

Building a Dungeon

Dungeon Theme

Mundane Dungeons

Ancient Dungeons

While some dungeons are bustling with monsters, others are old and uninhabited (or contain uninhabited sections). Unless there's a magical effect preserving a dungeon in a pristine state, organic materials rot and metals degrade over time. You can use the following guidelines to evoke the sense of the passage of time in your dungeon. Most dungeons are fairly well-sealed against weather, so decay is slow. In a wet environment, objects can decay ten times faster; in an unusually dry environment, objects can last ten times as long.

After 20 years, corpses turn to skeletons. Unsealed foodstuffs rot.

After 200 years, paper and parchment yellows. Cloth and leather look worn. Copper develops a green patina and silver a black tarnish. Iron and steel can become discolored and spotted with rust. Sealed and preserved foods and drinks, such as wine, may spoil.

After 2,000 years, only fragments of paper and parchment survive. Cloth and leather have rotted away. Copper is coated with a green or black patina, and silver is black with tarnish. Pure gold remains bright,

though gold alloys may darken. Steel and iron are brown with rust. Stone, glass, pottery, and bones remain well-preserved.

Mundane Dungeon Themes

The most common types of mundane dungeons are bastions, laboratories, mines, ruins, sewers, temples, tombs, and the caverns of Underland.

Bastions run the gamut from gleaming citadels to traditional prison dungeons to simple bandit lairs. An active bastion dungeon is well-patrolled and features only a few entrances and exits (some of which may be hidden).

A **laboratory** is any place used for magical research. Wizards are most commonly associated with laboratories, but any spellcasting class—and even non-spellcasters such as alchemists and sages—might use a laboratory. A laboratory is a place of experiment and knowledge and typically includes workrooms, classrooms, and libraries. More often than not, a laboratory also contains magical guardians and spell effects unique to that location.

A **mine** holds, or once held, valuable ore, gemstones, or more esoteric magical resources. Dwarves, humans, deep gnomes, and kobolds are traditionally miners.

The past inhabitants of a **ruin** are more important than the current ones. A ruin might house intelligent inhabitants, but no one group dominates the dungeon: large sections of it are abandoned to time or unintelligent monsters, such as undead, or unliving guardians like constructs. Most areas haven't been used since the original inhabitants left. Depending on the ruin's age, surfaces might be dusty or moldy; wood and cloth might have rotted away; and

metals might be rusty, tarnished, or covered with patina.

Traversable **sewers** may not have been terribly common in real medieval cities, but vaulted sewers like those in 18th-century Paris are a fantasy trope for a reason. Sewers provide a private highway for thieves and a ready-made dungeon beneath every major city. They can be home to amphibious threats like aboleths, hidden menaces like cultists and assassins, and the occasional hapless guard patrol. Like mines, they tend to be high-tech, with pumps and water locks.

A **temple** can vary wildly depending on its inhabitants. A religious abbey, sanctioned by the local government, looks very different from a hidden shrine inhabited by evil cultists. In either case, small chapels and the central worship area will display all the wealth and magnificence the local priests can muster. Holy relics are protected by magical or mundane means

Many adventures hinge on quests to recover lost relics, which as often as not end up in **tombs**. A tomb's defenses rely on traps and, of course, the dungeon's undead occupants.

Cavern systems in general, and the vast network of caves called Underland in particular, were created by geological forces, not intelligently designed. The deepest caves are often the most dangerous.

Mythic Dungeon

Mythic dungeons are designed more to engender a specific experience than to simulate a realistic location.

Presented roughly from most supernatural to most natural, here are some rationales for a mythic dungeon:

- The dungeon is a dreamland that operates on its own principles.
- A mad wizard did it.
- The dungeon itself is alive and has specific abilities like changing its own layout and summoning monsters. The dungeon is aware of and hostile to the characters.
- The adventurers are on an alternate plane of existence with its own learnable rules, or at a planar junction between two planes. A dungeon in the Dreaming will contain fey creatures and feature bargains and promises. A planar junction with the Far Realms might include melting architecture, sloppy slime that sprouts eyes and tentacles, and twisted and horrific inhabitants.
- The adventurers are in an area that's under a specific set of spell effects or monster abilities that follow all the rules of the game (operating as expected with *detect magic*, *dispel magic*, and so on). Bonus points if the effects are well-known and available to the players, like *guards and wards*, *programmed illusion*, and so on.

Mythic Dungeon Rules

When building a mythic dungeon, among the most important design elements are the dungeon's unique rules that set it apart from other subterranean places. The following example rules can be used to change the tone of your dungeon. You can even combine several rules in the same dungeon.

Each mythic dungeon rule comes with an optional non-supernatural explanation, such as its affinity with a certain plane of existence, or the net effect

of vast quantities of magical stone used to build the dungeon. If you want your dungeon to be a solvable mystery, you can allow characters to discover these explanations. If you want your dungeon to be a dreamlike space, you don't need the explanation.

Dungeon Rules and Challenge Rating: In mythic dungeons, rules generally only penalize visitors to the area, including the adventurers. Permanent inhabitants are not affected by the rules' negative effects. If one or more rules makes a battle harder for the adventurers, increase the Challenge Rating of the encounter by 1.

Adventurers can exploit this effect. If adventurers adopt a mythic dungeon as a home base, they can eventually come to ignore the negative effects of the dungeons' supernatural rules (seeing normally in Darkest Dark, for instance). If the adventurers use this to gain an advantage in a battle against invading monsters, lower the encounter's CR by 1.

Clockwork Dungeon. Within the dungeon, objects reset when the adventurers aren't present. Doors re-lock themselves, sprung traps reset, levers return to their original position, and so on. This rule is useful for a deathtrap dungeon that has confounded numerous intruders over its history, such as a demilich's lair. It's good for fostering an uneasy sense that the adventurers are being watched and countered by hostile forces.

Explanation: Clockwork devices, reloading gremlins, small constructs like *animated objects*, and intelligent inhabitants can reset devices when the adventurers aren't looking.

Darkest Dark. In this dungeon, places that would be areas of dim light are instead dark, and bright light is instead dim. Furthermore, visitors' darkvision doesn't work in such dungeons. This dungeon rule is good for fostering claustrophobic dread and also for imposing logistical considerations on the party. In a darkest-dark dungeon, someone needs to bring a light source—preferably multiple someones, since a torch's 20-foot radius of light won't let the characters see very far.

Explanations: The dungeon might be in or near the plane of shadow.

Dungeon of Chaos. The layout of a chaos dungeon changes periodically—perhaps every week or month. Passages, chambers, or even entire levels appear and disappear, and mazes re-route themselves when no one is looking. When new dungeon areas appear, new monsters, obstacles, and treasures appear as well. Who made all these changes to the dungeon? Who knows?

A chaos dungeon defies efforts to map or conquer it. A place without predictable rules, it forces players to accept the strange and novel as a standard part of the environment. A chaos dungeon provides the perfect excuse for an eternally fresh megadungeon, where every chamber contains new challenges for the characters to overcome, even when the characters revisit them.

Explanation: The dungeon might be connected to some source of chaos magic or a chaos plane. The dungeon itself might be alive, rerouting itself to repel (or lure in) adventurers who seek to claim it. Other dungeon rules, like *Eternal Menagerie* and *Darkest Dark*, might apply to a living dungeon, as well. On the other hand, a living dungeon's ever-changing layout may

be a completely mechanical affair, with machine-driven walls that reconfigure themselves on a periodic schedule.

Eternal Menagerie. The inhabitants of this dungeon don't seem to age or require food or water. An Eternal Menagerie lends itself to dungeons whose only purpose is to challenge the characters with a dizzying array of opponents, possibly as some sort of magical gauntlet or proving ground.

Explanation: The menagerie might be the creation of a powerful creature like a sphinx or archfey. Alternatively, the dungeon might be made of an arcane stone called bluestone, which slows the passage of time nearby, or it might be close to the Plane of Time, a reality in which all times collide.

Evil Dungeon. Within this dungeon, undead and fiends make saving throws with advantage. Furthermore, magical healing is reduced: whenever a spell or magical effect would allow a creature to regain hit points, that creature must succeed on a DC 12 Constitution saving throw or the spell has no effect. An evil dungeon can make an adventuring party feel decidedly unwelcome. If the characters venture inside in pursuit of an evil creature like a vampire or demon, they can easily find themselves turning from the hunters to the hunted. This rule gives a strong boost to undead and fiendish creatures, making them far less likely to be affected by effects such as *banishment* and Turn Undead. It may be worth adding more than +1 to the Challenge Rating of encounters with undead or fiendish monsters.

Explanation: The area might be the cursed sanctum of an unholy temple or lie on a dangerous plane of existence.

No Long Rests. Within this dungeon, sleep is troubled by bad dreams and offers little comfort. While long rests are still necessary to prevent exhaustion, they give only the benefits of short rests. This dungeon rule prevents characters from using game elements that provide havens. It creates a timer for a dungeon, forcing creatures to complete its challenges without the benefit of refreshed spell slots or other abilities that recharge on a long rest. This rule can be particularly dangerous and should be used with caution. If players can neither escape nor rest when they're out of resources, they may become trapped.

Explanation: The dungeon walls are made of a disturbing arcane stone called dreamstone, or the area is suffused with the corruption of the Far Realm. Alternatively, long rests can be prevented by adding a time limit to dungeon exploration.

No Teleportation. Within certain areas of the dungeon, visitors can't teleport, plane shift, or access extradimensional spaces like *bags of holding*. At high character levels, this rule is almost a necessity for dungeons in which the Narrator wants to control the characters' access to certain areas or prevent easy escape.

Explanation: The dungeon walls are carved from holystone, an arcane stone that prevents teleportation. Alternatively, the walls are covered with phase crystals.

Unfriendly Doors. For visitors, the DC to break or pick locked doors increases by 10. Inhabitants of the dungeon can pass through doors without a key. This dungeon rule is good for creating puzzle mazes in which finding the proper key or password for each door is an important part of the challenge.

Explanation: Every locked door is affected by *arcane lock*. It can be dispelled as normal.

Stocking the Dungeon

The NODES System

Most locations in a dungeon are physical nodes. Every room or corridor with multiple exits is an intersection of paths. More broadly, every place of interest is a story node, where characters make one choice or another.

NODES is also a mnemonic you can use to populate your dungeon rooms with entertaining variety. Your dungeon comes alive when it's filled with **Novelties**, **Obstacles**, **Discoveries**, **Escalations**, and **Set-pieces**.

