered. Complex traps are denoted by their triggering mechanisms and involve pressure plates, mechanisms linked to doors, changes in weight, disturbances in the air, vibrations, and other sorts of unusual triggers.

Electrical Traps

Humans are capable of ingenious and insidious methods of protection that use modern technology. Electrical traps are traps triggered by or having an electrical attack form. Various sensors are possible, each having a *Spot* or *Listen* rating. If the sensors '*Spot*' a character within their programmed range or conditions, they trigger the trap device, which could be a mechanically damaging device such as a swinging blade or pit door or perhaps an electrical beam weapon or electrical discharge trained down a hallway.

Electrically triggered devices are not any harder to detect than a mechanical one and so simple electrical traps may be detected on a *Search* roll of DC 20 and complex electrical traps on a DC of 24 or greater.

Explosive Traps

Explosive traps may have either a mechanical or an electrical trigger and potentially both. The key component of an explosive trap is the explosive itself and requires special consideration and knowledge to work with in any safe capacity.

The conditions for triggering or spotting an explosive trap depends on its trigger and use those rules in most cases. Searching for an explosive type trap is no more difficult than finding its base type, whether it's trigger is mechanical or electrical in nature.

Miscellaneous Security Systems

Security systems are often passive in nature, for example, a security camera that requires the intervention of a watching party or active, an alarm is triggered. Most security system will have an associated *Spot* or *Listen* rating that is opposed by a characters various abilities and options (example: *Move Silent* vs an Audio Sensor-*Listen* or *Hide* vs Video Camera-*Spot* or Infrared Sensor-*Spot*, etc).

Security Systems are slightly easier to spot even when deliberately concealed and may be detected on a DC 18 for simple systems or DC 22 for complex systems. If no special attempt to conceal the security system is made, then a simple one can be Spotted with a DC 10 and a complex one with a DC 14.

Elements Of A Trap

All traps, have the following elements: trigger, reset, Search DC, attack bonus (or saving throw or onset delay), damage/effect, Tech Level and Complexity rating or DC and Challenge Rating. Some traps may also include optional elements, such as poison, Spot(Visual) or Listen(Sound) ratings or a Bypass. These characteristics are described below.

TL:Complexity:Feat

The traps Tech Level and complexity level or DC and the associated feat required for any Search, Bypass Device, Build or Repair attempts.

Trigger

A trap's trigger determines how it is sprung and to what specific trap group it belongs, which effects *Build, Repair, Bypass Device* checks like Arm, Disarm and Sabotage.

Location: A location trigger springs a trap when someone stands in a particular square. A trap with a Location Trigger ALWAYS triggers and does not require a Spot or Listen check on the part of the trap when a character is in the location that the trigger affects. Alternatively a GM may assign a +20 or greater Spot check to allow for malfunction of the device.

Proximity: This trigger activates the trap when a creature approaches within a certain distance of it.

Note: A proximity trigger differs from a location trigger in that the creature need not be standing in a particular square. Creatures that are flying can spring a trap with a proximity trigger but not one with a location trigger. Mechanical proximity triggers are extremely sensitive to the slightest change in the air. This makes them useful only in places such as underground tunnels or basements, where the air is unusually still.

The proximity type trigger used most often for electrical traps is the *infrared beam sensor*. Characters who break the beam, trigger the trap. The Spot for this type of trigger is +20 and is generally very narrowly focused into a specific group of vertically placed locations from the beams emanation point (1-30 degrees) or may be broad beamed for a larger group of locations in front of the beam emanation point but shorter distance (31-90 degrees).

Some proximity sensors can be set to detect specific types of life forms, such as a chemical sensor and will only trigger when that specific life form enters it's detection radius or any life form. In any case Spot is +20.

Other trigger sensors include an electromagnetic sensor (used to detect electronic or metallic intruders i.e. 'robots') at +15 Spot(metallic intruders only), motion sensor at +20 Spot and vibration sensor +15 Spot.

Sound: This trigger springs a trap when it detects any sound. A sound trigger functions like an ear and has a +15 bonus on Listen checks. A successful *Move Silently* check, and other effects that would negate hearing defeat it. Microphones are examples of a sound trigger and are rated by 10' intervals, the best being those that can *Listen* greater distances.

Visual: This trigger for traps works like an actual eye, springing the trap whenever it "sees" something. A trap with a visual trigger requires the use of a 'camera' or electronic eye made for detecting objects in the visible light spectrum exclusively. Sight range and the Spot bonus conferred on the trap depend on the specific camera chosen, as shown.

Camera	Sight Range	Spot Bonus
<i>Cheap</i>	Line of sight (unlimited range)	+10
<i>Typical</i>	One pre-selected location	+15
<i>Top of the Line</i>	Line of sight (up to 120 ft.)	+20

If you want the trap to “see” in the dark, you must choose the *infrared* option to the trap as well. (This feature bestows *Darkvision* to the camera and limits the trap’s sight range in the dark to 60 feet.) Invisibility, or illusions cannot fool the camera sensor as it has no mind to effect and these attempts will always fail. Disguises or shape changes may be able to fool the sensors depending on who is monitoring or the programmed conditions of the trap. Visual detection is opposed by a characters *Hide* check.

Touch: A touch trigger, which springs the trap when touched, is one of the simplest kinds of trigger to construct. This trigger differs from the Location trigger type because it must be physically attached to the part of the mechanism that deals the damage.

Timed: This trigger periodically springs the trap after a certain duration has passed.

Table: Trigger Methods

#	Trigger – Basic Trigger Type	Modifiers
1	Fuse Chord - <i>Timed</i>	Spot, Search +4 while lit
2	Trip Wire – <i>Proximity</i> or <i>Location</i>	-
3	Misc. Mechanical – <i>Location</i> or <i>Touch</i>	-
4	Pressure – <i>Location</i> or <i>Touch</i>	-
5	Impact – <i>Location</i> or <i>Touch</i>	-
6	Friction Detonator – <i>Location</i> or <i>Touch</i>	-
7	Electronic Timer - <i>Timed</i>	Arm DC +2
8	Mechanical Timer – <i>Timed</i>	Arm DC +1
9	Electrical Sensor – <i>Proximity, Location, Visual</i> or <i>Sound</i>	Arm DC +2

Reset or Arm

A reset element is the set of conditions under which a trap becomes ready to trigger again.

No Reset: Short of completely rebuilding the trap, there’s no way to trigger it more than once.

Repair: To get the trap functioning again, you must repair it. (requires *Repair* skill and feat)

Manual: Resetting the trap requires someone to move the parts back into place. This is the kind of reset element most mechanical traps have. (requires *Repair* skill and feat)

Automatic: The trap resets itself, either immediately or after a timed interval.

Resetting a trap usually takes only a minute or so. For a trap with a more difficult reset method, you should set the time and labor required.

Bypass (Optional)

If the builder of a trap wants to be able to move past the trap after it is created or placed, it’s a good idea to build in a bypass mechanism —something that temporarily disarms the trap. Bypass elements may be part of any trap type and allow those who know of the trap to temporarily disable it while they pass unharmed. Sometimes the bypass element is automatic for certain individuals as in computer monitored systems.

Coded: An electronic lock that requires a code be input manually to defeat the trap or lock. DC30 Electrical-Complex Bypass Device check.

Lock: A lock bypass requires a DC 20 *Mechanical* or *Electrical Lock* check to open depending on its nature.

Hidden Switch: A hidden switch requires a DC 25 *Search* check to locate.

Hidden Lock: A hidden lock combines the features above, requiring a DC 25 *Search* check to locate and a DC 20 *Mechanical* or *Electrical Lock* check to open.

Attack Bonus/Saving Throw DC

A trap usually either makes an attack roll or forces a saving throw to avoid it. Occasionally a trap uses both of these options, or neither (see *Never Miss*).

