

TRAPS FOR ALL TASTES

(low magic content)

TRAPS IN TABLETOP ROLEPLAY GAME

traps in tabletop role-playing games are often hidden from the sight of adventurers, who suddenly see threats presented themselves as extraordinary, with effects that are not very incisive or, worse, so bland as to have rendered the purpose of the trap itself. In fact, a trap should prevent an adventurer from continuing his journey: pushing him to go back to look for other ways or, in extreme cases, to make him regret having tried his luck too much.

A trap does not necessarily have to be hidden: those that are will certainly have a specific purpose, and therefore could prove to be fatal or highly dangerous. But a trap that is seen, perceived in its ambiguous or formidable form, can arouse in the adventurer more fear than the one just mentioned: it will be in front of this that will have to decide how to move, well aware of what awaits him if he commits a false step in trying to overcome it in a careless way.

The traps that will follow will be described by those who saw them and/or faced them during dangerous adventures. More entries will be reported to make the idea better than the trap itself..

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- 1) Abandoned or infested Dungeons
- 2) Wild woodland locations
- 3) Castles in ruins and solitary Towers

LEGEND

DISARM (only if identified and only before it is triggered)		DANGER	
EASY	Even a child can do it ... maybe	LOW	Causes insignificant or ridiculous damage
MEDIUM	A certain amount of commitment is required	MEDIUM	Causes medium damage or minor impairments
HARD	Definitely beyond the reach of novices and self-styled aspirant scouts	HIGH	Causes potentially fatal damage or serious impairment
NEARLY IMPOSSIBLE	Better to leave things as they are, if you don't want to lose your skin	DEADLY	Death has never been so certain

NOTE: "DISARMING/DANGER: ---" means that it has no mechanisms, and therefore it can only be bypassed; does not cause directly damage

NOTE: "DANGER: VARIABLE" means that the Game Master decrees the danger of the trap

NOTE: DANGER (DAMAGE): LOW - 1/4 of the HP; MEDIUM - 2/4 of the HP; HIGH - 3/4 of the HP; DEADLY - all HP

1012 traps for abandoned or infested Dungeons

1. THE SPLIT-HEADS

"A large wooden trunk suspended in mid-air, held back by innumerable strings in tension. Loosening a rope means making all the knots melt and pushing the trap forward. Some goblins, however, do not do very well with the tangles... At least I deduced this from the shapes squashed on the front of the logs..." - Donovald the Swordsman

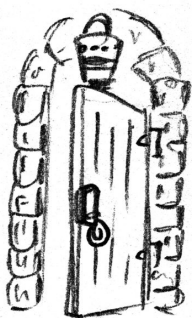


"The goblins enjoy positioning them a little everywhere, but sometimes they forget which rope holds what and... well, there's no need to add anything else, I think" - Borg Pointedbeard

"It would be impossible not to see such a trunk: another bad attempt by those little green midgets to get me out..." - Stonx Smile

DISARM: EASY - DANGER: HIGH

2. SPIDERS' RAIN



"A bucket full of spiders is placed over the jamb of a half-open door. At the opening, the content is poured on the head of the victim who moves it. Simple, isn't it?" - Thorm the Awake

"It happens that sometimes there are not only spiders in the bucket, or that the spiders which were in there are no more..." - Erbert Longshield

"Open doors are the most dangerous, I say!" - Eric Longeye

DISARM: EASY - DANGER: VARIABLE

3. NOOSE HANG-FEET

"A rope with a loop was left on the ground, in the shadows. Passing over it, it tightens and raises the unfortunate in the air, making it dangle from the ceiling like a sausage. I call it Hang-feet!" - Guillaume the Executioner

"It could be that after a few hours upside down his leg falls asleep" - Grink the Slow

"What's a noose doing on the floor?" - Jorm the Curious

DISARMING: EASY - DANGER: LOW

4. EXPLOSIVE BOWELS

"A well preserved corpse lies on the ground or lying on a tombstone: it wears or holds something of value in its hands. Through some strange magic his insides have filled every hollow space of the body. If touched or shaken, the corpse explodes, spraying all the curious neighbors with rotting organs" - Morron the Hawk

