

## 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 and ability checks.

This is the third article and we're up to Constitution. The trap for Constitution is pretty simple, and plays not so much on Constitution saving throws or checks, but instead the rules for a character holding its breath. In Fifth Edition, a character can hold its breath for a number of minutes equal to its Constitution modifier (minimum of 30 seconds). At early levels, there aren't a lot of natural traits, spells, or magic items that assist in breathing underwater. Therefore, characters must rely solely on their natural breath-holding abilities. Hence, this beast.

### UNDERWATER MAZE

*Simple trap (level 1-4, deadly threat)*

Created by a mad man (most likely), this underwater maze is exactly what it sounds like: a twisting, labyrinthine nightmare completely submerged in water. Fortunately, it has multiple spots where creatures swimming through it can come up for air (marked in white on the map).

**Trigger.** The trap is more of a hazard than a trap. As soon as characters enter, it's a fight against the clock.

**Effect.** If a character can't make it to the end of the maze or an air pocket before the time they have to hold their breath runs out, they start to suffocate. A suffocating character that can't catch its breath before a number of rounds equal to its Constitution modifier (minimum of 1) has his or her hit points drop to 0.

**Countermeasures.** At low levels, there are no true countermeasures to this trap. However, it's recommended that the character with the highest Constitution modifier scouts the maze first, mapping or marking the trail as they go. Once fully scouted, they return to their allies and assist them in swimming through it.

Of course, there are multiple spells, magic items, and traits that can help avoid the dangers inherent in the underwater maze.

### UPPING THE DANGER

Of course, it's possible to make this trap even more dangerous. Here are a few suggestions for upping the danger.

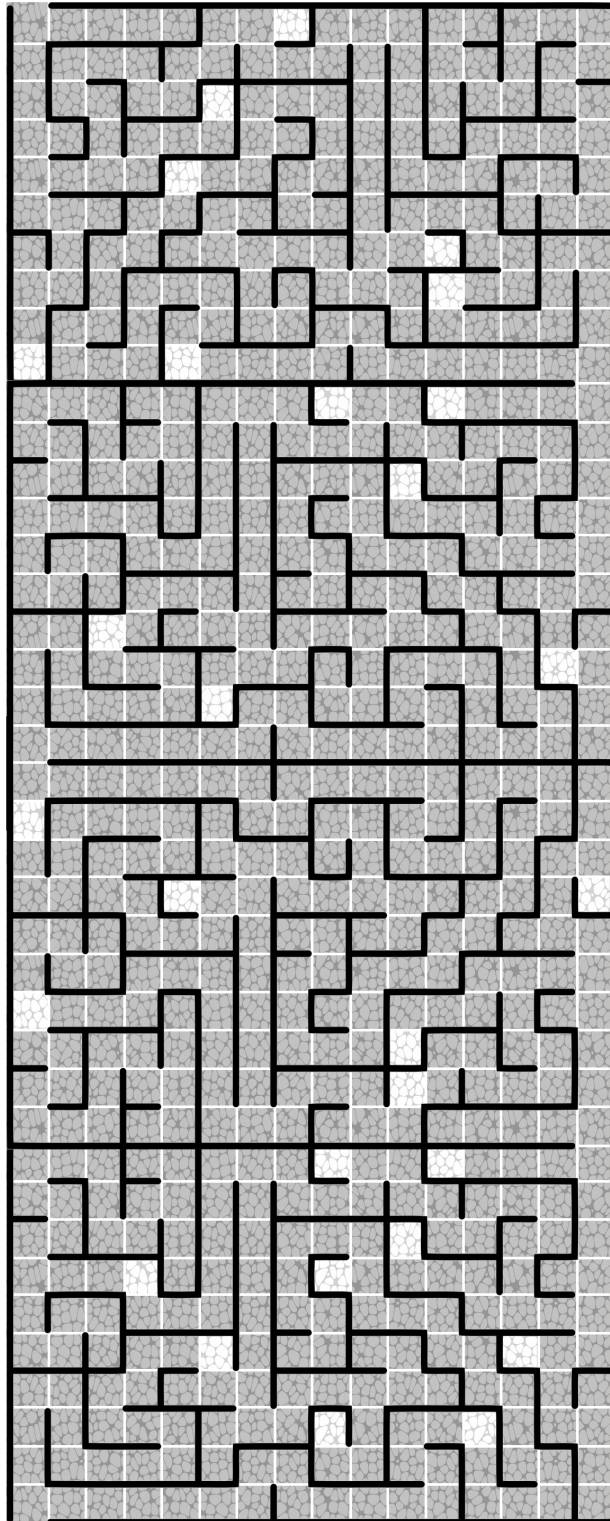
**Frigid Water.** The water itself may not be at a comfortable temperature. A character can spend a number of minutes in frigid water equal to his or her Constitution modifier (minimum of 0). Each additional minute spent in the water, the character must make a DC 10 Constitution saving throw. On a failed saving throw, the character gains one level of exhaustion. If the character has immunity or resistance to cold damage or if they are naturally adapted to cold environments, they automatically pass their saving throw.