Pits: These are holes (covered or not) that characters can fall into and take damage. A pit needs no attack roll, but a successful Reflex save (DC set by the builder) avoids it. Other save-dependent mechanical traps also fall into this category.

Pits come in three basic varieties: uncovered, covered, and chasms. Pits and chasms can be defeated by judicious application of the *Perform Task-Climb* skill, the *Perform Task-Jump* skill, or various technological means.

Uncovered pits serve mainly to discourage intruders from going a certain way, although they cause much grief to characters who stumble into them in the dark, and they can greatly complicate a melee taking place nearby.

Covered or camouflaged pits are much more dangerous. They can be detected with a DC 20 *Search* check, but only if the character is taking the time to carefully examine the area before walking across it. A character who fails to detect a covered pit is still entitled to a DC 20 Reflex save to avoid falling into it. However, if she was running or moving recklessly at the time, she gets no saving throw and falls automatically.

Trap coverings can be as simple as piled refuse (straw, leaves, sticks, garbage), a large rug, or an actual trapdoor concealed to appear as a normal part of the floor. Such a trapdoor usually swings open when enough weight (usually about 50 to 80 pounds) is placed upon it. Devious trap builders sometimes design trapdoors so that they spring back shut after they open. The trapdoor might lock once it's back in place, leaving the stranded character well and truly trapped. Opening such a trapdoor is just as difficult as opening a regular door (assuming the trapped character can reach it), and a DC 13 Strength check is needed to keep a spring-loaded door open.

Pit traps often have something nastier than just a hard floor at the bottom. A trap designer may put spikes, monsters, or a pool of acid, slime, or even water at the bottom. Spikes at the bottom of a pit deal damage as daggers with a +10 attack bonus and a +1 bonus on damage for every 10 feet of the fall (to a maximum bonus on damage of +5). If the pit has multiple spikes, a falling victim is attacked by 1d4 of them. This damage is in addition to any damage from the fall itself.

Monsters sometimes live in pits. Any monster that can fit into the pit might have been placed there on purpose, or might simply have fallen in and not been able to climb back out.

A secondary trap, mechanical, electrical or explosive at the bottom of a pit can be particularly deadly. Activated by a falling victim, the secondary trap attacks the already injured character when she's least ready for it.

Ranged Attack Traps: These traps fling darts, arrows, spears, bullets or deadly beams or the like at whoever activated the trap. The builder sets the attack bonus. A ranged attack trap can be configured to simulate the effect of a composite bow with a high strength rating which provides the trap with a bonus on damage equal to its strength rating.

Melee Attack Traps: These traps feature such obstacles as sharp blades that emerge from walls and stone blocks that fall from ceilings. Once again, the builder sets the attack bonus.

Area Traps: These traps cause damage equal to the specific gas, liquid or explosive used.

Typically, These sorts of affects require a Reflex save vs the DC rating of the traps special feature to anyone in the area of effect. Typically they save for half damage or none depending on other feats and abilities. Otherwise there is no attack roll and the damage is automatically dealt to all within the area of effect.

Damage/Effect

The effect of a trap is what happens to those who spring it. Usually this takes the form of either damage or a special effect.

Pits: Falling into a pit deals 1d6 points of damage per 10 feet of depth.

Ranged Attack Traps: These traps deal whatever damage their ammunition normally would. If a trap is constructed with a high strength rating, it has a corresponding bonus on damage.

Melee Attack Traps: These traps deal the same damage as the melee weapons they "wield." In the case of a falling stone block, you can assign any amount of bludgeoning damage you like, but remember that whoever resets the trap has to lift that stone back into place.

A melee attack trap can be constructed with a built-in bonus on damage rolls, just as if the trap itself had a high Strength score.

Area Traps: These types of attacks affect a specified area and occasionally for a specified period. Gas attacks, liquid attacks, energy and explosive attacks are all examples of this type. Explosive traps, unless specified do a set amount of damage. A home-made or improvised explosive device does 1d6 damage x the level of the maker (max of 10d6) or if a military explosive, it has the damage of the specific device, each of which is multiplied by the specific explosives damage multiplier in the Explosives Type table. Damages for other types of area affects are determined by the GM at creation and can be set at whatever level is desired.

Special: Some traps have miscellaneous features that produce special effects, such as drowning for a water trap or ability damage for poison. Saving throws and damage depend on the poison or are set by the builder, as appropriate.

Miscellaneous Trap Features

Some traps include optional features that can make them considerably more deadly. The most common such features are discussed below.

Chemical Item: Mechanical traps may incorporate chemical devices or other special substances or items, such as foam movement inhibitors, napalm or fire, and the like.

Gas: With a gas trap, the danger is in the inhaled poison it delivers. Traps employing gas usually have the never miss and onset delay features (see below).

Liquid: Any trap that involves a danger of drowning is in this category. Traps employing liquid usually have the never miss and onset delay features (see below).

Multiple Target: Traps with this feature can affect more than one character, such as most area attacks like gas or explosives. Often Area attacks and Multiple attacks are treated separately.

Never Miss: When the entire wall moves to crush you, your quick reflexes won't help, since the wall can't possibly miss. A trap with this feature has neither an attack bonus nor a saving throw to avoid, but it does have an onset delay (see below). Most traps involving liquid or gas are of the never miss variety.

Onset Delay: An onset delay is the amount of time between when the trap is sprung and when it deals damage. A never miss trap always has an onset delay.

Poison: Traps that employ poison are deadlier than their non-poisonous counterparts, so they have correspondingly higher CR's. To determine the CR modifier for a given poison, consult Table: CR Modifiers for Traps. Only injury, contact, and inhaled poisons are suitable for traps; ingested types are not. Some traps simply deal the poison's damage. Others deal damage with ranged or melee attacks as well.

Pit Spikes: Treat spikes at the bottom of a pit as daggers, each with a +10 attack bonus. The damage bonus for each spike is +1 per 10 feet of pit depth (to a maximum of +5). Each character who falls into the pit is attacked by 1d4 spikes. Pit spikes do not add to the average damage of the trap (see Average Damage, below).

Pit Bottom: If something other than spikes waits at the bottom of a pit, it's best to treat that as a separate trap (see Multiple Traps, below) with a location trigger that activates on any significant impact, such as a falling character.

Touch Attack: This feature applies to any trap that needs only a successful touch attack (melee or ranged) to hit.

Security Systems

Security systems can be passive or active in nature. A passive system will merely pass on information to another system or user without any action on it's own part, such as a video camera or microphone. An active system directly intervenes or takes action when it's programmed triggering element is activated, such as setting off an alarm, or calling security personnel or even setting off a trap or intrusion protection system.

A character can disable a security device, such as an electric fence, motion sensor, microphone or security camera. The character must be able to reach the actual device. If the device is monitored, the fact that the character attempted to disable it will probably be noticed.

When disabling a monitored device, the character can prevent his or her tampering from being noticed. Doing so requires 10 minutes and an electrical tool kit, and increases the DC of the check by +10. Quality of the security system makes a difference. The better the quality the higher the DC should be.

Device Type	DC Modifier
Cheap	- 2
Average	base (TL III:20 or IV:24)
High quality	+4
High security	+6
Ultrahigh security	+8

Sensors (optional)

Most sensors act like proximity triggers and can be simplified by using that term and process and leaving well enough alone. The following system allows for greater detail only and can be safely ignored if desired. Sensors are proximity sensors for the purposes of this system.

There are two basic forms of sensors, those that have a Spot capability and those that have a Listen capability. Only those with the Audio type trigger fall into the Listen type category and for simplicities sake will be listed with the other types.

This leaves us with sensors that can 'Spot' characters and thereby act as passive receivers of information or act in some way, usually by triggering another effect.