"Hope there is no hungry beast in the area" - Franz the Beast

"Does it seem to you that the dead is doing well here? His skin is really well stretched" - Eras the Studios

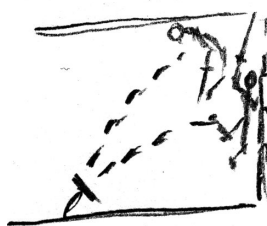
DISARM: HARD - DANGER: LOW

5. FOOT-A-PULT

"A pressure tile is activated as soon as the weight is placed on its surface. A single sudden movement and the unfortunate will find himself smashed against the opposite wall, or the ceiling, if he has eaten light..." - Alon the Boar

"Pressure tiles?! Again?! I want to talk to who built this place!" - Borg Pointedbeard

"Under these raised tiles there must be something..." - Jorm the Curious



DISARM: HARD - DANGER: MEDIUM

6. SHARP SPIKES



"Spikes of iron, steel or bone protrude from the walls. They are lengthened by the work of some complex mechanism set in motion elsewhere, and they cling to the sides of

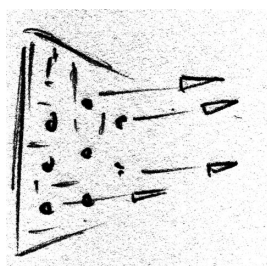
the unfortunates until the space becomes so impractical that it is impossible to avoid them" - Eras the Studious

"Spikes are everywhere: cramped rooms, narrow corridors ... Even on stairways. Sure, you see them, you know they'll trigger, the problem is to know when. Then there is the question of time: how much do you think they put to reach us? They are getting closer and closer..." - Grink the Slow

DISARM: HARD - DANGER: DEADLY

7. GUTS OF BOLTS

"Hundreds of small holes in the wall, from which dozens and dozens of darts rain on the unfortunate adventurers. Often they are poisoned bolts, but over time the same poison loses its effectiveness, and then only dry blows remain to break the silence... but you never know, for this I always carry an antidote or two in the backpack" - Forg the Sturdy



"Just run faster than the darts!" - Grink the Slow

"From these little holes does not pass a thread of air... I want to look good inside one of them, wait me forward..." - Thorm the Smart

DISARM: MEDIUM - DANGER: MEDIUM

8. FALSE ALTAR

"A valuable object is placed above the small altar, richly decorated with various engravings and ornaments. If the object is removed from the surface on which it rests, small fissures placed at the foot of the altar itself would release poisonous fumes in the whole environment. Holding breath helps, in most cases" - Hector the Vague

"If I'll put it back on the altar, would these vapors quit? No?" - Thorm the Smart

"It seems at the base of the altar there are recesses, and I feel currents of air passing through them" - Philip Longnose

DISARM: MEDIUM - DANGER: HIGH

9. THE GRAVEROBBER'S PROOF

"To prevent the graverobber from plundering particular sepulchres, at times these were worked with ingenious mechanisms to prevent them from being plundered. Uncovering the top plate, they revealed a rich content. However, the greedy thief who wanted to steal had no idea of the sharp blades that would have come out of the edges ... You can't do the graverobber without arms, it's the rule" - Phort the Maimed

"If you're smart, don't use your hands" - Borg Pointedbeard

"There is always a symbol or an engraving somewhere, look better, then we'll decide if it's a trap" - Stonx Smile

DISARMING: HARD - DANGER: HIGH

10. AMBUSH IN THE DARKNESS

"When darkness fills everything, tunnels and curving corridors are always a problem: you never know what to expect once you turn the corner" - Morron the Hawk

"I thought I heard something ... I must have imagined it ..." - Thorm the Smart

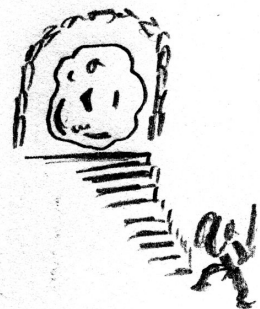
DISARM: --- - DANGER: *MEDIUM* (a creature)

DISARM: --- - DANGER: *HIGH* (two creatures)

DISARM: --- - DANGER: *DEADLY*
(three or more creatures)