When designing a dungeon, stock most of your rooms with items from the NODES checklist. Fill other rooms with theme-supporting scenery and logistical necessities like barracks. You don't need to hit everything in the checklist, especially in a smaller dungeon. A larger or themed dungeon can have multiples of a single type of node: a death trap could be made of mostly trap obstacles with few or no combat encounters, and a campaign-defining megadungeon might have multiple factions, bosses, sub-bosses, and puzzles on each of its floors.

Novelties

Novelty is the driving force of tabletop RPGs. Every dungeon should offer something that the players haven't seen before in the campaign, or a twist on a familiar idea.

One of the best ways to introduce novelty into your game is with a fantastic vista.

- **Grand scale.** Dungeons are usually cramped, and it's nice to give breathing room to an important area by placing it against a huge backdrop. Give your players a view of vast caverns, endless corridors, subterranean oceans, and towering spires.
- **Dizzying depths.** Chasms are great, especially when spanned by narrow bridges. What's at the bottom? Blackness? Twinkling lights of unknown origin? Glowing lava?
- **Light.** Darkness is the default state underground, which makes light an even more effective tool. Bright, colored lights are a great aid to the imagination. Fill rooms with phosphorescent moss, glowing crystals, blazing braziers, dancing motes of fairy light, or stranger light sources like strobing lightning flashes from an underground storm, or the distant, burning skeleton of an immense giant. Large, bright spaces are especially welcome after long journeys through dark, constricted tunnels.
- **Violation of natural laws.** Examples include Escher-like altered gravity, with furniture, stairs, and doors on the walls and ceiling; objects slowed or frozen in time, like unmoving torch flames; underground wilderness, such as forests; weather, such as snow or mist; and spell effects, like *fly* and *detect thoughts*, applied to all who enter. Mythic dungeon rules, such as Darkest Dark and Dungeon of Chaos, also apply here.
- **Art.** Memorable, large-scale artwork, such as tapestries, carvings, and statues, are a dungeon classic for a

reason (particularly statues, which can also be monsters in their own right or signs of nearby medusas). Magical artwork, like illusions, can be even more spectacular. The most memorable dungeon art is the most unsettling! Why is there a mosaic of a hero being devoured by stirges, or a statue of a creepy clown whose juggling balls are suspended motionless in the air?

- **Strange materials.** Dungeons or dungeon sections made of bones, stained glass, flesh, or walls of force.

Not every novelty has to be visually impressive! Here are some less photogenic novelties that can spice up a dungeon:

- Travel by teleporter
- A dungeon populated by ghosts from the characters' past
- A regular, repeating noise, such as an echoing crash, the grinding of stone, or sinister giggling
- Claustrophobic or underwater tunnels
- Timed elements, such as dungeon levels that can only be reached at low tide
- Unusual architecture: odd-shaped or tilted rooms, balconies or bridges looking down on other levels.

Obstacles

Obstacles are non-combat challenges that block the way forward. They may require characters to think critically, pay a cost, or even retrace their steps and come back later. The most common types of obstacles are **locks**, **puzzles**, and **traps**.

Every obstacle should allow multiple solutions. Consider what happens to the adventure if the players don't think of a

puzzle's clever solution. They should be able to bypass it or use brute force to solve it, usually at a cost.

Discoveries

In the NODES dungeon framework, "obstacles" and "discoveries"—problems and solutions—often go hand in hand. A discovery is something that makes traversing the dungeon easier or is a reward for its own sake, like treasure. The most common types of discoveries are **keys**, **treasure**, **social interaction**, and **secrets**.

A **key** is anything that allows the characters to progress past an obstacle elsewhere in a dungeon. Most often it's a literal key, but it can also take the form of a password, a magic medallion that dispels a *wall of force*, or even a disguise that allows passage through a guarded door.

Treasure often takes the form of a traditional, level-appropriate treasure hoard, but it's useful to grant smaller amounts of treasure as well.

Many parties value **secrets** as much as or more than wealth. Just as people keep watching television dramas for the steady stream of plot twists, an RPG adventure is more engaging when it offers mysteries and revelations.

Even players that prefer fighting and puzzle-solving might find that non-combat **social interactions** breathe life into a dungeon. An adventure's stakes are always heightened if it includes NPCs that the party cares about.

TABLE: DISCOVERIES

D20	Discovery
1–4	Key. It unlocks a locked door already discovered, or a door somewhere deeper in the dungeon.
5	Password. Jotted on paper or carved in riddle form on a wall. It allows passage past a magic door, guardian construct, or sentry.
6	Coins. Value varies by dungeon level. Level 1–2: 2d10 gp; 3–4: 2d10 x 10 gp; 5–10: 2d10 x 100 gp; 11–16: 2d10 x 1,000 gp; 17–20: 2d10 x 10,000 gp.
7	Valuable. Gem, art object, or other salable item. Value varies by dungeon level. Level 1–2: 10 gp gem; 3–4: 75 gp valuable; 5–10: 1,000 gp gem; 11–16: 7,500 gp valuable; 17–20: 2d8 5,000 gp gems.
8	Scroll. 50 percent chance normal spell, 50 percent chance rare spell; spell level is one-half the dungeon level (rounded down).
9	Potion. Varies by dungeon level. Level 1–2: <i>potion of healing</i> or other common potion; 3–4: <i>potion of greater healing</i> or other uncommon potion; 5–10: <i>potion of superior healing</i> or other rare potion; 11–16: <i>potion of supreme healing</i> or other very rare potion; 17–20: 1d4 <i>potions of supreme healing</i> or other very rare potions.
10	Arms and Armor. Varies by dungeon level. Level 1–4: masterwork weapon or other item; Level 5–10: +1 <i>weapon</i> or other uncommon item; 11–16: +1 <i>armor</i> or other rare item; 17–20: +3 <i>wand of the war mage</i> or other very rare item.
11	Map. A map of this dungeon or another dungeon level; directions to
12	Minor secret. A secret about a creature known to the party: an ally, an NPC back in town, or the campaign’s villain. Perhaps they’re not what they seem, have sinister allies, are being blackmailed, or possess something the party needs.
13	Major revelation. A cosmological truth about the nature of the gods, the disturbing cause of an ancient disaster, or a piece of information that’s hard to reconcile with what’s known—like the long-dead corpse of a NPC the characters saw recently.
14	Clue. A riddle or incomplete notes that, if understood, offer a clue to a puzzle or a way past a trap.
15	Factions. The party’s enemies are not united: one group is battling with another and may be interested in an alliance with the adventurers.
16	Allies. Friendly and helpful creatures live within the dungeon.
17	Traders. Creatures with information or treasure to sell.
18	Adventuring party. Potentially a rival or ally, depending on the circumstances.
19	Loner. A creature separated from its group. It might be a scout or spy, a disgruntled exile, or even a potential party member.
20	Hoard. A treasure hoard appropriate to the dungeon level.

Escalation

Escalation demonstrates and heightens the danger of the dungeon. In an escalation scene, players discover that defeat is closer than they realized.

Combat Escalation

By far the most common type of escalation is an encounter with hostile creatures. A combat encounter drains hit points, spell slots, and other resources; can signal entry into a more dangerous area; and, if enemies escape or sound the alarm, can lead to a raised alert level throughout the dungeon.

Non-combat Escalation

Non-combat escalation can include failing a Stealth roll and setting off an alarm, becoming aware of a time limit, entering a more dangerous area, or spending resources.

While traps are usually classified as obstacles, elite traps can be used to escalate tension. Like a puzzle, a normal trap can slow down the pace as players figure out how to navigate it safely. An elite trap, on the other hand, is an active threat that attacks over several rounds: it functions more like a combat than a puzzle. When players get locked in a room that slowly fills with water, or are forced to flee from a rolling boulder, they discover that the dungeon is more dangerous than they had realized.

The Escalation Clock

You can manage the pacing of the dungeon adventure without tracking the dungeon's

escalation level. You can do this by feel, having things generally get harder as the adventure goes on. You can also track a literal escalation level over the course of the adventure, using a countdown dice pool with a pool of 4 dice to measure a bastion's alert level or the time left until the evil cultists' ritual is complete. As the countdown advances, each combat encounter includes extra monsters, or a monster is replaced with a tougher one. When the countdown reaches zero, the dungeon's toughest monsters come looking for the adventurers!

When you track escalation, the dungeon grows more dangerous the longer the players explore it. Whenever they spend time resting, engage in combat, or leave signs of their presence, the dungeon responds. If you're tracking escalation level, you may wish to have random checks for monsters every few game minutes or every time the players take a rest. Roll a d20 and add the current number of dice in the countdown dice pool, with a random encounter occurring on a result of 1–6. Or you can create a custom table of dungeon-specific effects that occur at each escalation level.

Escalation Rewards

While an escalation scene doesn't always lead to a reward, it often grants incidental treasure. When players defeat foes or disarm an elite trap, you can grant incidental treasure or roll on the Discoveries table.

Set Pieces

While an escalation scene offers a glimpse of danger, a set piece is a battle, chase, or other action scene with a real chance of failure. It's often the climactic scene in a dungeon or dungeon level, and success

often means the characters have reached their goal. For instance, triumphing in a set piece battle might allow characters to descend to the next level of the dungeon (or escape it), defeat the evil creatures menacing the area, or free the prisoners they are searching for.

Set Piece Rewards

A set piece encounter usually guards a major reward like a treasure hoard. If the set piece is a combat encounter, determine the contents of the treasure hoard ahead of the battle. Many intelligent foes are able to use magic weapons and other items against the party.

Dungeon Scenery

The NODES checklist is useful for the dungeon as a whole, but not every room needs to contain a risk, a reward, or a never-before-seen wonder! Some contain the prosaic living areas needed to make the dungeon work as a habitation. Bedrooms, kitchens, and the like might house monsters and hide treasure, but they might just be themselves.

As a general rule, you can stock 25 to 50 percent of dungeon rooms with theme-supporting scenery (shrines in a temple, burial niches in a tomb, etc).

Running the Dungeon

When players first enter an area, describe elements roughly in order of importance. You can use the mnemonic DICE to organize the area's description.

- **Description:** A *brief* room description should come first,

because it lets the players mentally place everything that comes next. One to three words—"kitchen," "wide hallway," "big throne room,"—are enough to start. Unless mapping is very important to the game, room dimensions can be described later, or not at all.

- **Inhabitants:** In most cases—especially if they're trying to kill the characters—the creatures in the room are its most important feature.
- **Contents:** Only mention important features the characters can interact with or investigate, such as chests, levers, a pit filled with purple flame, and so on. It's vital that you mention any feature that might be trapped or hazardous.
- **Exits:** Knowing where the exits are isn't as important as what's in the room, but they should be mentioned once you've described the area's more relevant features.