**Slow Acting Acid or Poison.** The water is actually a chemical that works as a slow-acting acid or poison. After a character has been fully submerged in the acid or poison for 3 rounds, they must make a DC 10 Constitution saving throw at the start of their next turn. On a failed saving throw, they take 1d4 acid/poison damage. After failing their saving throw, each additional round they end submerged in the acid/poison, they automatically take an additional 1d4 damage. This continues until the character has been completely out of the acid/poison for at least 1 minute.

**Tangling Vines or Seaweed.** Constitution isn't the only high ability score that a swimming character needs. Tangling vines, seaweed, or even a mess of ropes appear along the maze's corridors. When a character moves into an area with this obstacles, it must make a DC 12 Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the grasping vines/ropes or until it breaks free. A creature restrained by the vines/ropes can use its action to make a DC 10 Strength check. If it succeeds it is no longer restrained. In addition, the creature can free itself by dealing 2 slashing damage to the vines or ropes in its immediately area.


**Underwater Monsters.** The characters aren't the only ones swimming through the maze. There are aquatic creatures present as well. This is good for slowing down solo characters with high Constitution modifiers who would otherwise clear the maze quickly. **Quippers, sahuagin, sharks, snakes, octopi, and water elementals** make great challenges.

### Underwater Maze

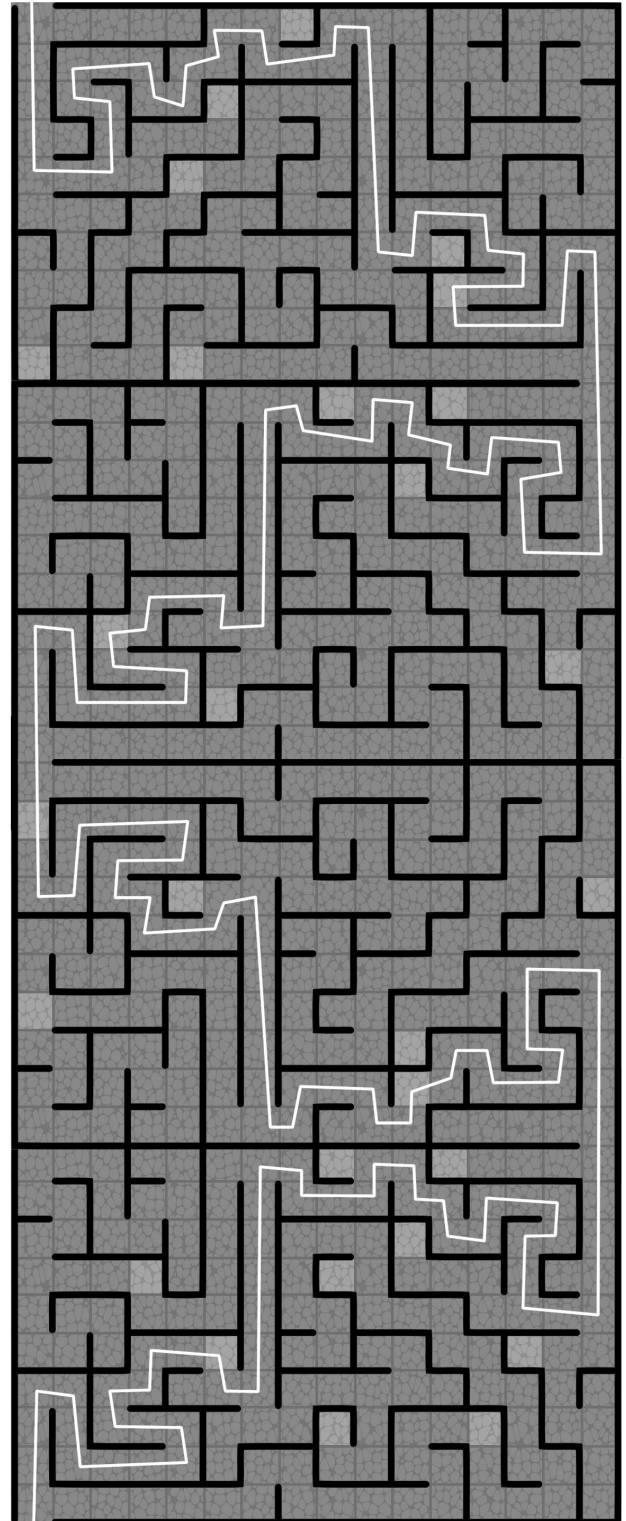


Entrance


 5' x 5' Completely Submerged


 5' x 5' Air Pocket

### Underwater Maze Solution



Entrance

 5' x 5' Completely Submerged

 5' x 5' Air Pocket