Table: Sensor Methods

#	Sensor – Basic Trigger Type	Character Action Modifiers	Sensor Rating
1	Infrared Beam – <i>Proximity or Location</i>	Spot or Search –2	+15
2	Chemical Sensor – <i>Proximity</i>	Spot or Search –2	+20
3	Laser – <i>Proximity</i>	Spot or Search –2 or if visible light used +4	+15
4	Heat – <i>Proximity</i>	Spot –2	+15
5	Audio – <i>Audio</i>	Spot or Search –2	+20
6	Visual – <i>Visual</i>	Spot or Search –2	+15
7	Electrical Contact – <i>Location or Touch</i>	Spot or Search –4	+20
8	Electromagnetic – <i>Proximity</i>	Spot or Search –2	+15
9	Motion – <i>Proximity</i>	Spot or Search –2	+20
10	Vibration – <i>Proximity or Location or Touch</i>	Spot or Search –2	+15

The proximity type trigger used most often for electrical traps is the *infrared beam sensor*. Characters who break the beam, trigger the trap. This type of trigger is generally very narrowly focused into a specific group of vertically placed locations from the beams emanation point (1-30 degrees) or may be broad beamed for a larger group of locations in front of the beam emanation point but shorter distance (31-90 degrees).

Some proximity sensors can be set to detect specific types of life forms, such as a chemical sensor and will only trigger when that specific life form enters it's detection radius or any life form. Other trigger sensors include an electromagnetic sensor (used to detect electronic or metallic intruders i.e. 'robots' or armored humans, etc) or motion sensors and vibration sensors. Electrical sensors are the most used and effective in a modern setting where as mechanical traps are used in less modern settings or are homemade.

Detecting Traps

If using the optional Spontaneous Spotting rule, any character may Spot a trap vs a DC of 30 or greater simply by passing within 10'. Otherwise, they must be Searched for using the following trigger based DC's.

Mechanical Trap-Simple	DC 20
Mechanical Trap-Complex	DC 24
Electrical Trap-Simple	DC 20
Electrical Trap-Complex	DC 24
Explosive Trap	Varies according to trigger type (Mechanical or Electrical)
Security System-Simple	DC 10
Security System-Complex	DC 14
Security System-Simple, hidden	DC 18
Security System-Complex, hidden	DC 22

Each of these base DC's are adjusted up or down by adding or subtracting the difference in the searching characters tech level and the specific devices tech level. Thus a Tech II character from a remote village attempts to search for a Tech IV trap that uses an energy grenade and a pressure plate(mechanical-simple) would have to roll against a DC of 22.

Base DC = 20, +2 more for the difference in tech levels.

Arming or Disarming Traps

A character may disarm a trap using the *Bypass Device* skill and the appropriate feat for the trap type. To arm that same trap is a function of the *Build* or *Repair* skill and the appropriate feat for that trap type, or a character may use the *Bypass Device* skill at a -4 penalty to achieve the same task, but with the same feat requirements.

The specific DC for each individual trap type depends on its technology level and features.

Tech Level	Base DC
I	12
II	16
III	20
IV	24

Just as when interacting with any device, a character must add or subtract the positive or negative differences in his own tech level and that of the object he desires to manipulate in any way.

Arming and disarming traps are no different. Apply any differences in tech level to the base DC. (i.e. a TL II character attempts to disarm an electrical ranged trap. This trap is TLIII therefore, Base DC20 + TL difference of -1 (negative differences add to DC) +2 Ranged modifier = Disarm DC of 23). Characters attempting a manual reset or arm of a trap using the Repair skill gain a +4 on this specific task.

Table: Mechanical and Electrical Modifiers		
#	Feature	Modifier
1	Chemical	+4 DC
2	Explosive	+4 DC
3	Gas	+4 DC
4	Liquid	-
5	Multiple Target	+1 DC per additional target if not area effect
6	Poison	+4 DC
7	Spikes	-
8	Ranged	+2 DC
9	Melee	-
10	Simple	-2 DC
11	Very Complex	+2 DC

Building Traps

Building traps requires skill levels in the *Build* skill and the selection of various feats for each type of trap, mechanical, electrical and explosive. Each are treated as separate skills for the purposes of building individual trap types.

Mechanical: Simple, basic mechanical traps like a deadfall or pit require the use of the *Build* Mechanical-Simple feat (this

Table: Mechanical and Electrical Modifiers		
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1	Chemical	+4 DC
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7	Spikes	-
8	Ranged	+2 DC
9	Melee	-
10	Simple	-2 DC
11	Very Complex	+2 DC

function can be used untrained). More elaborate or complicated traps with many components require the *Build Mechanical-Complex* feat. The time and DC rating to build these devices is subject to the rules detailed in the Technology chapter and depends on the technology level of the specific trap.

Electrical: Simple, basic electrical traps using contacts or pressure plates that discharge energy require the use the *Build Electrical-Simple* feat. More elaborate or complicated traps with intelligent circuitry or sensors require the *Build Electrical-Complex* feat. The time and DC rating to build these devices are subject to the rules detailed in the Technology chapter and depends largely on the technology level of the specific trap.

Explosive: Explosive type traps, whether mechanical or electrical in nature require the use of the *Build-Demolitions* feat to accomplish safely.

Table: Explosive Type

#	Device or Substance*	Damage Multiplier**	#	Device or Substance*	Damage Multiplier**
1	Serpentine Powder	0.3	12	Amatol	1.2
2	Ammonium Nitrate	0.4	13	Gasoline	1.2
3	Grain Powder	0.4	14	Tetryl	1.3
4	Black Powder	0.5	15	Composition B	1.4
5	Diesel fuel/nitrate fertilizer	0.5	16	C3	1.4
6	Misc. Chemical Explosive	0.6	17	C4	1.4
7	Dynamite	0.8	18	Liquid hydrogen/liquid oxygen	1.5
8	Medium Chemical Battery	0.8	19	FAE munition	5
9	PETN(detonation cord)	1	20	Fusion Reactor	7
10	TNT	1	21	Antimatter	10
11	Large Chemical Battery	1.1	-	-	-

*These may be used as guides. Feel free to add explosive substances.
 **Multiply rolled damage by the Damage Multiplier. Round to nearest.

Table: Explosive Trap Special Features

#	Feature	DC Mod	Damage Mod
1	Shaped Charge 30deg	+4	+2 die
2	Shaped Charge 60deg	+2	+1 die
3	Anti-personnel	-	+1 die Personnel and -1 die Vehicle or Structural
4	Anti-Vehicle or Structural	+2	+1 die Vehicle or Structure and -1 die Personnel
5	Concealment	+1 DC per -1 Spot check penalty. -4 max	n/a
6	Increased Disarm	+1 DC per -1 Bypass Device check. -4 max	n/a
7	Bypass	+2	n/a

-DC Mod adds to the Complexity or DC rating
 -Damage Mod adds to the damage of the explosive in the indicated amounts. +1 die means add one more dice of the indicated die type not +1 per die of damage.

The process for building any item is detailed in the Technology chapter but repeated in this section for clarity. Costs for building traps are different than the standard methods and are detailed below in the Trap Cost section and the Modifiers for Trap Costs table.

The final DC of the Trap being built is determined by its technology level adjusted by the options offered in the Mechanical and Electrical Modifiers table above.

To successfully build or fabricate a trap you must first have the tools and materials on hand for the specific trap to be made, then the pc rolls against the trap's Complexity Rating or DC plus or minus the pc's tech level difference. Fabricating a trap is a function of the *Build* skill. If a trap is an electro-mechanical (contains mechanical and electrical components to it's system) device, then both of the two *Build* feats, electrical and mechanical must have been selected by the pc in order to initiate the fabricating process.

The time to fabricate or *Build* an item from scratch is the items tech level in hours x size class expressed as a number. (fine=1, colossal=9, etc.)

The process of building a trap 'arms' it. After that it requires a *Repair* roll to arm.

Tech Level	Base DC	*Build Time
I	12	Varies with size
II	16	Varies with size
III	20	Varies with size
IV	24	Varies with size
*Build Time = TL x size class (fine=1, colossal=9) in hours		

Repairing Traps

The Repair of traps requires skill levels in the Repair skill and the selection of various feats for each type of trap, mechanical, electrical and explosive. Each are treated as separate skills for the purposes of repairing individual trap types.