11. ROLLING STONE

"On the top of the stairways, which usually elevate between narrow walls, large boulders or masses of heavy materials could be positioned. A



few pins keep them steady in place until it is removed. At that point, it is better to run away in a hurry or you'll become part of the floor" - Anoch the Green

"You just have to jump to the side at the last moment" - Grink the Slow

"Why is that orc smiling? And why he is pushing a giant ston-ah" - Donovald the Swordsman

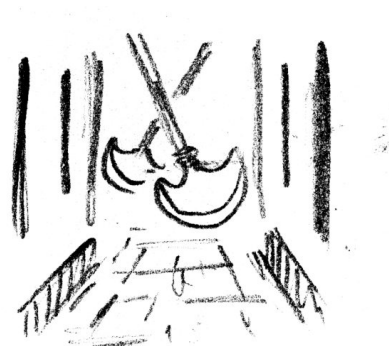
DISARMING: *EASY* – PERICOLO: *DEADLY*

12. SWINGING BLADES

"Counterweights placed in the walls make these blades oscillate incessantly back and forth. Is not difficult to cross them, but a moment of hesitation can be fatal" - Fangros Quickfoot

"It's a question of timing: stop, run, stop, run... understand?" - Thorm the Smart

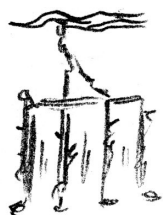
DISARMING: *NEARLY IMPOSSIBLE* – DANGER: *HIGH*



1012 traps for Wild woodland locations

1. TENDRILS' CAGE

"Fairies and Pixies use to hang these simple-looking cages on the branches of the tallest trees, leaving them to fall on those who have attracted



their attention. Despite appearances, they are more insidious than seems: the cage envelops the prisoner with the same creepers it is made of, until slowly choke the unwary stranger "-

Phinir the Scholar

"Let's see how gets along with flames ... It smells like burnt meat ... Damn! It's me!" - Jack the Fire Eater

"Always keep an eye on us, you never know if something falls on our heads ..." - Ossar the Shrewd

DISARM: MEDIUM - DANGER: MEDIUM

2. ABSORBING FOOTPRINT

"Following tracks in places like this can help, sometimes. Hope that take you to a safe place. Others, however, sidetrack you. Be careful to not get too close: one foot on one of the tracks and you will have to amputate your leg; if you're too attached to it, you risk sinking. The footprints can be recognize because they look fresh, and if you look carefully it seems that the mud moves itself" - Phort the Maimed

"Maybe we should follow the tracks: let's get in line and rest our feet only where these are" - Aldor the Expert Guide

"These footprints seem recent, but I wonder: who should have preferred to leave them behind rather than go unnoticed?" - Jorm the Curious

DISARMING: --- - DANGER: HIGH

3. SHAMAN'S SKULLS

"These skulls are tied to very thin threads, perhaps made of silk, invisible to the naked eye. They are attached to the tops of the trees above the heads of the travelers. Some stretched wire must be placed on the ground, so that the unwary passersby, by breaking it, let certain counterweights lift and lower the skulls in mid-air. If you don't let yourself be influenced by rumors, shake two slashes all around while avoiding the sinister suspended heads: some might have spikes planted on their skull, and they do a lot of harm "- Borg Pointedbeard

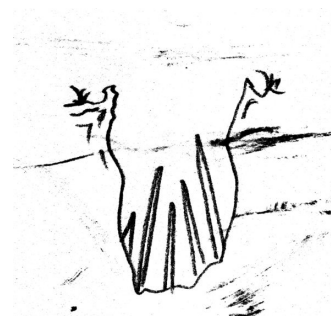


"These skulls scattered along the path serve as a warning. If you are not strong enough in spirit, stay away. If you decide to venture out, know that suddenly they will come alive to flit around you with the intention of biting you. The important thing is not to look them in the eye"- Ernn the Superstitious

DISARMING: EASY - DANGER: MEDIUM

4. PIT

"Be careful on where you put your feet. When you least expect it, you will place them in the void and fall into a pit. Pits are usually well hidden, but some thin wire of the net should be seen somewhere ... I hope for you that there are no sharp piles or spearheads on the bottom when you slide down"- Grunk the Resolute