When you've run through this list, you may have left many room elements unmentioned! Players get a better sense of an area if they actively ask questions about it, rather than trying to focus on a long monologue. Players should be able to discover every element in the room by asking questions about things mentioned in your initial room description.

Traps

The traps presented here are **exploration challenges**. The exact size and placement of a trap is up to the Narrator. Each trap uses the following format:

Tier. A trap of a specific tier is most suitable for characters in that tier. For example, second-tier traps are challenges for characters of level 5 through 10.

Challenge. A trap with a challenge rating equal to the party's level is usually a suitable challenge. You can heighten or reduce the danger by using a trap with a challenge rating 50 percent higher or lower than the party's level. Outside of this range, a trap might be too difficult or too trivial.

DC. Unless noted elsewhere, all ability checks and saving throws use the trap's DC. Each trap has two DCs separated by a slash; the first is for a check by a single character, and the second is for group checks. If you wish, you can also use the group check DC if several characters take different actions to disable an elite trap during the same round.

XP. The XP the characters receive for overcoming the trap. Disabling or avoiding a trap without a die roll (through a spell or action that automatically succeeds) or by scoring a Critical Success on a check grants the trap's full XP. Partially overcoming a trap, or doing so with one or more Successes but no Critical Successes, or failing to disarm a trap and suffering its full effects, grants half the trap's XP.

Trap Description. An italicized description of the trap's appearance. You can read or paraphrase this description to the players, or you can vary the description to match the trap's specifics. In any case, each trap's

description should telegraph the trap's presence and list important elements the characters can investigate further.

Trap Features. A list of the trap's key features, along with the ability checks characters can make to learn further information about them.

Possible Solutions Most traps allow a character to make an ability check, or occasionally an attack roll, to bypass or disarm the trap. Unless otherwise noted, a successful check triggers the trap's Success, Critical Success, Failure, or Critical Failure conditions (see below). The most obvious skill uses are listed under Possible Solutions, but players may think of other skills to use, as well.

Some traps list no Possible Solutions: there is no obvious way to defeat such a trap with an ability check. It must either be defeated with specific spells or actions (see below) or avoided altogether. Traps like this might be missing Success or Failure conditions as well.

Critical Failure. The listed effect occurs when a creature triggers the trap's Critical Failure, usually by failing an ability check by 5 or more or by rolling a 1 on a check while trying to solve the trap. A group check in which all the characters fail also triggers a Critical Failure.

Failure. The listed effect occurs when an attempt to disable or avoid a trap results in a failure.

Success. The listed effect occurs when an attempt to disable or avoid a trap results in a success.

Critical Success. The listed effect occurs when a creature triggers the trap's Critical Success, usually by succeeding on an ability check by 5 or more or by rolling a 20 on a check. A group check in which all

the characters succeed also triggers a Critical Success.

A Critical Success usually disables a trap. On a Critical Success, you can also allow adventurers to bypass a trap but leave it active (to hide evidence of their passing or to slow down pursuit).

Searching an Area

Players can search for traps, hazards, and other dangers in different ways. One player might ask questions about what their character sees, hears, and smells. Another might describe their character taking specific actions, such as tapping the walls or floors. Some players use spells and class features to discover threats, while others make ability checks (or rely on their Passive Perception score) to examine their surroundings. All these approaches are valid and can be used in concert. The best traps can be discovered and disarmed using multiple strategies.

Exploration

Ability checks are tools players can use to learn more about a trap. For instance, a successful Investigation or Perception check against a trap's DC reveals the hidden pressure plate that activates the trap.

Generally, an Intelligence or Wisdom check doesn't trigger a trap or result in a Success or Failure. For instance, recalling lore about a cursed altar might require a History check, while a successful Perception check reveals a clue carved into the altar's base. Such a check doesn't activate the altar's magic; it merely provides information or it doesn't.

The exception to this is an Investigation check. Unless a player specifies otherwise, an Investigation check involves approaching, examining, and moving objects. If such activities could be dangerous, failing an Investigation check triggers the trap's Failure or Critical Failure conditions. To compensate for these risks, Investigation offers greater rewards. A successful Investigation check can uncover clues that can't be found in other ways (such as revealing a key hidden in a drawer or a trap door concealed beneath a carpet).

A character can also use tools and a steady hand to search for clues. When appropriate, allow a character proficient in thieves' tools to make an ability check with their thieves' tools as an alternative to making an Investigation check.

If a player says "I search the area" but doesn't offer specifics, treat this as an Investigation check made to inspect every feature in the area. Normally, a failure on such a search triggers a trap's Failure condition (the character brushes a tripwire while inspecting the floor, for instance). However, if the character takes appropriate precautions while investigating ("I cast *levitate* and search the area from three feet up"), they can sometimes avoid such Failures.

Once a character has failed a search check, they've learned all they can about the area and can't search with that ability again until the situation changes.

Solving a Trap with Spells and Other Actions

Many traps can be bypassed or disabled without a check.

A trap's description specifies actions and spells that let a creature automatically avoid a trap's dangers. Players might also

think of other ways to bypass a trap. Based on how appropriate the solution is, you can decide that it doesn't work, requires a check, or automatically succeeds.

Sometimes certain elements of a trap can be destroyed. Many trap elements are objects with a listed Armor Class and hit points. When a character attacks an object without these stats, you can decide whether the object is vulnerable to attacks. Sometimes, attacking a trap element without destroying it outright triggers the trap!

Many traps can be discovered and disabled with magic. *Find traps* and *detect magic* provide information about all sorts of traps, and most magical traps can be disabled (or at least suppressed) with *dispel magic* and *antimagic field*. Many other spells can be used to circumvent or disable traps. Some of these solutions are listed in the trap's description; you can adjudicate others as they arise.

Traps as Combatants

A trap can be combined with a combat encounter. If it's likely to be triggered during the battle, add the trap's challenge rating to the encounter as if it were a combatant.

Elite Traps

An elite trap functions like a combat encounter. It typically poses a threat to multiple characters for multiple rounds. Just as an elite monster is twice as dangerous as a standard monster of its challenge rating, an elite trap can threaten and test every member of the party.

While it's possible to disable or circumvent an elite trap through clever play alone, more commonly the characters must spend several turns using ability checks,

attack rolls, and spells to overcome such traps. A sufficiently dangerous elite trap can even act as a dungeon set piece, such as a gallery filled with scything blades that guards an archmage's sanctum or lich's treasure vault.

When combining an elite trap with a combat encounter, treat the trap as two normal traps of its challenge rating.

Creating Traps

When creating a trap, decide how it is triggered and what happens when it activates. Once activated, the trap might target one or more creatures, or an entire area. The trap might make an attack roll, or the affected creatures might be forced to make a saving throw.

Think of several ways that the trap could be foiled, using checks, tool uses, spells, and other actions.

Finally, create a clue, hint, or significant detail that alerts observant players that something might be amiss before the trap activates.

Most elite traps call for an initiative roll and require some combination of successful ability checks, attack rolls, or other actions to deactivate. Decide what initiative count the trap acts on. Elite traps grant twice as many experience points as a standard trap of their challenge rating. An elite trap usually targets most or all of the creatures in the area. An elite trap that deals damage each round uses the Multiple-Target Damage column; one that deals damage once, like a Crushing Room Trap, uses the Single-Target Damage column.

Trap Statistics

TABLE: TRAP STATISTICS

CHALLENGE	NORMAL XP	ELITE XP	DC	SINGLE-TARGET DAMAGE	MULTIPLE-TARGET DAMAGE
1	200 XP	400 XP	13/13	5	3
2	400 XP	900 XP	14/13	10	7
3	700 XP	1,400 XP	14/14	15	10
4	1,100 XP	2,200 XP	15/14	20	13
5	1,800 XP	3,600 XP	15/14	25	17
6	2,300 XP	4,600 XP	16/14	30	20
7	2,900 XP	5,800 XP	16/14	35	23
8	3,900 XP	7,800 XP	17/15	40	27
9	5,000 XP	10,000 XP	17/15	45	30
10	5,900 XP	11,800 XP	18/15	50	33
11	7,200 XP	14,400 XP	18/15	55	37
12	8,400 XP	16,800 XP	19/16	60	40
13	10,000 XP	20,000 XP	19/16	65	43
14	11,500 XP	23,000 XP	20/16	70	47
15	13,000 XP	26,000 XP	20/16	75	50
16	15,000 XP	30,000 XP	21/17	80	53
17	18,000 XP	36,000 XP	21/17	85	57
18	20,000 XP	40,000 XP	22/17	90	60
19	22,000 XP	44,000 XP	22/17	95	63
20	25,000 XP	50,000 XP	23/18	100	67

List of Traps

Acid Bucket Trap

0th tier (constructed trap)

Challenge 1 (200 XP); **DC** 13/13

A faint, acrid smell wafts through the half-open door.

A bucket filled with acid balances precariously on top of the door. Opening the door triggers a Critical Failure.

Exploration. A Perception check or an examination of the floor reveals pockmarks where the acid has eaten away the stone (or, if the Narrator prefers, the footprints of small creatures that have slipped through the doorway without opening the door further). An Investigation check or an examination of the top of the door reveals the acid-filled bucket.

Keeping Clear. Magic (such as the *mage hand* cantrip), a long pole, or a similar item can be used to trigger the trap from a distance, resulting in a Success.

Possible Solutions

- A Medium creature can make an Acrobatics check to slip through the partially open door. A Small creature automatically succeeds on the check.
- A Sleight of Hand check removes the bucket from the door.

Critical Failure or Failure. The bucket spills its contents across the threshold. Each creature within 5 feet of the door when the bucket falls makes a Dexterity saving throw. On a failure, the creature takes 5 (2d4) acid damage, plus an additional 5 (2d4) acid damage at the end of its next turn. A creature can use an action to wipe off the acid, preventing the damage on the second turn.

Success. The bucket spills acid into an unoccupied space within 5 feet of the door.

Critical Success. The trap is not triggered, and the creature obtains the bucket of acid, which can be thrown up to 20 feet as an improvised ranged weapon. A target hit by the bucket takes 2d4 acid damage, plus an additional 2d4 acid damage at the end of its next turn.

Black Dragon Pool Trap

2nd tier (constructed trap)

Challenge 8 (3,900 XP); **DC** 17/15

The floor of this area is sunken like a tiled pool or bath and filled with three feet of cloudy water. Half submerged in the liquid are three stone cylinders sitting on their edges like wheels.

What seems to be water is actually acid. A creature or object that enters the acid triggers a Failure.

Pool. The pool's liquid is cloudy, but not so much that it obscures the enameled tiles that line the bottom of the pool, which are painted with black dragon heads. A Perception check, or sniffing the air, reveals a sharp, acidic smell.