Mechanical: Simple, basic mechanical traps like a deadfall or pit require the use of the *Repair Mechanical-Simple* feat (this function can be used untrained). More elaborate or complicated traps with many components require the *Repair Mechanical-Complex* feat. The time and DC rating to repair these devices are subject to the rules detailed in the Technology chapter and depends on the technology level of the specific trap.

Electrical: Simple, basic electrical traps using contacts or pressure plates that discharge energy require the use the *Repair Electrical-Simple* feat. More elaborate or complicated traps with intelligent circuitry or sensors require the *Repair Electrical-Complex* feat. The time and DC rating to repair these devices are subject to the rules detailed in the Technology chapter and depends largely on the technology level of the specific trap.

Explosive: Explosive type traps, whether mechanical or electrical in nature require the use of the *Repair-Demolitions* feat to accomplish safely.

The process for repairing is quite simple. To successfully repair a trap you must first have the tools and materials on hand for the specific trap to be made, then the pc rolls against the trap's Complexity Rating or DC plus or minus the pc's tech level difference. Repairing a trap is a function of the *Repair* skill. If a trap is an electro-mechanical (contains mechanical and electrical components to it's system) device, then both of the two *Repair* feats, electrical and mechanical must have been selected by the pc in order to initiate the fabricating process.

The time to *Repair* an item is the items tech level in minutes x size class expressed as a number. (fine=1, colossal=9, etc.)

The costs for repairing traps are determined by the percentage of damage the GM assigns. If it is determined to be 30% damaged, then it will cost 30% of

Table: Mechanical and Electrical Modifiers		
#	Feature	Modifier
1	Chemical	+4 DC
2	Explosive	+4 DC
3	Gas	+4 DC
4	Liquid	-
5	Multiple Target	+1 DC per additional target if not area effect
6	Poison	+4 DC
7	Spikes	-
8	Ranged	+2 DC
9	Melee	-
10	Simple	-2 DC
11	Very Complex	+2 DC

Tech Level	Base DC	*Repair Time
I	12	Varies with size
II	16	Varies with size
III	20	Varies with size
IV	24	Varies with size
*Build Time = TL x size class (fine=1, colossal=9) in minutes		

the build cost in order to repair the device. The build costs are detailed below in the Trap Cost section and the Modifiers for Trap Costs table.

The final DC of the Trap being repaired is determined by its technology level adjusted by the options offered in the Mechanical and Electrical Modifiers table above.

Traps with the Reset-repair feature do not require 'parts' to reset unless specified. The actual reset or arm function of repair gains a +4 bonus, since it's easier to arm a trap than repair one. Other types may require parts at GM discretion. The amount and costs for parts for traps and any device are detailed in the Technology chapter if using the points based repair system.

Sabotaging Traps

The act of sabotage is a non-technical means of defeating devices without regard to its condition after it has been defeated. Sabotaging a trap or security system results in its destruction. It will be broken and will require repair before it can operate again.

Sabotaging a trap or device is a bit easier than merely defeating it by turning it off or partially disassembling a component so that it no longer functions as it should. It involves smashing certain components or ripping wiring out or putting a monkey wrench in the gears. Hammers, the heel of a good boot, sticks, spears or even firearms are all good tools to use when performing a sabotage action, it's not like it requires finesse.

To do this safely requires the feat, *Sabotage*. On a successful check the trap is defeated without setting off its intended affect. This results in a base damage of 30% to the device with an additional 2% for every point rolled above the DC of the specific trap.

The *Sabotage* feat also grants a +4 bonus to the *Bypass Device* check when sabotaging a device. A failed check by 4 points or more, for traps and security systems, results in activating its affect. Anyone can attempt to *Sabotage* a trap without the feat, the *Bypass Device* roll is merely attempted as an Untrained skill check. Having +5 or more ranks in an associated Repair or Build skill grants a +2 synergy bonus.

Designing a Trap

Couldn't be simpler, merely select the elements you want the trap to have and add up the adjustments to the trap's Challenge Rating that those elements require (see Table: CR Modifiers for Traps) to arrive at the trap's final CR.

Challenge Rating of a Trap

To calculate the Challenge Rating of a trap, add all the CR modifiers (see the tables below) to the base CR for the trap type.

Mechanical or Electrical Trap: The base CR for a mechanical trap is 1. If your final CR is 0 or lower, add features until you get a CR of 1 or higher.

Average Damage: If a trap does hit point damage, calculate the average damage for a successful hit and round that value to the nearest multiple of 7. Use this value to adjust the Challenge Rating of the trap, as indicated on the tables below. Damage from poisons and pit spikes do not count toward this value, but damage from a high strength rating and extra damage from multiple attacks does.

Multiple Traps: If a trap is really two or more connected traps that affect approximately the same area, determine the CR of each one separately.

Multiple Dependent Traps: If one trap depends on the success of the other (that is, you can avoid the second trap altogether by not falling victim to the first), they must be treated as separate traps.

Multiple Independent Traps: If two or more traps act independently (that is, none depends on the success of another to activate), use their CRs to determine their combined Encounter Level as though they were monsters. The resulting Encounter Level is the CR for the combined traps.

Table: CR Modifiers for Traps	
Feature	CR Modifier
<i>Search DC</i>	
18 or lower	-1
25-28	+1
29 or higher	+2
<i>Bypass Device DC</i>	
15 or lower	-1
25-29	+1
30 or higher	+2
<i>Save DC (Pit or Other Save-Dependent Trap)</i>	
15 or lower	-1
16-24	—
25-29	+1
30 or higher	+2
<i>Attack Bonus (Melee or Ranged Attack Trap)</i>	
+0 or lower	-2
+1 to +5	-1
+6 to +14	—
+15 to +19	+1
+20 to +24	+2
<i>Damage/Effect</i>	
Average damage	+1 per 7 points* after first
Toxin or Radiation hazard	+1 per level**
Biological hazard	+1***
Ability damage	+1 per 4 point loss potential
<i>Miscellaneous Features</i>	
Chemical device	+1 per 10' of affect
Detection	+1 per +10 after first +20
Liquid	+1, +4 if Never Miss
Multiple target (non-area effect only)	+1 per person after first
Area Affect (Gas, Explosives, etc)	+1 per 10' of affect after first
Onset delay 1 round	+3
Onset delay 2 rounds	+2
Onset delay 3 rounds	+1
Onset delay 4+ rounds	-1
Poison, low strength DC 15	—
Poison, medium strength DC 16-25	+1
Poison, high strength DC 26	+2
Pit spikes	+1 per 4 attacks
Ranged	+1 per 30' after first
Touch attack	+1
* Rounded to the nearest multiple of 7 (round up for an average that lies exactly between two numbers).	
**Refer to the Outdoor Adventuring chapter for specific levels of hazards available.	
***Character is exposed to a disease causing agent and has a chance of contracting a disease, usually set at 5% per exposure.	

Trap Cost

The base cost of a mechanical trap is 100 golden x TL. Apply all the modifiers from Table: Cost Modifiers for Traps for the various features you've added to the trap to get the modified base cost. The final cost is equal to (modified base cost x Challenge Rating) + extra costs. The minimum cost for a mechanical trap is (CR x 100) golden.

After you've multiplied the modified base cost by the Challenge Rating, add the price of any chemical items or poison you incorporated into the trap. If the trap uses one of these elements and

has an automatic reset, multiply the poison or chemical item cost by 10 to provide an adequate supply of doses. Explosives cannot have the automatic reset feature.

Multiple Traps: If a trap is really two or more connected traps, determine the final cost of each separately, then add those values together. This holds for both multiple dependent and multiple independent traps (see the previous section).