"The ground is too soft here, for a long time there will not be traps on the ground. We can stay quiet" - Aldor, the Expert Guide

DISARM: EASY - DANGER: LOW (no spikes)

DISARM: EASY - DANGER: HIGH (spikes)

5. MISLEADING PUDDLE

"When you find yourself passing over a puddle always throws a careful look at the reflection that it produces: if it were clear, you can stay calm, but if it were dark ... Climb it: passing over it would mean sinking quickly into several meters of frozen water. And with the armor you wear it will be difficult to go up again..." - Grink the Slow

"Advancing on wet ground involves many risks, and ruining to the ground is never pleasant while you're in danger. But if you have to fight, take advantage of the puddles" - Donovald the Swordsman

DISARMING: --- - DANGER: LOW

6. TWINING TREE

"It is not uncommon for the older shrubs to grow into strange shapes: many even have internal cavities that serve as a den for various animals, sometimes ... Others, on the other hand, host nasty surprises. Usually they contain something of value, as if someone had tried to hide precious objects and planning then to return and take them back. The trick is here: pushed your hand inside and grabbed the loot, here comes the counterweight trigger and you find yourself tightened in a pile of ropes and filaments. The more you get upset, the more you squeeze. You can say goodbye to the treasure, and perhaps even to the hand" - Alon the Boar

"This bag of coins is tied to a string, what should I do? Pull it?" - Thorm the Smart

"Many are looking for the solution above, hoping to see the mechanism work on their heads. Meanwhile, saving the hand becomes

increasingly difficult. You could also look at the roots, from time to time or, in the worst case, the tree is completely hollow that disarming the trap becomes an undertaking ..." - Phinir the Scholar

DISARMING: MEDIUM - DANGER: HIGH

7. CUTTING WIRE IN TENSION

"Be careful while running in the vegetation: there are not only fronds and branches to whip your face ... Sometimes, if you are dealing with hunters... ehm... particular hunters... it may be that thin threads, almost impossible to detect with naked eye, were strained from trunk to trunk. It is enough for one to reach your throat while you shoot: the rest will be useless and confused gurglings" - Ossar the Shrewd

"Once I heard of a man who was beheaded by one of these devilries" - Pier the Curved

DISARM: EASY - DANGER: LOW (only on protected areas)

DISARM: EASY - DANGER: DEADLY (only on unprotected areas)

8. RAVENOUS FIRE

"Choose wisely where to camp: sometimes you might be lucky enough to run into an abandoned shelter, a dry and comfortable place to sleep. Other times, it is a trap, and how you light the fire to rest, all around will start burning, including you" - Hector the Vague

"We will not light fires tonight, we don't know who could be watching us..." - Gork the Prudent (deceased)

"There is a strange smell here, like burnt ... And the fire seems to have been extinguished days ago... What is this powder that covers everything?" - Morron the Hawk

DISARMING: HARD - DANGER: HIGH

9. LOST BACKPACK

"Sometimes the worst pitfalls are hidden in things we see every day. Finding a bag like yours on the ground can be a real fortune. But yet I bet that a brand-new buckle like this doesn't need all these thin strings to keep it closed ... "- Ossar the Shrewd

"Such a bag can contain the most unimaginable dangers: putting aside those haunted junk that you like so much, it could contain poisons, dangerous animals ... Or worse" - Grink the Slow

"Look what I found!" – Jorm the Curious

DISARMING: MEDIUM – DANGER: VARIABLE

10. RAISING NET

"Hidden under dry leaves there is often a net. The strong ropes, tied to the counterweights placed on the tops of the nearby trees, will raise in mid-air all the unwary who will set the trap by passing over it"- Alon the Boar



"The worst comes when they'll start to shoot you bolts!" – Borg Pointedbeard

DISARMING: EASY – PERICOLO: LOW

11. SNAP IMPALER

"Two or three poles are stuck to the ground, with thin strings that blend into the grass at the ends. Tripping over one of those means triggering the mechanism: and suddenly a wooden silhouette with countless sharp spikes is projected against you. At that point it doesn't matter how much metal you wear: you will already be a nice spit"- Franz the Beast



"Unless you're running, it's hard to remain impaled, I think" - Alon the Boar

"You need some sort of cover to hide it properly... If there are so many trees around, and if you can't see more than five steps from your nose, then-SPLAT!" - Aldor the Expert Guide (deceased)