Cylinders. The stone cylinders are four feet in diameter and one foot long. They can be rolled in straight lines back and forth across the pool. An Investigation check reveals a footprint on one of the cylinders.

Possible Solutions

- A creature can make a Dexterity check to jump on a cylinder and roll it across the pool.
- If the adventurers gather suitable materials, they can make an Engineering check to build a bridge or arrange stepping stones across the pool.
- A creature can jump over the pool.

Critical Failure or Failure. A creature that enters the pool for the first time on a turn or starts its turn there makes a Constitution saving throw, taking 42 (12d6) acid damage on a failure or half damage on a success. Metal objects, as well as organic objects such as wood, cloth, or rope, also take this damage. Other inorganic materials, such as glass and stone, are unaffected.

A creature takes full damage from the trap only if partially or completely submerged in the acid. A creature that is merely touched or splashed by the acid instead takes 7 (2d6) acid damage or half damage on a success.

Success or Critical Success. The creature avoids the pool.

Black Dragon Pool Trap Variant: White Dragon Pool Trap

This room is freezing. Instead of acid, the pool is filled with water covered with a sheet of ice. No stone wheels are present.

If the total weight on the ice exceeds 300 pounds (for instance, if two Medium creatures or one Large creature moves onto the ice), the ice breaks. A creature that falls in the icy water triggers a Failure.

The trap has the following features:

Magical Effect. This is a magical effect created by transmutation magic. Casting *dispel magic* on the ice requires a spellcasting ability check and causes the ice to melt, disabling the trap.

Pool. The ice is cloudy, but not so much that it obscures the enameled tiles that line the bottom of the pool, which are painted with white dragon heads. An Investigation, Nature, or Perception check, or testing the ice, reveals that it is weak and may collapse under heavy weight.

Cold damage dealt to the pool thickens the ice, allowing it to support an additional pound for each point of cold damage dealt. Fire damage weakens the ice by one pound per point of fire damage dealt.

The trap has the following conditions:

Critical Failure or Failure. A creature that enters the pool for the first time on a turn or starts its turn there makes a Constitution saving throw, taking 42 (12d6) cold damage on a failure or half damage on a success.

Success or Critical Success. The creature avoids the pool.

Black Tentacles Trap

2nd tier (constructed trap)

Challenge 7 (2,900 XP); **DC 16/14**

A tapestry depicts a ship being pulled beneath the waves by the tentacles of some huge, aquatic beast.

The tapestry conceals a door. Touching the door's handle triggers a Failure.

Exploration. A Perception or Investigation check, or moving the tapestry, reveals a locked door of black iron behind the tapestry. (At the Narrator's discretion, the door may lead either to another area or an alcove containing a Boon or Discovery.)

Once the door is discovered, an Arcana, Investigation, or Perception check, or examining the door, reveals a small magical *glyph of warding* on the door's handle.

Characters that make a Stealth check to hide may eventually see denizens of the dungeon pass through the door, speaking a password that disables the trap for 1 minute.

Keeping Clear. Opening the door without touching the handle, such as with *mage*

hand or a similar effect, doesn't trigger the trap.

Spell Effect. This is an evocation effect created by a 4th-level spell. Casting *dispel magic* on the tapestry triggers a Critical Success.

Possible Solutions

- A creature can make an Arcana or thieves' tools check to weaken the glyph.

Critical Failure or Failure. The glyph casts *black tentacles* on a 20-foot square next to the door. The trap is then disabled.

Success The trap is temporarily weakened. For 1 round, each Success counts as a Critical Success.

Critical Success. The trap is disabled.

Bookcase Trap

2nd tier (constructed trap)

Challenge 5 (1,800 XP); **DC** 15/14

On one wall is a bookcase bearing a brass plaque that reads, "Give a book, take a book". Against the opposite wall stands a statue of a wizard with hand outstretched towards the bookcase.

The bookcase has 18 books on it. A Failure is triggered at the end of a creature's turn if that creature possesses a book from the bookcase and the bookcase has less than 18 books on it. The trap isn't triggered if the statue's vision of the bookcase is blocked with a blindfold or similar item.

Bookcase. Each of the books is a rare book worth 100 gp.

Spell Effect. This is an evocation effect created by a 5th-level spell. Casting *dispel magic* on the statue disables the trap.

Statue. An Investigation check or an examination of the statue reveals a glowing glyph on the statue's outstretched palm. A

creature that makes an Arcana check recognizes the glyph as a *glyph of warding* that triggers an unknown spell under unknown conditions.

The statue is an object with AC 17, 50 hit points, and immunity to poison and psychic damage. A creature that damages the statue without destroying it outright triggers a Critical Failure.

Possible Solutions

- A creature can make a Sleight of Hand check to take a book without the statue sensing it.

Critical Failure or Failure. A *magic missile* spell fires from the glyph on the statue's palm, targeting the triggering creature. It fires seven missiles for 1d4 + 1 force damage each. The trap resets after 24 hours.

Success or Critical Success. The trap is not triggered.

Bright Mirror Trap

2nd tier (constructed trap)

Challenge 7 (2,900 XP); **DC** 16/14

In a dark room, a frame on the wall contains a mirror. When dim light falls on the metal, it begins to glow.

When bright light falls on the mirror, a Failure is triggered.

Exploration. While in dim light, the mirror's glow correlates to the amount of light that falls upon it. A creature that makes an Arcana or History check recalls that dangerous energy imbalances are sometimes associated with such glowing mirrors.

Magical Effect. This is a magical effect created by evocation magic. Casting *dispel magic* on the mirror requires a spellcasting ability check and triggers a Success.

Mirror. Turning the mirror towards the wall or covering it with an opaque object such as a cloth prevents light from falling on it. The

mirror is a 600-pound object with AC 10 and 1 hit point. Breaking it triggers a Critical Failure. Using a second mirror to reflect the metal's light back at it also destroys the mirror without triggering a Critical Failure.

Possible Solutions

- A creature can make a Strength check to remove the mirror from the wall and set it down without breaking it.

Critical Failure. As Failure, but it creates a 60-foot sphere of burning light centered on the mirror.

Failure. A 30-foot cone of burning light shines from the metal. Each creature in the area makes a Constitution saving throw, taking 24 (7d6) radiant damage on a failed save or half damage on a success. The trap is then disabled for 24 hours.

Success or Critical Success. The trap is permanently disabled.

Brown Mold Trap

2nd tier (constructed trap)

Challenge 6 (2,300 XP); **DC 16/14**

In a frigid room, a frost-covered glass bottle rests on a table.

The bottle is filled with **brown mold**. The area 30 feet around the bottle is unnaturally cold. When a source of heat, such as a warm-blooded creature, comes within 5 feet of the brown mold, a Failure is triggered. If a flame comes within 5 feet of the brown mold, a Critical Failure is triggered.

A Boon or Discovery may be at the bottom of the bottle.

Exploration. Examining the bottle from a distance reveals that it is filled with a brown, furry mold. A creature that makes an Arcana or Nature check recognizes the brown mold

and knows that it grows rapidly in heat and is vulnerable to cold.

Keeping Clear. The bottle can be broken or moved from a distance with magic or a long object, or simply avoided.

Spell Solve. Cold damage destroys the brown mold.

Possible Solutions

- A creature can make an Acrobatics check to move through the area quickly enough to avoid negative consequences.

Critical Failure. As a Failure, and the bottle breaks. The mold expands over surfaces to surround the heat source in a 10-foot radius.

Failure. The triggering target is subject to the effects of brown mold.

Success or Critical Success. The brown mold isn't disturbed.

Caltrops Trap

0th tier (constructed trap)

Challenge 1 (200 XP); **DC 13/13**

The black-tiled floor is speckled with silvery glints in the dim light.

Metal caltrops cover a stretch of floor. The first time a creature moves in the area, it triggers a Failure.

Exploration. A Perception check or an examination of the source of the silvery glints reveals the nature of the trap. A creature that attempts an Investigation check automatically discovers the caltrops. The caltrops can be spotted easily in bright light.

Navigating the Caltrops. A creature aware of the trap can avoid its effects by moving carefully at half speed, spending 10 feet of movement for each 5 feet moved. A creature can use an action to collect or sweep the tiny metal objects from a 5-foot-square space.

Possible Solutions

- A creature can make an Acrobatics check to move at full speed through the area.
Critical Failure or Failure. The triggering creature makes a Dexterity saving throw. On a failure, it takes 2 (1d4) piercing damage and its walking speed is reduced to 0 until the end of its turn. Thereafter, its walking speed is reduced by 10 feet until it regains at least 1 hit point.
Success or Critical Success. The triggering creature avoids the trap.

Caltrops Trap Variant: Slippery Floor

The floor is covered with steel ball bearings, greased with glistening lard, or sparkles with ice. Any reference to caltrops refers instead to ball bearings, grease, or ice. Replace the Failure or Critical Failure condition with the following:

Critical Failure or Failure. The triggering creature makes a Dexterity saving throw. On a failure, it falls prone.

Chaos Crystals

4th tier (elite supernatural trap)

Challenge 18 (40,000 XP); **DC** 22/17

A cyclone of flame and frost engulfs the area.

A pair of crystals suffused with elemental energy orbit one another in the center of the area. Surrounding them is a 60-foot-radius, opaque, spherical cyclone of fire and ice. The cyclone spreads around corners but may be contained by at least 1 foot of stone. The area inside the cyclone is difficult terrain. A creature triggers a Critical Failure when it enters the area for the first time on a turn or starts its turn inside the area. Nonmagical objects that are not worn

or carried are destroyed when they enter the cyclone.

Exploration. A creature that makes an Arcana or Nature check recognizes that the energy is magical or elemental in nature. An Investigation check reveals that the energy emanates from a central point.

Eye of the Cyclone. A creature that reaches the center of the cyclone discovers a 5-foot-diameter area of safety. In the middle of this area, two elemental crystals are locked together in a close orbit. A creature that makes an Arcana check determines that mental power might be able to control the crystals.

A creature that touches one of the crystals, or starts its turn holding a crystal, triggers a Failure. Together, the crystals are treated as a single object with AC 20, 60 hit points, and immunity to all damage except bludgeoning, slashing, and force damage. Destroying the crystals triggers a Success; each attack against the crystals that doesn't destroy them outright triggers a Failure.

Magical Effect. This is a magical effect created by evocation magic. Casting *dispel magic* on the crystals while within the eye requires a spellcasting ability check and triggers a Success.