Table: Cost Modifiers for Traps	
Feature	Cost Modifier
<i>Trigger Type</i>	
Location	—
Proximity	+200 golden mechanical or +500 golden electrical
Touch	—
Touch (attached)	—
Timed	+500 golden
<i>Reset Type</i>	
No reset	—
Repair	-50 golden
Manual	—
Automatic	+200 golden (or 0 if trap has timed trigger)
<i>Bypass Type</i>	
Coded	+200 golden (Bypass Device DC 30)
Lock	+100 golden (Bypass Device DC 20)
Hidden switch	+100 golden (Search DC 25)
Hidden lock	+250 golden (Bypass Device DC 20, Search DC 25)
<i>Search DC</i>	
19 or lower	—
20	+100 golden
21 or higher	+200 golden x (DC - 20)
<i>Bypass Device DC</i>	
19 or lower	—
20	+100 golden
21 or higher	+200 golden x (DC - 20)
<i>Save DC (Pit or Other Save-Dependent Trap)</i>	
19 or lower	—
20	+150 golden
21 or higher	+300 golden x (DC - 20)
<i>Attack Bonus (Melee or Ranged Attack Trap)</i>	
+9 or lower	—
+10	+100 golden
+11 or higher	+200 golden x (bonus - 10)
<i>Damage Bonus</i>	
High Strength rating (ranged attack trap)	+100 golden x bonus (max +4)
High Strength bonus (melee attack trap)	+100 golden x bonus (max +8)
<i>Miscellaneous Features</i>	
Never miss	+500 golden
Poison	Cost of poison*
Chemical item	Cost of item*
- Explosives	Base = 200 golden x the explosives damage multiplier
Misc. Materials - Common	—
- Uncommon	+50% of subtotal
- Rare	+100% of subtotal
* Multiply cost by 10 if trap features automatic reset.	

SAMPLE TRAPS

*Costs for traps are relative and used as examples only. If materials are already on hand, the actual cost may be nothing.

CR 1 TRAPS

Audible Alarm: CR1; TLIII:Search DC18, Bypass Device DC20, Build or Repair DC20 mechanical-complex(Security System-Simple, hidden); location trigger or touch-attached trigger, automatic reset; Audible claxon alarm – range 200 yards. *Cost:* 1000 golden

Basic Arrow Trap: CR 1; TLII:Search DC20, Bypass Device DC18, Build or Repair DC18 mechanical-simple; location trigger; manual reset; Atk +10 ranged 30' (1d6/x2, arrow). *Cost:* 400 golden.

Camouflaged Pit Trap: CR 1; TLI:Search DC20, Bypass Device DC12, Build or Repair DC12 mechanical-simple; location trigger; manual reset; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall). *Cost:* 350 golden.

Dead Fall: CR 1; TLI:Search DC20, Bypass Device DC10, Build or Repair DC10 mechanical-simple; location trigger; manual reset; Atk +10 melee (2d6, rock). *Cost:* 300 golden.

Deeper Camouflaged Pit Trap: CR 1; TLI:Search DC20, Bypass Device DC12, Build or Repair DC12 mechanical-simple; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall). *Cost:* 350 golden.

Poison Dart Trap: CR 1; TLII:Search DC20, Bypass Device DC22, Build or Repair DC22 mechanical-simple; location trigger; manual reset; Atk +8 ranged (1d4, dart); + poison, low strength (Fortitude save vs DC16 to avoid –1d2Con for 1d4 hours). *Cost:* 900 golden + poison cost.

Poison Needle Trap: CR 1; TLII:Search DC24, Bypass Device DC24, Build or Repair DC24 mechanical-complex; touch trigger; repair reset; Atk +8 touch + poison, low strength (Fortitude save vs DC14 to avoid –1d2Con for 1d4 hours); Bypass-hidden (Search DC25 to find). *Cost:* 1800 golden + poison cost.

Portcullis Trap: CR 1; TLII:Search DC20, Bypass Device DC14, Build or Repair, DC14 mechanical-simple; location trigger; manual reset; Atk +10 melee (3d6). Bypass-hidden (Search DC25 to find). *Note:* Damage applies only to those underneath the portcullis. Portcullis blocks passageway. *Cost:* 500 golden.

Razor-Wire across Hallway: CR 1; TLII:Search DC20, Bypass Device DC16, Build or Repair DC16 mechanical-simple; location trigger; no reset; Atk +10 melee (2d6, wire); multiple targets (first target in each of two adjacent 5-ft. squares). *Cost:* 400 golden.

Rolling Rock Trap: CR 1; TLI:Search DC20, Bypass Device DC10, Build or Repair DC10 mechanical-simple; location trigger; manual reset; Atk +10 melee (2d6, rock). *Cost:* 300 golden.

Scything Blade Trap: CR 1; TLII:Search DC20, Bypass Device DC16, Build or Repair DC16 mechanical-simple; location trigger; automatic reset; Atk +8 melee (1d8/x2). *Cost:* 500 golden.

Spear Trap: CR 1; TLII:Search DC20, Bypass Device DC16, Build or Repair DC16 mechanical-simple; location trigger; manual reset; Atk +12 ranged 30'(1d8/x2, spear). *Cost:* 700 golden.

Swinging Block Trap: CR 1; TLI:Search DC20, Bypass Device DC10, Build or Repair DC10 mechanical-simple; touch trigger; manual reset; Atk +5 melee (4d6, stone block). *Cost:* 200 golden.

Visual Alarm: CR 1; TL:III:Search DC14, Bypass Device DC20, Build or Repair DC20 electrical-simple (Security System-Complex); proximity trigger (visual sensor +15 Spot, average quality), automatic reset; Audible claxon alarm – range 200 yards. *Cost:* 1000 golden

Wall Blade Trap: CR 1; TLII:Search DC20, Bypass Device DC16, Build or Repair DC16, mechanical-simple; touch trigger; automatic reset; hidden switch bypass (Search DC 25); Atk +10 melee (2d6/x2, scythe). *Cost:* 700 golden.

CR 2 TRAPS

Box of Mutant Mold: CR 2; TLI:Search DC20, Bypass Device DC16, Build or Repair DC16 mechanical-simple; touch trigger (opening the box); automatic reset; Atk +8 melee 5-ft. Toxic chemical attack (T1-d4/min of exposure) Toxin is DC20 to save vs affects (mutation chance 5%). Cost: 800 golden.

Bricks from Ceiling: CR 2; TLI:Search DC20, Bypass Device DC12, Build or Repair DC12 mechanical-simple; touch trigger; repair reset; Atk +12 melee (2d6x1d4 atks, bricks); multiple targets (all targets in two adjacent 5-ft. squares). Cost: 1100 golden.

Ceiling Pendulum: CR 2; TLII:Search DC20, Bypass Device DC16, Build or Repair DC16 mechanical-simple; timed trigger; automatic reset; Atk +15 melee (1d10+6/x2, greataxe). Note: Swings continuously in a rhythmic pattern. Cost: 3,600 golden.

Charged Door Knob: CR 2; TLIII:Search DC20, Bypass Device DC20, Build or Repair DC20 electrical-simple; touch-attached trigger, automatic reset, Bypass-lock DC20, Never Miss (2d6+2 electrical shock). Note: 2 round recharge. Cost: 1,500 golden + Uncommon materials +50%.

Fusillade of Darts: CR 2; TLII:Search DC20, Bypass Device DC17, Build or Repair DC17 mechanical-simple; location trigger; manual reset; Atk +10 ranged (1d4+1x1d4 atks, dart); multiple targets (fires 1d4 darts at each target in two adjacent 5-ft. squares). Cost: 800 golden.

Javelin Trap: CR 2; TLII:Search DC20, Bypass Device DC16, Build or Repair DC16 mechanical-simple; location trigger; manual reset; Atk +14 ranged 60' (1d8+2, javelin). Cost: 800 golden.

Large Net Trap: CR 2; TLI:Search DC20, Bypass Device DC12, Build or Repair DC12 mechanical-simple; location trigger; manual reset; Reflex Save DC16 (see note). Note: Characters in 10-ft. square are grappled by net (Str 18) if they fail Reflex check. Cost: 400 golden.