DISARMING: MEDIUM – DANGER: DEADLY

12. BEARING BITE

"These traps are common among hunters and woodcutters: they cost little money and do well their job. They put these traps on the ground, and covered them with grass and leaves. They only trigger if stepped on. Do not try to try to open it while the vice is closed: the serrated teeth will cut your fingers away "- Derv the Farmer

"Bearing bites are bulky, so it's easy to see them. The problem is to identify them when hunters and woodcutters hide them: I think it's a question of experience..." - Ossar the Shrewd



DISARMING: EASY – DANGER: HIGH

1012 traps for Castles in ruins and solitary Towers

1. INTENTIONAL COLLAPSE

"Crossing corridors, suspended bridges in the void or ample rooms of solid and hard rock very often turns out to be more dangerous than it appears: if there is someone very evil who does not want you to come near, do not believe that he would be sorry to see collapse part of his own home, just to kill you ... " - Erbert Longshield

"There are too many cracks on this staircase, and I don't like it..." - Donovald the Swordsman

"I think it's better to pass on for time..." - Hector the Vague



DISARMING: --- – DANGER: DEADLY

2. NEEDLES IN THE LOCK

"There are many ways of keeping a chest closed: one of these is to apply a mechanism inside that is activated when the lock is tampered with. While the picks slide inside it, a needle comes out just enough to prick the fingers or the hands of the inexperienced thief. Better to have some formidable reserve of antidote " - Freyl Nimblehand

"Let me see through the lock..." – Eric Longeye

DISARMING: HARD – DANGER: LOW (no poison)

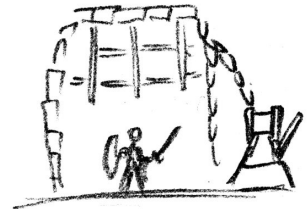
DISARMARE: HARD – DANGER: DEADLY (poison)

3. FALLING GRATE

"The rusty shutters are the treacherous. The roller that keeps them raised seems to be blocked, but yet, crossing the threshold that the gratings border, the grate starts to flow smoothly down and a ton of iron fall on your neck... " - Grink the Slow

"This roller has a chain that slides under the floor... Maybe it passes by here, the tile seems raised compared to the others..." - Morron the Hawk

DISARMING: EASY –
DANGER: DEADLY



4. MIMIC

"Chairs, tables, caskets, doors... I felt no safe from a while since now" - Stonx Smile

"Do their job better than me" – Guialme the Executioner

"What was that noise?" – Ernn the Supersticious

DISARMING: --- – DANGER: VARIABLE

5. OVERWHELMING ROOM

"The rooms completely bare hide many secrets: all fearful and deadly in my opinion. As you try to understand the reason of their simplicity, the locks into the doors click and the walls start to come closer together. And they oppress you more and more... " - Phinir the Scholar

"With time I think I understand: just push the doors, don't touch handles or knobs" - Phort the Maimed

DISARMING: NEARLY IMPOSSIBLE – DANGER: DEADLY

6. STATUES AND ARMORS

"I always have the feeling of being observed while passing near to them ..." - Anoch the Green

1. PROPELLED

"They usually hold in their hands handle or imposing weapons, whose blades are razor-sharp. Some pressure mechanism in their vicinity must activate them, this or... nah, forget it..." - Borg Pointedbeard

DISARMING: *MEDIUM* –
DANGER: *MEDIUM*

2. SPARK-FIRE

"What is that cylinder that can be seen at the bottom of the statue's throat? Let me check-AAAH!" - Jorm the Curious



DISARMING: *HARD* – DANGER: *HIGH*

7. DECEPTIVE PAINTINGS

"Holes. Small holes where there should have been eyes, or small circular shapes, however. From those are shooting lethal darts, which penetrate in the head of those who try to take possession of the work by moving it from the wall where it is placed. Usually behind the picture is an alcove that houses crossbows or snap traps" - Eras the Studious

"I'll bring this to my mum!" – Thorm the Smart

"Recovering treasures of great value is the dream of any adventurer, especially if you know the right contacts... perhaps among the nobility, for example. The works of art, especially the paintings of past times, can yield very well in this regard. However, the story behind them always hides something that cannot be seen at first glance..." - Borg Pointedbeard

