

DUMP STAT TRAPS

Looking for ways to trip up those pesky, over-powered characters that are stomping through your campaign? The traps detailed in this series focus on effects that require specific saving throws.

Our second entry is a gear hazard. The trap is designed to target characters who have poor Dexterity scores. It takes a Dexterity (Acrobatics) check to successfully leap across the gears, but also, if a character isn't careful they could get sucked into the gears and take a considerable amount of damage.

GEAR HAZARD (DEXTERITY)

Simple trap (level 1-4, dangerous threat)

Gear hazard traps are common in industrial areas, giant clock towers, or any other place where a large pair of gears might appear. Both gears rotate on 30-foot high shafts, and the gears themselves are 25 feet in diameter. Part of each shaft sticks 5 feet above the gear. Each gear tooth is large enough to hold a Medium or smaller creature.

Both gears tower over a 35-foot deep pit. If a character falls from the top of one of the gears, they tumble down into the pit, taking 1d6 damage for every 10 feet they fall (rounded down). The pit has no easy way to climb out. A character will need to make a successful DC 15 Strength (Athletics) to scale the wall without a rope.

***Trigger. The gears turn automatically each turn.

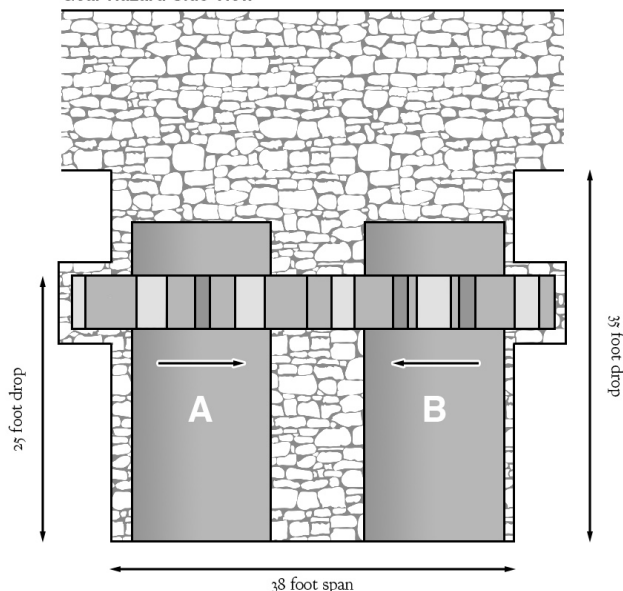
Effect. On initiative count 20 (losing any initiative ties), both gears rotate 90 degrees. Gear A rotates counter-clockwise while Gear B rotates clockwise. A character that is standing on one of the teeth rotates with the gear, moving up two positions on the gear. For example, a character standing on gear B, position 5, would find his or herself in position 7 on initiative count 20. Similarly, a character standing on gear A, position 7, would move to position 1 on initiative count 20.

If a character is standing on position 1 or 2 of Gear A or position 8 or 1 of Gear B at initiative count 20, they might hit the wall when the gear's teeth pass through it. A character in a vulnerable position must make a DC 10 Dexterity saving throw. On a failed saving throw, the character hits the wall and takes 3 (1d6) bludgeoning damage. Then, the character is pushed between the gear's teeth and falls into the pit below, taking 7 (2d6) bludgeoning damage from the fall and landing prone. On a successful saving throw, the character hits the wall and takes 3 (1d6) bludgeoning damage but manages to catch onto the ledge. Until the character climbs up the ledge, they continue to hang there over the gear.

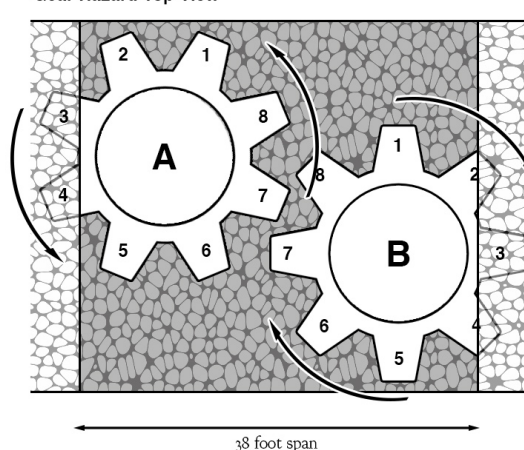
A character that fails their Dexterity saving throw by 5 or more takes damage from the wall but doesn't fall. Instead, he or she is pulled into the gear's alcove, taking an additional 9 (2d8) bludgeoning damage the first time they are pulled in. Then they take an additional 9 (2d8) bludgeoning damage each time the gear turns while they are inside the alcove. Until the gear rotates the character to a position outside of the gear's alcove (position 5 on either gear), they are incapacitated, prone, and restrained.

On a character's turn, they can leap from one gear to another. In order to do so, they must choose a position on the opposite gear within range of their standing long jump

Gear Hazard Side View



Gear Hazard Top View



(half their Strength score). Then, they must make a DC 10 Dexterity (Acrobatics) check. On a successful check, the character leaps to the other gear, landing on the target position. On a failed check, the character misses the gear and falls into the pit below, taking 7 (2d6) bludgeoning damage from the fall.

Countermeasures. The easiest way to avoid the trap is to descend into the pit and climb up the other side.

It's possible to disable the gears, too. Both gears are Huge objects with an AC of 19, 100 hit points (damage threshold 10) and immunity to poison and psychic damage. Reducing a gear to half its hit points or less stops it from turning, which then stops its partner gear from turning as well. A character can also try to stop the gear with Strength alone. A character with proper footing, as an action, can grab onto the gear and make a DC 25 Strength check. On a success, the gear stops until the end of the character's next turn. On the character's next turn, they must use their action to make another Strength check. On a success, the gear breaks, and both stop turning. If the character uses their action to do anything else or they fail their second Strength check, the gear rotates as normal on next initiative count 20.