Pit Trap: CR 2; TLI:Search DC20, Bypass Device DC10, Build or Repair DC10 mechanical-simple, location trigger; manual reset; DC 20 Reflex save avoids; 40 ft. deep (4d6, fall). Cost: 600 golden.

Poison Needle Trap: CR 2; TLII:Search DC24, Bypass Device DC24, Build or Repair DC24 mechanical-complex; touch trigger; repair reset; Atk +14 touch + poison, low strength (Fortitude save vs DC14 to avoid -1d2Con for 1d4 hours); Bypass-hidden (Search DC25 to find). Cost: 5400 golden + poison cost.

Spiked Pit Trap: CR 2; TLI:Search DC20, Bypass Device DC10, Build or Repair DC10 mechanical-simple; location trigger; automatic reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes Atk +10 melee, (1d4 spikes per target for 1d4 each). Cost: 1,300 golden.

Stun Beam Thief Trap: CR 2; TLIV:Search DC20, Bypass Device DC22, Build or Repair DC22 electrical-simple; touch trigger; automatic reset; atk +10 (stun/knockout, save vs DC attack roll 2d10 minutes) Cost: 2,000 + uncommon materials +50%.

Tripping Chain: CR 2; TLII:Search DC20, Bypass Device DC14, Build or Repair DC14 mechanical-simple; location trigger; automatic reset; multiple traps (tripping and melee attack); Atk +15 melee touch (trip), Atk +15 melee (2d4+2, spiked chain). Note: This trap is really one CR 1 trap that trips and a second CR 1 trap that attacks with a spiked chain. If the tripping attack succeeds, a +4 bonus applies to the spiked chain attack because the opponent is prone. Cost: 2,600 golden.

Well-Camouflaged Spiked Pit Trap: CR 2; TLI:Search DC24, Bypass Device DC12, Build Repair DC12 mechanical-simple; location trigger; automatic reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes Atk +10 melee, (1d4 spikes per target for 1d4 each). Cost: 1,900 golden.

CR 3 TRAPS

Surface Heat Trap: CR 3; TLIII:Search DC22, Bypass Device DC20, Build or Repair DC20 electrical-simple; proximity trigger (*motion sensor-Spot +20*); automatic reset; Never miss-heat effect 10' (2d4/round heat); Only movement from the affected area will prevent damage. Note: the heat is caused through electrical means and not fire. *Cost:* 5,400 golden

Camouflaged Pit Trap: CR 3; TLI:Search20, Bypass Device DC12, Build or Repair DC12 mechanical-simple; location trigger; manual reset; DC 20 Reflex save avoids; 30 ft. deep (3d6, fall); multiple targets (first target in each of two adjacent squares); Chemical attack (1d4 initial, 1d4con for 1d4 days) DC20 to save vs affects. *Cost:* 1,050 golden + chemical.

Ceiling Pendulum: CR 3; TLII:Search DC20, Bypass Device DC16, Build or Repair DC16 mechanical-simple; timed trigger; automatic reset; Atk +20 melee (1d12+8/x2, greataxe). Note: Swings continuously in a rhythmic pattern. *Cost:* 8,400 golden.

Neural Net Trap: CR3; TLIV:Search DC20, Bypass Device DC22, Build or Repair DC22 Electro-mechanical-simple; location trigger, manual reset, Bypass-lock DC20; Reflex save vs DC16 (paralyzes + entangle). *Note:* Characters in a 10' square are grappled by net (Str 18). *Cost:* 3,000 golden + uncommon materials +50%.

Hail of Poison Needles: CR 3; TLII:Search DC24, Bypass Device DC18, Build or Repair DC18 mechanical-complex; location trigger; manual reset; Atk +20 ranged (1X2d4 strikes)+ poison, low strength (Fortitude save vs DC14 to avoid -1d2Con for 1d4 hours). *Cost:* 6,000 golden + poison.

Improvised Shotgun Door Trap: CR3; TLIII:Search DC24, Bypass Device DC20, Build or Repair DC20 mechanical-complex; touch trigger, manual reset, Atk +10 ranged (4xd4/stun, 20g). *Note:* activated by the pull of a door. *Cost:* 4,500 golden.

Large Charged Net Trap: CR 3; TLIII:Search DC20, Bypass Device DC20, Build or Repair DC20 mechanical-simple(electrical-simple); location trigger; manual reset; Reflex Save DC16 (see note); Never Miss (2d6+2 electrical shock). *Note:* Characters in 10-ft. square are grappled by net (Str 18) if they fail Reflex check. *Cost:* 1,650 golden + uncommon material +50%.

Pit Trap with Spikes: CR 3; TLI:Search DC20, Bypass Device DC12, Build or Repair DC12 mechanical-simple, location trigger; manual reset; DC 20 Reflex save avoids; 60 ft. deep (6d6, fall): multiple targets (first target in each of two adjacent 5-ft. squares); Atk +10 melee, spikes (1d6x1d4). *Cost:* 1,350 golden.

Pit Trap with Poison Spikes: CR 3; TLI:Search DC20, Bypass Device DC12, Build or Repair DC12 mechanical-simple, location trigger; manual reset; DC 20 Reflex save avoids; 30 ft. deep (3d6, fall): multiple targets (first target in each of two adjacent 5-ft. squares); Atk +10 melee, spikes (1d4x1d4) + poison, low strength (Fortitude save vs DC14 to avoid -1d2Con for 1d4 hours). *Cost:* 1,350 golden + poison.

Poisoned Arrow Trap: CR 3; TLII:Search DC20, Bypass Device DC20, Build or Repair DC20 mechanical-simple; touch trigger; manual reset; lock bypass (Bypass Device DC 20); Atk +15 ranged (1d8, arrow); + poison, medium intensity (Fortitude save vs DC20 to avoid -1d4Con for 1d4 hours). *Cost:* 4,500 golden + poison.

Stone Blocks from Ceiling: CR 3; TLI:Search DC20, Bypass DC10, Build or Repair DC10 mechanical-simple; location trigger; repair reset; Atk +20 melee (4d6+7, stone blocks). *Cost:* 6,600 golden.

CR 4 TRAPS

Collapsing Column: CR 4; TLI:Search DC20, Bypass Device DC12, Build or Repair DC12 mechanical-simple; touch trigger (attached); no reset; Atk +20 melee (6d6+7, stone blocks). *Cost:* 8,800 golden.

Spiked Pit Trap: CR 4; TLI:Search DC20, Bypass Device DC10, Build or Repair DC10 mechanical-simple; location trigger; automatic reset; DC 20 Reflex save avoids; 60 ft. deep (6d6, fall); pit spikes (Atk +15 melee, 1d4 spikes per target for 1d4+5 each). *Cost:* 6,200 golden.

Double Wall Scythe Trap: CR 4; TLII:Search DC20, Bypass Device DC12, Build or Repair DC12 mechanical-simple; location trigger; automatic reset; 2 Atks +20 melee (2d8+8 x2, scythe). *Cost:* 10,000 golden.

Foam Dispenser: CR 4; TLIV:Search DC24, Bypass Device DC28, Build or Repair DC28 mechanical-complex; location trigger, repair reset, atk foam spray DC20 Reflex to avoid (move = 0 for 1d8+2 hours), multiple targets (all targets in room); onset delay (1 round); foam. *Cost:* 11,800 golden + chemical.

Improvised Laser Gun Door Trap: CR3; TLIV:Search DC24, Bypass Device DC24, Build or Repair DC24 electro-mechanical-complex; touch trigger, manual reset, Atk +14 ranged 30' (laser, lite 2d8/x2). *Note:* activated by the pull of a door. *Cost:* 14,400 golden.