DISARMING: *MEDIUM* – DANGER: *HIGH*

8. REFRESHING FOUNTAIN

"The first rule of any adventurer should be: don't drink water in similar places, if it's not yours. The inscriptions are misleading: the waters of a spring like this do not remain forever, and indeed could be more poisonous than the bites of a hundred snakes. I don't know which antidote could save you if you drank it" - Freyl Nimblehand

"Finally, I was really thirsty!" – Thorm the Smart

"A fountain in similar places was supposed to symbolize power, or prestige ... noble stuff,

perhaps. Look ... the water does not reflect our faces ..." - Eras the Studious

DISARMING: --- – DANGER: *DEADLY*

9. UNBALANCING CHAINS

"In places where your feet must remain firmly on the ground, a chain that darts to the right and to the left is the last thing you would like to see. Usually the counterweights in the walls make it shake with great impetus in the whole environment: now it binds you to the legs, now whips your arm with strength..." - Forg the Robust

"What are all these chains hanging from walls? I don't see stumps or cages around here..." - Donovald the Swordsman

"I suppose they'll get to magically fuss, don't they?" - Thorm the Smart

DISARMING: *MEDIUM* – DANGER: *MEDIUM* (*simple chain*)

DISARMAING: *MEDIUM* – DANGER: *HIGH* (*chain with spikes and/or weight on the extremity*)

10. 1D6 DOOR WITH SURPRISE

"Some doors simply should remain closed" - Hector the Vague

"There are many doors I have dealt with over time, I will mention some of them ..." - Borg Pointedbeard

1. WALLED DOOR

"Fleeing from a mad sorcerer, a door came to me and I thought would lead me to salvation: instead, once opened, it revealed only a stone wall ..."

DISARMING: *MEDIUM* – DANGER: ---

2. TUMBLE DOOR

"Always open the doors without crossing the threshold with too much impetus, you never

know it it could end like for Elias: it could wait for an abyss on the other side ..."

DISARMING: --- – DANGER: *DEADLY*

3. SEALING DOOR

"The room Jack and Donovald entered in remained sealed. Nothing and nobody would have opened the door they crossed..."

DISARMING: --- – DANGER: ---

4. STUMBLING DOOR

"Immediately behind the door there was a cord at the bottom, which almost made me fall on some spikes still encrusted with blood..."

DISARMING: *EASY* – DANGER: *DEADLY*

5. THRUST-DOOR

"Where the burglary tools do not seem to have an effect, a lovely shoulder solves everything. Only... arrested in time: I would tell you how the sickle decapitated Alon, but I don't want now..."

DISARMING: *HARD* – PERICOLO: *DEADLY*

6. TRIGGER DOOR

"If, opened the door, you hear ticking slowly, be sure something will try to kill you..."

DISARMING: *VARIABLE* – DANGER: *VARIABLE*

11. GLUEY HANDLE



"A simple handle. Nothing more, nothing less. Not wearing gloves helps in situations where the fingers must be quick to move, but

in cases like these, trust me, you would like to have them. Once put the hand on the handle it will never come away again, unless it is amputated, obviously. It seems that something terribly sticky covers it..." - Philip Longnose

"Finally a door that does not need to be lock picking or broken by kic- ... I can't get my hand out of here, help me!" - Jorm the Curious

"I saw a drop of greenish liquid fall from the handle, but yet on the ground it is not dirty..." - Eric Longeye

"Do you know why they call me Phort the Maimed? Let the other open the doors!" – Phort the Maimed

DISARMING: *EASY* – DANGER: ---

12. LEVER

"If since now it is so remained, I would leave it alone... I remember a couple of times when we pulled some of them out: one made Donovald



sink into a secret trap on the floor; another let falling down an huge metal grate on Feryl's head, which stood guard downstairs ... Who knows why they are so ambiguous ... " - Borg Pointedbeard

"A lever. Lonely, in a room where there are no doors or railings to open. Could it reveal a secret passage?" - Jorm the Curious

DISARMING: *VARIABLE* – DANGER: *VARIABLE*

