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.

The fourth entry is called Fear Run! It's a pretty simple trap. At one end of the corridor is a McGuffin—a treasure chest, a button, whatever the characters need to get. All along the corridor are some pretty easily avoided traps so long as they can time your run right. Trouble is, there's also an invisible *symbol* spell on the thing that's needed that triggers right before they get to the end.

Fear Run! (Wisdom)

Simple trap (level 5-10, deadly threat)

Evil dungeon masterminds love to use this trap since it's perfect for tripping up over-confident adventurers. After all, what appears to be a fairly simple trap turns out to be something much more heinous.

Trigger. At every 5-foot increment of the hallway, there are different traps that go off (as shown in the diagram). Each one fires on initiative count 20 and 10 (losing any initiative ties), potentially hitting any creature that happens to be standing in front of it. The *symbol* trap at the end triggers whenever a character enters its range (denoted by the black dotted line).

Effect. The *symbol* of fear triggers when a character steps within 10 feet of the chest. When triggered, each creature within 60 feet of the chest must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. While frightened, the target drops whatever it is holding and must move at least 30 feet away from the symbol on each of its turns if able. The effect of the *symbol* lasts for 10 minutes, after which time the spell ends. Each creature that ends its turn within the *symbol*'s sphere must repeat this saving throw.

On initiative count 20 and 10 (losing any initiative ties), each of the traps in the hallway go off, hitting any creature standing in front of it. When triggered, a character must make a Dexterity or Constitution saving throw determined by the diagram. The character takes 10 (3d6) damage of the type specified on a failed saving throw, or half as much on a successful one.

Countermeasures. To disarm the *symbol*, it must first be detected. A successful DC 16 Intelligence (Investigation) check made within 5 feet of the *symbol* detects its presence; otherwise, the *symbol* is invisible. Then, a successful *dispel magic* spell targeting a 7th-level spell disarms it.

The individual traps can be avoided by running past them (as they only trigger on their initiative turns), likely requiring a Dash to get past them all.

Each trap can be disarmed, too, with a successful DC 16 Dexterity check using proficiency in thieves' tools or tinker's tools (player's choice).

Upping the Danger

If you wish to make this trap a little harder, here are a few suggestions.

Curses. In addition to the symbol, there's a *glyph of warding* midway through the hall that casts *bestow curse* (Wisdom save DC 16). On a failed saving throw, a character

Fear Run
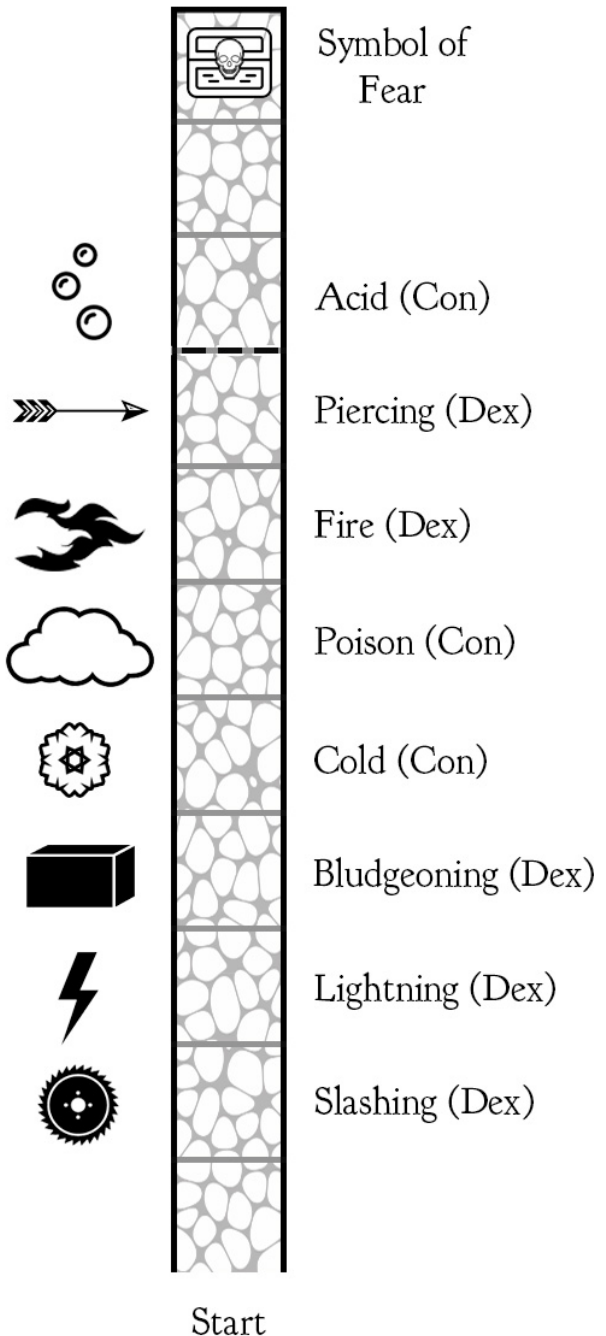
has disadvantage on Dexterity saving throws.

Glue. The floor of the hallway is coated in sticky glue. The first time a character enters the hallway (starting at slashing) or the first time it enters it must make a Dexterity saving throw. On a failed save, the creature is grappled by the glue (escape DC 16).

Gust of Wind. A *gust of wind* (as the spell, but non-magical) blows towards the symbol/chest. The trip to the symbol/chest is easy, but the trip back is difficult, requiring 2 feet of movement for every 1 foot the character moves.

Triggered Traps. Potentially the meanest version of this run would be setting pressure plates into each and every step of the hall, requiring a character to make a saving throw each time they move into the square.