Water-Filled Room Trap: CR 4; TLI:Search DC20, Bypass Device DC12, Build or Repair DC12 mechanical-simple; location trigger; automatic reset; multiple targets (all targets in room); never miss; onset delay (5 rounds); liquid. *Cost:* 3,600 golden.

Wide-Mouth Spiked Pit with Trap Door Trap: CR 4; TLI:Search DC20, Bypass Device DC12, Build or Repair DC12 mechanical-simple; location trigger; automatic reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes Atk +10 melee (1d4x1d4). *Note:* Trap door can only be opened from above with a Str or Perform Task check of DC16 *Cost:* 2,600 golden + Misc. Materials-common.

CR 5 TRAPS

Box or Crate Bomb Trap: CR 5; TLIII:Search DC24, Bypass Device DC28, Build or Repair DC28, mechanical-complex; touch (electrical contact) trigger (attached); no reset; explosive grenade multiple targets all within 10' (1d12+2-stun). *Note:* activates upon lid opening. *Cost:* 12,000 golden.

Doorknob Smear with Contact Poison: CR 5; TLII:Search DC20, Bypass Device DC20, Build or Repair DC20 mechanical-simple; touch trigger (attached); manual reset; poison, high strength (Fortitude save vs DC26 or sleep 1d4 hours). *Cost:* 4,500 golden + poison.

Falling Blocks Trap: CR 5; TLI:Search DC20, Bypass Device DC12, Build or Repair DC12, mechanical-simple; location trigger; manual reset; Atk +15 melee (6d6); multiple targets (can strike all characters in two adjacent specified squares). *Cost:* 6,000 golden.

Flooding Room Trap: CR 5; TLIII:Search DC26, Bypass DC20, Build or Repair DC20 electrical-complex; proximity trigger(motion sensor +20 spot, +2 Search DC); automatic reset; multiple targets (all targets in room); never miss; onset delay (4 rounds); liquid; Bypass-lock DC20. *Cost:* 12,000 golden.

Forcefield Trap: CR5; TLIV:Search DC24, Bypass Device DC26, Build or Repair DC26, electrical-complex; location trigger(Infrared beam +15 Spot); automatic reset; Bypass-coded (DC 30); Reflex DC25 to avoid, 10' square is affected, *Note:* All within are trapped until device bypassed or forcefield is battered down. 100point forcefield cannot be bypassed from within. *Cost:* 20,000 golden + rare material +100%.

Fusillade of Darts: CR 5; TLII:Search DC20, Bypass Device DC18, Build or Repair DC18 mechanical-simple; location trigger; manual reset; Atk +18 ranged (1d4+1, dart); multiple targets (1d8 darts per target in a 10-ft.-by-10-ft. area). *Cost:* 9,500 golden.

Poison Wall Spikes: CR 5; TLII:Search DC20, Bypass Device DC20, Build or Repair DC20 mechanical-simple; location trigger; manual reset; Atk +16 melee (1d8+4, spike) + poison, high

strength (Fortitude save vs DC28 to avoid progressive damage 1d6 for 1d6 rounds, not cumulative per dart or hit); multiple targets (closest targets in each of two adjacent 5-ft. squares). *Cost:* 16,000 golden + poison.

Spiked Pit Trap (80 Ft. Deep): CR 5; TLI:Search DC20, Bypass Device DC10, Build or Repair DC10 mechanical-simple; location trigger, manual reset; DC 20 Reflex save avoids; 80 ft. deep (8d6, fall), pit spikes (Atk +10 melee, 1d4 spikes for 1d4+5 each). *Cost:* 1,750 golden.

Toxic Dust Vapor Trap: CR 5; TLII:Search DC24, Bypass Device DC20, Build or Repair DC20 mechanical-complex; location trigger; manual reset; gas; multiple targets (all targets in a room); never miss; onset delay (2 rounds); toxin T2(DC 25 Fortitude save resists, d4+1/minute, 10% mutation chance). *Cost:* 5,500 golden + toxin.

CR 6 TRAPS

Built-to-Collapse Wall: CR 6; TLI:Search DC20, Bypass Device DC12, Build or Repair DC12 mechanical-simple; touch-attached trigger(trip wire-Spot DC25); repair reset; Atk +20 melee (8d6+8, stone blocks); multiple targets (all targets in a 10-ft.-by-10-ft. area or length of wall). *Cost:* 13,800 golden.

Compacting Room: CR 6; TLII:Search DC24, Bypass Device DC18, Build or Repair DC18, mechanical-complex; timed trigger; automatic reset; hidden switch bypass (Search DC 25); walls move together (12d6+7, crush); multiple targets (all targets in a room); never miss; onset delay (4 rounds). *Cost:* 9,600 golden.

Fusillade of Spears: CR 6; TLII:Search DC20, Bypass Device DC18, Build or Repair DC18 mechanical-simple; proximity trigger; manual reset; Atk +21 ranged (1d8+1, spear); multiple targets (1d6 spears per target in a 10 ft.-by-10-ft. area). *Cost:* 15,000 golden.

Neural Beam Demobilization Trap: CR 6; TLIV:Search DC24, Bypass DC24, Build or Repair DC24, electrical-simple; motion sensor (proximity trigger, +20 Spot); automatic reset; Bypass-coded (DC30); atk +16 ranged 60' (affect: stun/knockout Fortitude save vs DC-affect attack roll); multiple targets (all within 5'x60' line from emanation point); *Cost:* 27,000 golden

Poison Arrow Trap: CR 6; TLII:Search DC20, Bypass Device DC20, Build or Repair DC20 mechanical-simple; proximity trigger; manual reset; Atk +14 ranged 30' (1d8, arrow, plus poison, high strength); (poison, DC 26 Fortitude save resists, 2d6 Con/2d6 Con). *Cost:* 6,000 golden + poison.

Sleep Gas Trap: CR 6; TLIII:Search DC24, Bypass Device DC20, Build or Repair DC20 mechanical-complex; location (touch) trigger; no reset; multiple targets; never miss (all targets within a room or 20'x20' area); sleep, gas (poison gas, medium strength DC24 save or knocked out). *Cost:* 12,000 golden.

Spiked Blocks from Ceiling: CR 6; TLI:Search DC20, Bypass Device DC14, Build or Repair DC14 mechanical-simple; location trigger; repair reset; Atk +20 melee (6d6, + 1d4 spikes 1d6); multiple targets (all targets in a 10-ft.-by-10-ft. area). *Cost:* 6,000 golden.

Spiked Pit Trap (100 Ft. Deep): CR 6; TLI:Search DC20, Bypass Device DC10, Build or Repair DC10 mechanical-simple; location trigger, manual reset; DC 20 Reflex save avoids; 100 ft. deep (10d6, fall); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 each). *Cost:* 1,800 golden.

Whirling Poison Blades: CR 6; TLII:Search DC24, Bypass Device DC20, Build or Repair DC20 mechanical-complex; timed trigger; automatic reset; hidden lock bypass (Search DC 25, Open Lock DC 20); Atk +10 melee (1d4+4/19–20 plus poison, medium strength); poison (medium strength poison, DC 24 Fortitude save resists, 1d6 Str/2d6 Str); multiple targets (one target in each of three preselected 5-ft. squares). *Cost:* 17,700 golden + poison.

Wide-Mouth Pit Trap with Toxin: CR 6; TLI:Search DC20, Bypass Device DC10, Build or Repair DC10, mechanical-simple; location trigger, manual reset; DC 25 Reflex save avoids; 40 ft. deep (4d6+7, fall) + Toxin T3 Save every round vs DC30 or suffer D8+1/min damage(15% mutation chance); multiple targets (all targets within a 10-ft.-by-10-ft. area). *Cost:* 31,200 golden + chemical.

CR 7 TRAPS

Fusillade of Poison Darts: CR 7; TLII:Search DC24, Bypass Device DC20, Build or Repair DC20 mechanical-complex; location trigger; manual reset; Atk +18 ranged (1d4+1, dart plus poison, high strength); (poison, high strength, DC 26 Fortitude save resists, 1 Con/ 1d2 Con); multiple targets (1d8 darts per target in a 10-ft.-by-10-ft. area). *Cost:* 26,600 golden + poison.