Possible Solutions

- A creature can make a Strength or thieves' tools check to remove a crystal from its orbit.
- A creature within 5 feet of the crystals can make an Intelligence check to mentally separate the crystals.

Critical Failure. The creature makes a Strength saving throw. On a failure, it takes 27 (5d10) fire damage and 27 (5d10) cold damage, is pushed 30 feet away from the center of the cyclone, and is knocked prone. On a success, it

takes half damage and is not pushed or knocked prone.

Failure. As a Critical Failure, but the creature takes either the fire or cold damage, not both.

Success. The crystals' connection is weakened. Another Success counts as a Critical Success.

Critical Success. The crystals are separated, and the trap is disabled. While the crystals are small, they are difficult to move: as an action, a creature can make a Strength to move a crystal physically or an Intelligence check to move a crystal using mental power. If the crystals are reunited, the trap resets.

Collapsing Dungeon

2nd tier (elite constructed trap)

Challenge 7 (5,800 XP); **DC 16/14**

Cracks criss-cross the ceiling. With each motion and loud noise, tremors shake the floor.

When a creature disturbs or destroys a focal point central to the dungeon (such as a pillar, a sacred object, or a magic rune), the dungeon begins to collapse. Once the collapse begins, it can't be undone. Creatures in the dungeon must escape before the dungeon is completely destroyed.

Exploration. An Engineering check or an examination of the dungeon's focal point reveals that the dungeon's structure is unstable, and that it could be shored up with support beams. An examination of the ceiling or floor reveals cracks along the ceiling, as well as dust and dirt that sifts down to the floor. When a creature touches the dungeon's focal point, creatures within 30 feet of it feel a faint tremor.

Collapse. Roll initiative. On initiative count 20, a 40 by 40-foot unstable area appears centered on the focal point. Each successive turn on initiative count 20, the size of the unstable area increases by 20 feet in all directions.

A creature that starts its turn inside the unstable area makes a Dexterity saving throw. On a failure or success, the creature triggers this challenge's Failure or Success effect. A roll of 1 triggers a Critical Failure.

Once the unstable area completely encompasses the dungeon, the dungeon's ceiling collapses, burying all creatures and objects in rubble. Each creature in the dungeon suffers a Critical Failure, and the effect ends. If the dungeon is composed of multiple levels, a collapse occurs once the unstable area encompasses a level but affects only that level until the unstable area spreads further.

Once the collapse begins, a Large object (such as a statue or a *wall of stone*) propped against the ceiling in the unstable area prevents the area from growing for 1 round.

Shoring Up. Before the collapse, a creature can spend a minute and make an Engineering check to shore up the dungeon's structure. If the dungeon's structural integrity relies on magical energy, an Arcana or Religion check may be made instead. If the dungeon is shored up, there is a 50 percent chance it does not collapse when the focal point is disturbed.

Once the collapse begins, a creature can make a Strength check to hold up the ceiling or an Engineering check to prop it up. Doing so temporarily halts the collapse, preventing the unstable area from growing for 1 round. A creature must be in the unstable area to prop up the ceiling.

Critical Failure. The creature is knocked prone and becomes

trapped under the falling rubble, taking 21 (6d6) bludgeoning damage. While trapped, the creature can't breathe and doesn't need to make Dexterity saving throws against this challenge. As an action, a creature can make a Strength check to free a trapped creature. Once freed, a creature's escape route might be blocked by fallen rubble, at the Narrator's discretion.

Failure. The triggering creature is struck by the falling rubble, taking 21 (6d6) bludgeoning damage.

Success or Critical Success. The creature avoids the falling rubble.

Collapsing Dungeon Variant: Deeper Dungeons

The collapse of deep and ancient dungeons can be particularly catastrophic.

Deep Collapsing Dungeon: The deep collapsing dungeon is CR 10 (11,800 XP) and has a DC of 18/15. On a Failure or Critical Failure, a creature takes an additional 14 (4d6) bludgeoning damage.

Deeper Collapsing Dungeon: The deeper collapsing dungeon is CR 13 (20,000 XP) and has a DC of 19/16. On a Failure or Critical Failure, a creature takes an additional 31 (9d6) bludgeoning damage. On each turn, the unstable area increases by 30 feet instead of 20 feet.

Deepest Collapsing Dungeon: The deepest collapsing dungeon is CR 17 (36,000 XP) and has a DC of 21/17. On a Failure or Critical Failure, a creature takes an additional 52 (15d6) bludgeoning damage. On each turn, the unstable area increases by 40 feet instead of 20 feet.

Commanding Voice

0th tier (constructed trap)

Challenge 1 (200 XP); DC 13/13

A bas relief of an angry deity glowers from the wall.

Approaching within 10 feet of the bas relief without displaying the god's holy symbol triggers a Critical Failure.

Exploration. A creature that makes a Religion check identifies the name and holy symbol of the depicted god. A Perception check or an examination of the bas relief reveals a tiny magic glyph near the god's mouth. A creature that makes an up-close Investigation check automatically finds the glyph but may trigger the trap.

Magical Effect. This is a magical effect created by enchantment magic. Casting *dispel magic* on the bas relief requires a spellcasting ability check and triggers a Critical Success.

Mark of Favor. A creature wearing or holding the appropriate holy symbol as it approaches the bas relief triggers a Success.

Possible Solutions

- A creature can make a thieves' tools check to scrape away the glyph, or make an attack roll with a bludgeoning weapon against AC 15 to destroy the bas relief.

Critical Failure. The bas relief casts *command* (DC 13) on each creature within 60 feet, ordering them to "Flee!" The booming voice can be heard up to 300 feet away.

Failure. As a Critical Failure, except only the triggering creature is affected.

Success. The trap is disabled but resets after 1 minute.

Critical Success. The trap is permanently disabled.

Commanding Voice Variant: Holy Writ

A passage from the god's sacred text is etched beneath the bas relief. For example: "All who are wounded shall serve." A creature that makes a Religion check knows the appropriate ritual response, such as "All who serve shall be healed." A creature that speaks the ritual response aloud as it approaches the bas relief triggers a Success.

Contagion Trap

2nd tier (constructed trap)

Challenge 9 (5,000 XP); **DC** 17/15

The lid of the sarcophagus is carved to resemble a recumbent skeleton.

The mummified remains inside the sarcophagus are cursed. Touching the cursed remains, either directly or with an object, triggers a Failure.

Sarcophagus. Smaller carvings on the sarcophagus depict animated skeletons going about daily life: worshipping in temples, tilling fields, or marching to war. Inside the sarcophagus, an inanimate mummy grips a rune-covered scroll. A creature that makes a History or Religion check identifies the runes as the names of ancient plagues.

Scroll. The scroll is a *spell scroll* of *contagion* or some other Boon or Discovery.

Spell Effect. This is a necromancy effect created by a 5th-level spell. Casting *remove curse* or a successful *dispel magic* on the mummy triggers a Critical Success.

Spell Solve. The mummy's grip on the scroll is too tight to release with *mage hand*, but it's possible to do so with *telekinesis*.

Possible Solutions

- A creature can make a Sleight of Hand check to remove the scroll without touching the mummy.
- A creature can smash the remains with an attack with a bludgeoning weapon.

Critical Failure or Failure. The triggering creature is targeted by a *contagion* spell (flesh rot).

Success or Critical Success. The trap is disabled.

Contagion Trap Variants: Other Contagion Traps

Instead of a sarcophagus and mummy, the room contains:

- A wine rack holding two bottles of wine. One bottle's label identifies it as "Talasay '47." The other is "Mindfire '47." The Mindfire bottle is cursed. A creature that makes a History check identifies the Talasay as a rare vintage worth 250 gp. A creature that makes a Medicine check recognizes "mindfire" as the name of a disease. A creature that makes an Investigation check notices that the inner surface of the Mindfire label has a spell written on it. A creature that uncorks and wafts either bottle can make a History check to identify its contents. Both bottles contain Talasay wine, but the contents of the Mindfire bottle are cursed. A creature that drinks the Mindfire wine is targeted by a *contagion* spell (mindfire).
- A fingerbone floating inside a vial filled with murky liquid. The vial is labeled "Fingerbone of Gaz'Ak the Blind." A creature that makes a History check recalls that Gaz'Ak was an evil prophet of times past. The first creature to touch the fingerbone is targeted by a *contagion* spell (blinding sickness).

Crossbow Trap

0th tier (constructed trap)

Challenge 1 (200 XP); **DC** 13/13

A ragged painting of an epic battle hangs on the wall.

Hidden behind the painting is an alcove containing a heavy crossbow (and a 50 percent chance of a Boon or Discovery). A floor-level tripwire stretches from the wall below the painting to the opposite wall. A creature that walks across the floor trips the wire, triggering a Critical Failure.

Exploration. A distant examination of the painting reveals that it is riddled with punctures. A creature that makes an up-close Investigation check automatically discovers the alcove behind the painting but may trigger the trap. A Perception check or an examination of the floor reveals a taut wire strung across the floor.

Tripwire. Sweeping the floor with a pole or other object triggers the trap harmlessly. A creature aware of the tripwire may simply step over it.

Possible Solutions

- A creature aware of the tripwire can make a thieves' tools check to disarm it.

Critical Failure. The crossbow makes a ranged attack with advantage against the triggering creature, attacking with a +4 bonus and dealing 5 (1d10) piercing damage on a hit. Once fired, the crossbow can't fire again until the trap is reset.

Failure. As a Critical Failure, but the attack is not made with advantage.

Success or Critical Success. The trap is disabled.

Crossbow Trap Variant: Ballista Trap

2nd tier (constructed trap)

Challenge 6 (2,300 XP); **DC** 16/14

A curtain (instead of a painting) conceals a Large ballista. The trap has the following alternate Critical Failure effect:

Critical Failure. The ballista makes a ranged attack with advantage against each creature in a 5-foot-wide line, attacking with a +7 bonus and dealing 27 (5d10) piercing damage on a hit. Once fired, the ballista can't fire again until the trap is reset.

Crossbow Trap Variant: Cannon Trap

4th tier (constructed trap)

Challenge 19 (22,000 XP); **DC** 22/17

A paper screen depicting a nautical scene (instead of a painting) conceals a Large cannon. The trap has the following alternate Failure or Critical Failure effect:

Failure or Critical Failure. The cannon fires shrapnel in a 120-foot cone. Each creature in the area makes a Dexterity saving throw, taking 44 (8d10) bludgeoning damage and 22 (4d10) slashing damage on a failure or half damage on a success. Objects take this damage as well. Once fired, the cannon can't fire again until the trap is reset.

Crossbow Trap Variant: Poison

Crossbow Trap

0th tier (constructed trap)

Challenge 2 (450 XP); **DC** 14/13

A creature hit by the crossbow also takes 5 (1d10) poison damage.