Lock Covered in Poison Mutant Bile: CR 7; TLI:Search DC20, Bypass Device DC16, Build or Repair DC16 mechanical-simple; touch trigger (attached); no reset; poison, high strength (poison mutant bile, high strength DC 26 Fortitude save resists, 3d6 Str/0). *Cost:* 1,400 golden + poison.

Lockdown Alarm: CR 7; TLIII:Search DC22, Bypass Device DC22, Build or Repair DC22 electrical-complex, proximity sensor (infrared +15 Spot); automatic reset; audible alert, dispatch of monsters 2xCR3 or 1xCR6 monsters. Onset delay (5 rounds). *Note:* All egresses into and out of location are automatically locked DC25 to bypass locks. *Cost:* 14,000 golden + monsters

Radiated Room Trap: CR 7; TLIV:Search DC24, Bypass Device-no, Build or Repair DC26 mechanical-simple; proximity trigger; automatic reset; never miss; multiple targets (all targets within a room); radiation hazard (R4 level, D12+5/minute Fortitude save DC35, mutation chance 40%). *Cost:* 12,600 golden + chemical

Toxic Vapor Trap: CR 7; TLII:Search DC24, Bypass Device DC18, Build or Repair DC18 mechanical-complex; location trigger; repair reset; gas; multiple targets (all targets in a room); never miss; onset delay (3 rounds); toxin, T3 (DC 30 Fortitude every round save resists, d8+1/min 15% for mutation). *Cost:* 10,500 golden + toxin.

Water-Filled Room: CR 7; TLII:Search DC20, Bypass Device DC18, Build or Repair DC18 mechanical-simple; location trigger; manual reset; multiple targets (all targets in a room); never miss; onset delay (3 rounds); water. *Cost:* 5,600 golden.

Well-Camouflaged Pit Trap with Monster: CR 7; TLI:Search DC20, Bypass Device DC12, Build or Repair DC12 mechanical-simple; location trigger; repair reset; DC 25 Reflex save avoids; 70 ft. deep (7d6+7, fall); multiple targets (first target in each of two adjacent 5-ft. squares) plus a CR2 monster. *Cost:* 8,400 golden + monster.

CR 8 TRAPS

Insanity Mist Vapor Trap: CR 8; TLII:Search DC24, Bypass Device DC20, Build or Repair DC20 mechanical-complex; location trigger; repair reset; gas; never miss; onset delay (1 round); poison, high strength (insanity mist, DC 26 Fortitude save resists, 1d4 Wis/2d6 Wis); multiple targets (all targets in a room). *Cost:* 12,800 golden + poison gas.

Mysterious Hanging Chord Trap: CR 8; TLII:Search DC20, Bypass Device DC18, Build or Repair DC18 mechanical-complex; location (touch) trigger; automatic reset; onset delay (4 rounds-strange mechanical groaning noise, and then a noise coming closer), wall trap door opens, spiked boulder attack, atk +16 (6d6+7 + 1d4 spikes for 1d4+1 each), all within 5'x60' line from trap door wall. *Cost:* 7,200 golden.

Poison Blade Wall Scythe: CR 8; TLII:Search DC20, Bypass Device DC20, Build or Repair DC20 mechanical-simple; touch trigger; manual reset; Atk +16 melee (2d4+8 scythe plus poison, high strength); (Poison, high strength, DC 28 Fortitude save resists, 2d8+2 damage+1d6 Con/2d6 Con). *Cost:* 25,600 golden + poison.

Well-Camouflaged Pit Trap with Monster: CR 8; TLI:Search DC20, Bypass Device DC12, Build or Repair DC12 mechanical-simple; location trigger; repair reset; DC 20 Reflex save avoids; 100 ft. deep (10d6+7, fall)+ CR2 monster. *Cost:* 2,400 golden + monster.

CR 9 TRAPS

Drawer Handle Smearred with Contact Poison: CR 9; TLI:Search DC20, Bypass Device DC16, Build or Repair DC16 mechanical-simple; touch trigger (attached); manual reset; poison, high strength (poison, high strength, DC 28 Fortitude save resists, 1d8+1 damage+3d6 Con/3d6 Con). *Cost:* 1800 golden + poison.

Dropping Ceiling: CR 9; TLII:Search DC24, Bypass Device DC16, Build or Repair DC16 mechanical-complex; location trigger; repair reset; ceiling moves down (12d6+7, crush); multiple targets (all targets in a room); never miss; onset delay (1 round). *Cost:* 13,500 golden.

Energy Beam Trap: CR9; TLIV:Search DC24, Bypass Device DC24, Build or Repair DC24 electrical-complex; motion(proximity) trigger (+20 Spot); automatic reset; atk +12 ranged 60' (Lite Laser beam, 2d8) 2x beams, multiple targets in a 10' wide hallway in every 5' square from emanation points to maximum range. *Note:* attacks every other round that characters remain in area. *Cost:* 28,200 golden.

Wide-Mouth Pit Trap with Monster: CR 9; TLI:Search DC20, Bypass Device DC10, Build or Repair DC10 mechanical-simple; location trigger; manual reset; DC 25 Reflex save avoids; 100 ft. deep (10d6+7, fall); multiple targets (all targets within a 10-ft.-by-10-ft. area) + CR3 monster. *Cost:* 40,500 golden.

Wide-Mouth Spiked Pit with Poisoned Spikes: CR 9; TLI:Search DC20, Bypass Device DC16, Build or Repair DC16 mechanical-simple; location trigger; manual reset; hidden lock bypass (Search DC 25, Open Lock DC 20); DC 20 Reflex save avoids; 70 ft. deep (7d6+7, fall); multiple targets (all targets within a 10-ft.-by-10-ft. area); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 plus poison, high strength each); poison, high strength (DC 28 Fortitude save resists, 1d6 Dex/1d6 Dex). *Cost:* 20,250 golden + poison.

CR 10 TRAPS

Crushing Room: CR 10; TLII:Search DC24, Bypass Device DC18, Build or Repair DC18 mechanical-complex; location trigger; automatic reset; walls move together (16d6+7, crush); multiple targets (all targets in a room); never miss; onset delay (2 rounds). *Cost:* 17,000 golden.

Crushing Wall Trap: CR 10; TLII:Search DC24, Bypass Device DC18, Build or Repair DC18 mechanical-complex; location trigger; automatic reset; Reflex save DC26 (18d6+7, crush). *Cost:* 14,000 golden.

Energy Beam Trap: CR10; TLIV:Search DC24, Bypass Device DC24, Build or Repair DC24 electrical-complex; motion(proximity) trigger (+20 Spot); automatic reset; atk +16 ranged 60' (Fusion beam, 8d10) 2x beams, multiple targets in a 10' wide hallway in every 5' square from emanation points to maximum range. *Note:* attacks every other round that characters remain in area. *Cost:* 32,200 golden.

Energy Drain Trap: CR 10; TLIV:Search DC24, Bypass Device DC24, Build or Repair DC24, electrical-complex; visual(proximity) trigger (*top of the line* +20 Spot); automatic reset; Atk +16 ranged touch; effect (*energy drain*, DC 26 Fortitude or object save negates, 60 hours worth of energy are drained from each device type or until completely depleted). *Cost:* 46,000 golden + Materials-uncommon +50%

Poisoned Spiked Pit Trap: CR 10; TLI:Search DC20, Bypass Device DC16, Build or Repair DC16 mechanical-simple; location trigger; manual reset; hidden lock bypass (Search DC 25, Open Lock DC 20); DC 20 Reflex save avoids; 50 ft. deep (5d6+7, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 plus poison, high strength each); poison (DC 30 Fortitude save resists, 1d6 Str/2d6 Str). *Cost:* 25,000 golden + poison.

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