Crushing Pit Trap

2nd tier (elite constructed trap)

Challenge 6 (4,600 XP); **DC** 16/14

One of the exits from this room is a metal door bearing a sign that reads "Invited Guests Only."

Door. A character that makes an Engineering or Investigation check discovers that the door's insides contain complex machinery.

The door is locked. Opening the door without using the proper key causes the room's floor to collapse. A creature can

make a thieves' tools check to pick the door's lock. On a failure, the door remains locked and the floor collapses. On a success, the door unlocks but the floor still collapses. On a critical success, the door unlocks and the floor doesn't collapse. Opening the door in any other manner (except for using the proper key) causes the floor to collapse.

Floor. A successful Perception check or an examination of the floor reveals unobtrusive seams and hinges, as if the entire room is the lid of a pit trap.

When the floor collapses, all creatures in the room plummet into a 30-foot-deep pit, taking 10 (3d6) bludgeoning damage from the fall. Two opposite walls inside the pit then begin moving inward. Roll initiative. Each round on initiative count 10, the pit narrows by 5 feet. When it reaches 0 feet, each creature inside the pit takes 21 (6d6) bludgeoning damage. The trap is then disabled. After 1 hour, the walls of the pit retract to their starting position and the floor snaps back into place.

Possible Solutions

- A creature that can reach both walls of the pit (most creatures have a reach approximately equal to their height) can make a Strength check to keep the walls apart.
- A creature using an object wide enough to reach both walls makes its Strength check to prop open the walls with advantage. On a Critical Failure, a nonmagical object is destroyed, and a magical object is damaged. A magical object damaged a second time is destroyed.
- A creature can make an Engineering check to determine how best to slow the walls. Success or failure on this

check doesn't result in a trap Success or Failure. A success on this check grants advantage to the next ability check made against the trap within the next minute.

- With a Strength check, a creature can jam spikes under the walls of the pit, triggering a Success.
- The pit's walls are smooth and slippery. A creature climbing them must make an Athletics or Acrobatics check, making no progress on a failure. Success or failure on this check doesn't result in a trap Success or Failure.

Critical Failure or Failure. The walls continue closing.

Success. The walls stop moving until the end of the triggering creature's next turn.

Critical Success. The pit's walls move 5 feet apart. Moving the walls back to their starting positions disables the trap.

Crushing Pit Trap Variant: Statue Pit Trap

Against one wall stands a statue of an armored ape giving the thumbs up. Instead of a door, the trap has the following feature:

Statue. An Engineering or Investigation check, or an examination of the statue, reveals that the statue is bolted to the wall and that the ape's hand can be rotated at the wrist. Spinning the ape's hand so that its thumb points down causes the room's floor to collapse. A creature can make a thieves' tools check to disable the mechanism inside the statue. On a failure, the floor collapses. On a success, the floor doesn't collapse.

Crushing Room Trap

2nd tier (elite constructed trap)

Challenge 10 (11,800 XP); **DC** 18/15

Beyond a metal door lies a 15 by 15-foot room, its walls and floor covered in brownish stains. On the far side of the room is a 2-foot-tall alcove.

The metal door automatically snaps shut and locks 30 seconds after it is opened. When the door closes, two opposite walls begin moving inward. Roll initiative. Each round on initiative count 10, the room narrows by 3 feet. When the room reaches a width of less than 5 feet, Medium creatures must squeeze. When it reaches 0 feet, each creature inside the room takes 49 (14d6) bludgeoning damage. The walls then retract to their starting position, the door unlocks, and the trap resets.

Alcove. The alcove is wide enough to fit a single Small creature or a Medium creature that makes a DC 15 Dexterity check. A creature inside the alcove avoids the crushing walls. The alcove contains a treasure hoard or a Boon or Discovery.

Door. The iron door is an object with AC 17, 100 hit points, and immunity to piercing, slashing, lightning, poison, and psychic damage. Forcing open the door requires three Strength checks. The door has no lock, but it has two hinges. Each hinge can be removed with a thieves' tools check. The door falls off when both hinges are removed.

Exploration. A Perception check or an examination of the door before it closes reveals that the door is on a spring and closes by itself. An Engineering check or an examination of the lock or handles reveals that it has an automatic locking mechanism that prevents it from being opened from the inside. An Investigation check or an examination of the floor or walls reveals that the brownish stains are dried blood, and that the floor and walls aren't mortared together; rather, the walls seem to rest on the floor.

Possible Solutions

- A creature that can reach both walls (most creatures have a reach approximately equal to their height) can make a Strength check to keep the walls apart.
- A creature using an object wide enough to reach both walls can make a Strength check with advantage to prop open the walls. On a Critical Failure, a nonmagical object is destroyed, and a magical object is damaged. A magical object damaged a second time is destroyed.
- A creature can make an Engineering check to determine how best to slow the walls. Success or failure on this check doesn't result in a trap Success or Failure. A success on this check grants advantage to the next ability check made against the trap within the next minute.
- With a Strength check, a creature can jam spikes under the walls, triggering a Success.
Critical Failure or Failure. The walls continue closing.
Success. The walls stop moving until the end of the triggering creature's next turn.
Critical Success. The walls move 3 feet apart. Moving the walls so that they are 15 feet apart disables the trap.

Cursed Altar

0th tier (constructed trap)

Challenge 2 (450 XP); **DC 14/13**

A black stone altar is carved with the symbol of a death god. Atop the altar are 14 tarnished silver coins and a golden chalice.

Removing an item from the altar, or knocking an object off with a weapon, pole, or similar item, triggers a Critical Failure.

Exploration. A Religion check reveals that many altars are enchanted to punish interlopers. An Investigation check, or an examination of the coins, reveals that the coins are also stamped with the god's symbol. The golden chalice is worth 100 gp.

Magical Effect. This is a magical effect created by necromancy magic. Casting *remove curse* or a successful *dispel magic* on the altar triggers a Critical Success.

Possible Solutions

- With a Religion check, a creature can perform a 10-minute ritual to purify the altar, with a success triggering a Critical Success.
- A creature can make a ranged attack to knock the coins or the chalice off the altar. The chalice has AC 10, but the coins have AC 14.

Critical Failure. The trap is triggered. If the triggering creature is a humanoid, it gains 10 (3d6) temporary hit points, and the humanoid creature nearest to them within 500 feet takes the same amount of necrotic damage. This damage can't be avoided or reduced in any way. The altar's magic then ends.

Failure. The altar and the items on it dissolve into smoke, and the magical effect ends.

Success. An item is knocked off the altar, and the trap isn't triggered. The magical effect ends once all the items are knocked off the altar.

Critical Success. A successful ritual ends the magical effect, allowing items on the altar to be removed safely. A Critical Success with a

ranged attack knocks 1d4 + 1 items off the altar.

Cursed Altar Variant: Altar to Knowledge

The altar is carved with the holy symbol of a god of knowledge or magic. It radiates transmutation magic instead of necromancy.

Critical Failure: A humanoid creature that triggers the trap must succeed on a DC 14 Intelligence saving throw or gain an extra ear on their forehead. A creature with this extra ear treats every suggestion, piece of advice, or command directed at them as a *suggestion* spell (DC 12). The effect ends after 1 hour, until the effect is ended by a *dispel magic*, *remove curse*, or *lesser restoration* spell, or until the creature makes three successful saving throws against the suggestions. The extra ear disappears when the effect ends.

Cursed Altar Variant: Altar to Nature

The altar is made of wood and carved with thorns and flowers that glow with an eerie violet light. It radiates evocation magic instead of necromancy.

Critical Failure: A humanoid creature that triggers the trap must succeed on a DC 14 Wisdom saving throw or begin to glow, as if affected by the *faerie fire* spell. The effect lasts 1 hour or until a *dispel magic* or *remove curse* spell ends the effect.

Cursed Altar Variant: Altar to the Sun

The altar is made of white stone and carved with a stylized sun. It radiates evocation magic instead of necromancy.

Critical Failure: A humanoid creature that triggers the trap is struck blind. This blindness lasts until all items are returned to the altar or until a *lesser restoration* spell ends the effect.

Darkness Statue

0th tier (constructed trap)

Challenge 1 (200 XP); **DC 13/13**

An ebony statue of a trickster god has a black gem set in its forehead. The statue has one hand behind its back and one hand on its lips.

Touching the gem triggers a Failure.

Gem. A Perception or Investigation check, or an examination of the gem, reveals that the gem is worthless black glass. Smashing the gem results in a Critical Failure.

Covering the gem blocks the *darkness* effect.

In the Darkness. Each time the trap is triggered, the statue animates for one round and makes a Sleight of Hand check (+5 bonus), attempting to pickpocket a creature within 5 feet of it. This check is made with advantage if the creature is unable to see. The statue then adopts its original position, piling any stolen items behind it, and becomes inanimate. Searching the area or looking behind the statue reveals any pilfered items.

Magical Effect. This is a magical effect created by evocation magic. Casting *dispel magic* on the gem triggers a Success.

Possible Solutions

- A creature can make a thieves' tools check to remove the gem, or an Arcana check to dampen the gem's magic for one round and allow it to be removed safely.

Critical Failure. The glass gem shatters in its socket, releasing a *darkness* spell centered on the statue. The *darkness* is permanent until dispelled. See *In the Darkness*.

Failure. The gem casts *darkness* with a duration of 1 minute. The trap automatically resets after 1 minute. See *In the Darkness*.

Success. The gem can be removed safely, disabling the trap.

Critical Success. As a Success, except the gem retains some of its magic. It becomes an *arcane gem* containing *darkness*.

Darkness Statue Variant: The Cyclops Eye

Instead of a statue, the black gem is set in the eye of a cyclops carved in bas relief on the wall. The *In the Darkness* feature is replaced with the following:

In the Darkness. Each time the trap is triggered, a grinding sound is heard as a slab of stone within the area of darkness noisily retracts, exposing an alcove containing an item from the Boons and Discoveries table. The alcove stays open for 1 round, and then the slab noisily grinds shut again. While closed, the stone slab can be discovered with a DC 20 Investigation check and can be opened with a DC 18 Strength check. The slab is an object with AC 20, 20 hit points, and immunity to poison and psychic damage.

Drop Ceiling Trap

1st tier (constructed trap)

Challenge 4 (1,100 XP); **DC 15/14**

Several inanimate skeletons lie on the floor, their helmets dented and their skulls crushed. A warhammer with a golden head hangs from the wall on a pair of hooks.

A Failure is triggered if the hooks on the wall ever support less than 10 pounds of weight—for instance, if the hammer is lifted from the hooks.

Ceiling. A successful Investigation or Perception check, or an examination of the ceiling, reveals that the ceiling isn't mortared to the wall and probably slides up and down. The ceiling can be propped up with something tall and sturdy.

Hooks. The hooks are 3 feet up the wall. A successful Engineering check, or an examination of the hooks, reveals that they attach to some sort of mechanism inside the wall. Holding or weighing down the hooks while the hammer is removed triggers a Success.

Skeletons. A Medicine check reveals that the skeletons were killed by blunt force to the head.

Warhammer. The warhammer on the hooks has a 10-pound head made of solid gold. It's worth 500 gp.

Possible Solutions

- A creature can make a thieves' tools check to disable the hooks.
- A creature can make an Engineering check to wedge spikes or similar objects into the gaps between the walls and ceiling.

Critical Failure or Failure. The ceiling plummets, stopping 4 feet above the floor. Creatures whose heads are at least 4 feet above the floor when the ceiling drops must make a Dexterity saving throw. On a failure, the creature takes 16 (3d10) bludgeoning damage and is knocked prone. After 1 minute, the ceiling grinds back to its original position.

Success or Critical Success. The trap is disabled.

Explosive Runes Trap

2nd tier (constructed trap)

Challenge 7 (2,900 XP); **DC** 16/14

A cozy study contains shelves lined with books and an iron desk. Resting on the desk is a metal-bound book.

Opening the spellbook without speaking the passphrase "Hungry Flame" triggers a Failure.

Book. The metal-bound book is a spellbook containing *burning hands*,

scorching ray, and *glyph of warding*. The book's cover is emblazoned with a stylized golden sun. The words "Hungry Flame" are written on the book's spine. The book's pages are metal and are immune to fire damage. A creature that makes an Arcana or History check knows that many mages use passwords and other tricks to protect their spellbooks against thieves.

Glyph. An Arcana, Investigation, or Perception check reveals that the sun symbol is a *glyph of warding*.

Spell Effect. This is an evocation effect created by a 3rd-level spell. Casting *dispel magic* on the sun symbol triggers a Critical Success.

Possible Solutions

- A creature can make an Arcana or thieves' tools check to disable the glyph.

Critical Failure or Failure. The glyph explodes as the explosive runes version of a *glyph of warding*. Each creature within 20 feet of the glyph must make a Dexterity saving throw, taking 22 (5d8) fire damage on a failure or half damage on a success.

Success. The glyph is damaged. A second Success triggers a Critical Success.

Critical Success. The trap is disabled.

Explosive Runes Trap Variant: City of Brass Trap

Instead of a spellbook, the explosive runes are inscribed on a brass door etched with pictures of efreet strolling the streets of a vast metropolis. A creature that makes an Arcana or History check identifies the city as the City of Brass. Opening the door without speaking the passphrase "City of Brass" triggers a Failure.

Falling Axe Trap

1st tier (constructed trap)

Challenge 2 (450 XP); **DC** 14/13

A scarred wooden chest is flanked by two axe-wielding suits of armor.

If the wooden chest changes weight by more than 5 pounds or is moved, or if a suit of armor is jostled or moved, a Critical Failure is triggered.

Exploration. An Engineering check or an examination of the suits of armor reveals that the armor is inanimate but contains mechanisms of some kind. A Perception or Investigation check, or an examination of the floor, reveals that the chest rests on a counterweight pressure plate.

Opening the chest doesn't trigger the trap. The chest contains minor treasure weighing at least 5 pounds (such as a 10-pound gold statuette worth 500 gp or an appropriate item from the Boons and Discoveries table).

Suits of Armor. Each suit of armor is an object with AC 18, 20 hit points, and immunity to lightning, poison, and psychic damage. Attacking a suit of armor and failing to destroy it triggers a Failure. Destroying a suit of armor prevents it from making further attacks, turning any Critical Failure into a Failure. If both suits are destroyed, the trap is disabled.

Possible Solutions

- A creature can make a thieves' tools check to disable a suit of armor's mechanism (preventing that armor from attacking) or the pressure plate under the chest (allowing the treasure to be taken safely).
- A creature can make a Sleight of Hand check to replace the treasure inside the chest with other items of equal weight, so that the pressure plate isn't triggered.

Critical Failure. Both suits of armor swing their axes. Each suit of armor makes a melee attack with a +5 bonus against a creature within 5 feet of a suit of armor or the chest, dealing 4 (1d8) slashing damage on a hit. After a hit or miss, the trap resets and can be triggered again.

Failure. As Critical Failure, but only one suit of armor swings its axe.

Success. The trap isn't triggered.

Critical Success. The trap is disabled.

Falling Axe Trap Variant: The Doormen

In the Doormen trap, the suits of armor flank a scarred wooden door instead of a chest. Any reference to the chest is ignored. The trap is triggered if a character steps or puts weight on the 5 by 5-foot pressure plate hidden directly in front of the doorway. Opening the door does not trigger the trap. While the door is open, the pressure plate can be jumped over.

The trap has the following alternate Exploration feature:

Exploration. A Perception check or an examination of the floor reveals the pressure plate in front of the door. An Investigation check or an examination of the door reveals that the scars on the door were caused by axe blades.

Falling Room Trap

1st tier (elite constructed trap)

Challenge 3 (1,400 XP); **DC** 14/14

This 10-foot-square room has metal walls, ceiling, and floors. The only exit is a hatch in the ceiling. A wooden board lies on the floor.

The room is a malfunctioning elevator. When the room's door closes while the room contains more than 50 pounds of weight, the room plunges 30 feet down its elevator shaft before coming to a sudden

halt. Each creature in the elevator takes 10 (3d6) bludgeoning damage from the fall. The room's door now leads to a lower dungeon level or (if no lower level exists) a small room containing a treasure hoard or a Boon or Discovery. Opening the ceiling hatch allows a creature to climb the elevator shaft and return to the original floor.

While the room occupies the lower level, re-closing the door while the room contains at least 50 pounds of weight causes the elevator to rocket 30 feet back to its original position. Upon arrival, each creature in the elevator is catapulted against the ceiling, taking 10 (3d6) bludgeoning damage.

Board. The wooden board is a sign reading "Out of Order," lying upside down.

Door. The door opens inward into the elevator room. An Engineering or Investigation check, or an examination of the door, reveals that the door connects to a mechanism that triggers when the door closes.

Room. A Perception check, or jumping up and down inside the room, reveals that the room trembles when creatures move about inside, as if it weren't fixed in place.

Hatch. The hatch on the ceiling is metal. It's locked, and also warped and damaged as if it had been struck.

Possible Solutions

- Opening the hatch requires both a thieves' tools check to pick the lock and a Strength check to force it open.
- Two successful melee attacks against AC 17 open the hatch.
- A creature that makes a Strength check to pry back the room's wall reveals gears and other machinery. A creature can make an Engineering check to repair the exposed machinery, allowing the elevator

room to move between floors safely. A *mending* spell automatically repairs the exposed machinery.

Critical Failure or Failure. The attempt has no effect.

Success or Critical Success. The creature succeeds in its goal.

Falling Room Trap Variant: Plummeting Room Trap

2nd tier (elite constructed trap)

Challenge 14 (23,000 XP); **DC** 20/16

The elevator's shaft is 120 feet deep. Each time the elevator would descend, it descends only 30 feet, dealing 10 (3d6) bludgeoning damage from the fall as normal. The elevator also descends 30 feet each time a creature triggers a Failure. Once the room has descended four times, it reaches the bottom of the shaft. Further Failures (or closing the door again) cause the room to rise 30 feet, dealing 10 (3d6) bludgeoning damage each time, until it returns to its starting position—at which point its direction reverses and the process repeats.

At the Narrator's discretion, opening the door at each of the elevator's stops might reveal another level of the dungeon or nothing but the bare wall of the elevator shaft. In either case, the very bottom of the shaft leads either to another dungeon level or a small room containing treasure.

False Door Trap

1st tier (constructed trap)

Challenge 3 (700 XP); **DC** 14/14

Behind a cracked floor is a 10-foot-square stone door with handles on both the right and left sides.

Turning one of the door's handles alone does nothing. Turning both handles at the same time triggers a Failure.

Exploration. An Engineering or Investigation check, or an examination of the door, reveals that the door's hinges are set into the floor horizontally instead of vertically along the sides. A Perception check or an examination of the floor reveals that there are two cracks in the floor, each about 3 feet in front of a door handle. (The door handles are 3 feet above floor level.)

Possible Solutions

- A creature that braces the door or holds it up while the handles are turned can make a Strength check to prevent it from crashing down.

Critical Failure or Failure. The door bangs down like a drawbridge. Each creature in the 10-foot-square area directly in front of the door makes a Dexterity saving throw. On a failure, the creature takes 16 (3d10) bludgeoning damage from the falling door. On a success, the creature can move out of the way. A solid wall is revealed behind the false door, possibly with a clue written on the wall.

Success or Critical Success. As a Failure, but the door opens harmlessly.

False Hoard Trap

0th tier (elite constructed trap)

Challenge 1 (400 XP); **DC** 13/13

In a corner of the room, a seemingly inanimate dragon skeleton rests atop a mound of glittering treasure.

The dragon skeleton is held together with fine wire. A wire attached to the dragon's tail leads into a hole in the wall. If the wire, skeleton, or treasure is disturbed (by gathering the treasure, for instance), stone slabs descend from the ceiling to block the room's exits. A creature directly beneath a slab must decide whether to

move into or out of the room. Poison gas hisses from a nozzle hidden under the treasure pile. Roll initiative. Each round on initiative count 10, each creature in the room must make a Constitution saving throw or take 3 (1d6) poison damage. The nozzle continues producing gas for 1 minute, at which point the gas stops and the trap resets.

Hoard. An Investigation check or an examination of the treasure reveals that it consists of worthless costume jewelry, polished tin cutlery, and thousands of copper pieces painted to look like electrum and gold coins. What appears at first to be worth thousands of gold pieces is worth perhaps a hundred.

Skeleton. An Arcana or Nature check, or an examination of the skeleton, reveals that it is a wooden carving, painted white to resemble bones and held together by fine wires. A further examination of the wires reveals that one runs from the dragon's tail to a hole in the wall.

Wire. Before the trap is triggered, a creature can make a thieves' tools check to fix in place the wire on the dragon's tail. A successful check triggers a Critical Success. On a failure, the trap is triggered.

Possible Solutions

- A creature can make a Strength check to lift a stone slab. The slab must be propped open or it falls again. Succeeding on this check does not grant a Success on the trap, but it may allow creatures to escape the room.
- A creature that locates the source of the gas can make a Strength check to push the treasure aside, followed by a Dexterity check to plug the nozzle with a wad of cloth or a similar object.

Critical Failure or Failure. The creature makes no progress in disarming the trap.

Success. The nozzle stops producing poison gas for 1 round.

Critical Success. The trap is disabled.

False Trapdoor Trap

1st tier (constructed trap)

Challenge 4 (1,100 XP); **DC 15/14**

The room contains several wooden crates in various states of disrepair. Set into the high ceiling is a metal trapdoor secured with a heavy sliding bolt.

Pulling back the sliding bolt requires a Strength check. Unbolting the trapdoor while underneath it triggers a Failure. Unbolting the trapdoor while not underneath it triggers a Success.

Ceiling. The ceiling is 20 feet high, so reaching the trapdoor might be difficult.

Crates. There are six crates in total, each 4 feet on a side. Three of the crates have been smashed. An Investigation check reveals boot prints on one of the smashed crates. A creature that makes an Engineering check can deduce that the crates were probably smashed by a heavy weight dropped from above. (Previous explorers stacked three of the crates in order to reach the trapdoor and inadvertently triggered the trap.)

Floor. An Investigation or Perception check, or an examination of the floor, reveals that the tiles beneath the trapdoor are cracked.

Trapdoor. Opening the trapdoor reveals an alcove containing a heavy stone block. A Boon or Discovery is also hidden in the alcove.

Possible Solutions

- A creature aware of potential danger when opening the trapdoor can make a Strength check to ease the

trapdoor open, or an Engineering check to use a quarterstaff or similar object as a brace.

Critical Failure or Failure. The trapdoor swings open, causing the stone block to fall. A creature beneath the trapdoor must make a Dexterity saving throw. On a failure, the creature takes 17 (5d6) bludgeoning damage and is knocked prone. A rope connects the block to the ceiling. After 1 minute, the rope retracts, drawing the block back into the alcove, and the trap resets.

Success or Critical Success. The trap is triggered but the stone block doesn't strike the triggering character.

Flammable Gas Trap

2nd tier (constructed trap)

Challenge 5 (1,800 XP); **DC 15/14**

Sitting beside each door is a barrel half-filled with water, in which float the stubs of several torches and a few candles. A dark crack stretches across the floor down the center of the room.

Entering the area while carrying an open flame, or magically creating fire inside the area, triggers a Failure. Only the areas within 5 feet of an entrance are safe from this effect. Open flames within these areas flicker and turn blue.

Exploration. A Perception check or sniffing the air reveals the faint smell of rotten eggs. An Investigation check or an examination of the floor or ceiling reveals that the crack in the floor is caked with soot. A creature that makes an Engineering check knows that enclosed, poorly ventilated spaces can have problems with gas buildups.

Floor Crack. Examining the crack in the floor reveals that it leads to a pitch-black hole a few inches in diameter. Closer

examination reveals that the smell of rotten eggs is stronger around the hole, which descends hundreds of feet to a natural cavity filled with dangerous, flammable gas.

Spell Solve. A *gust of wind* or a similar effect dissipates the gas for 10 minutes.

Possible Solutions

- A creature can make a Strength, Dexterity, or Engineering check to clog the hole with a wad of cloth or similar item. Failure on this check doesn't result in a Failure but doesn't deactivate the trap.

Critical Failure or Failure. A burst of flame fills the area. Everyone in the room, except for those within 5 feet of the room's entrances, makes a Dexterity saving throw, taking 17 (5d6) fire damage on a failure or half damage on a success. The explosion extinguishes any open flames and consumes the accumulated gas, making the trap inactive for 10 minutes.

Success or Critical Success. The trap is disabled.

Floating Sphere of Annihilation

4th tier (elite constructed trap)

Challenge 20 (50,000 XP); **DC** 23/18

The walls of this room are inscribed with glowing runes. A 5-foot-diameter sphere of inky darkness hovers several feet above the floor.

An unusually large *sphere of annihilation* is magically suspended in place. When intelligent creatures approach within 30 feet of the sphere, the runes on the walls activate the sphere. Roll initiative. On initiative counts 15 and 5, the sphere moves 30 feet in a straight line towards the closest creature within 300 feet of the sphere's starting position, stopping once it enters that creature's space. The sphere

destroys nonliving obstacles it passes through. If it moves into a creature's space, that creature makes a Dexterity saving throw, taking 66 (12d10) force damage on a failure. A creature reduced to 0 hit points by this damage dies, its body and gear utterly obliterated. The sphere returns to its original position if there are no living creatures within 300 feet of its starting space.

Magical Effect. This is a magical effect created by necromancy magic. Casting *dispel magic* on one of the runes requires a spellcasting ability check and triggers a Success.

Runes. The walls, floor, and ceiling each bear one glowing rune. A creature that makes an Arcana check recognizes that the runes cause the sphere to move towards living creatures. There are six runes. If all six runes are destroyed, the sphere no longer moves on its own and can't be moved in any way.

Sphere. A creature that makes an Arcana check identifies the sphere as a large *sphere of annihilation* and can recall details about this magic item. The sphere acts like other *spheres of annihilation* with regard to the destruction of matter and the effects of coming into contact with a planar portal. Unlike other, smaller spheres, its movement can't be mentally controlled—only temporarily halted.

Possible Solutions

- A creature can make an Arcana or thieves' tools check to destroy one of the six runes inscribed on the walls (see the Runes feature).
- A creature that makes an Arcana check to control the sphere can force the sphere to remain stationary until the start of the creature's next turn.

Critical Failure or Failure. The sphere moves an additional 30 feet the next time it moves.

Success or Critical Success. The attempt is successful.

Forbidden Tome

4th tier (constructed trap)

Challenge 16 (30,000 XP); **DC** 21/17

A sinister-looking, iron-shod book sits closed atop an ancient stone pedestal. An iron chain with warding sigils carved into every link affixes the book to the pedestal. Everything in the room except this chain seems to writhe and pulse unnervingly.

Opening the book or removing it from the pedestal triggers a Failure.

Book. The book is a tome of forbidden lore so vile that merely opening it warps reality itself. A creature that makes an Arcana or Religion check realizes that the chain's warding sigils once allowed the book to be opened safely, but their magic has failed. If the book is opened safely, a creature that spends at least 1 hour reading it gains advantage on the next Arcana or Religion check it makes in the next 24 hours. At the Narrator's discretion, the book may also contain some critical piece of information unavailable from any other source. The book is an object with AC 14, 40 hit points, and immunity to poison and psychic damage. Damaging the book without destroying it outright triggers a Critical Failure.

Pedestal. The pedestal is formed from the stone of the floor itself and can't be moved. Damaging or otherwise disturbing the pedestal triggers a Failure.

Chain. The chain's links are etched with warding sigils, but their magic is currently inert. The chain is an object with AC 18, 80 hit points, and immunity to poison and

psychic damage. Breaking the chain triggers a Critical Failure.

Spell Solve. A *magic circle* spell cast around the book contains its fell power and allows it to be opened safely for the spell's duration.

Possible Solutions

- A creature can make an Arcana or Religion check to reactivate the chain's warding sigils.

Critical Failure. As a Failure, except a **murmuring worm** also appears and attacks the creature nearest the book.

Failure. Reality bends and twists. Until the book is closed or properly warded, non-aberration creatures within 30 feet of the book treat the area as difficult terrain. In addition, a creature that enters the area for the first time on a turn or starts its turn within the area takes 14 (3d8) psychic damage and 14 (3d8) force damage and must succeed on an Intelligence save or gain a level of strife. Finally, a Critical Failure triggers at midnight every night until the book is either closed or properly warded. Destroying the book also ends this effect.

Success. The chain's warding sigils are reactivated, allowing the book to be opened safely.

Critical Success. As a Success, and the next creature to read the book gains a permanent expertise die to Arcana checks. Only one creature can receive this benefit, with all future Critical Successes treated as an ordinary Success.

Gas Vacuum Trap

3rd tier (elite constructed trap)

Challenge 12 (16,800 XP); **DC** 19/16

A chest rests on the floor of a spotlessly clean, high-ceilinged room. A faint shimmer of magical force blocks the doorway into the room.

A Perception or Investigation check, or looking into the room, reveals a cloud of gas roiling near the room's ceiling. A second magical force field separates the gas from the lower portion of the room. A creature that makes an Arcana check deduces that the magical field blocking the door and the one blocking the gas are two sides of a magical cube of force. The force cube can be destroyed with a successful *dispel magic* spell or by dealing it at least 50 force damage.

Vacuum. The space inside the force cube is a vacuum. Destroying the cube causes the room to flood with air from outside the room and with poison gas from the cloud above the cube.

Spell Effect. This is an evocation effect created by a 5th-level spell. Casting *dispel magic* on the force cube triggers a Critical Failure.

Spell Solve. A creature that teleports into the cube is exposed to vacuum but not to the poison gas. Once the force cube is destroyed, a *gust of wind* or similar effect dissipates the gas.

Possible Solutions

- When the force cube is destroyed, each creature within 30 feet must make a Strength saving throw. A creature that braces itself against a solid surface before the cube is destroyed makes the saving throw with advantage.
- **Critical Failure or Failure.** The creature is pulled into the room, takes 10 (3d6) bludgeoning damage, and is knocked prone—just in time for the gas cloud to settle over them.

A creature that enters the gas-filled area for the first time on a turn, or that starts its turn inside the area, takes 22 (5d8) poison damage.

Success or Critical Success. The creature is not pulled into the room.

Geas Trap

2nd tier (constructed trap)

Challenge 10 (5,900 XP); **DC** 18/15

A table has been set with a vase of flowers, an envelope sealed with wax, a shortsword, a scroll, and a string of prayer beads.

Breaking the seal on the envelope triggers a Failure.

Magic Items. The sword, scroll, and prayer beads radiate magic. Touching or moving any of the three items causes the other two to vanish instantly. The sword is a +2 *shortsword*; the scroll is a *spell scroll of geas*; and the beads are a *necklace of prayer beads*.

Envelope. An Arcana or Investigation check, or an examination of the envelope, reveals a *glyph of warding* on the envelope's wax seal. Inside the envelope is a note that reads: "In exchange for this gift, do not harm the lord of this place."

Spell Effect. This is an abjuration effect created by a 5th-level spell. Casting *dispel magic* cast on the envelope's seal triggers a Success.

Spell Solve. Breaking the envelope's seal with *mage hand* or a similar effect triggers a Success.

Possible Solutions

- A creature can make a Dexterity check to open the envelope without breaking the seal. A creature proficient in the Sleight of Hand skill

or with forgery kits can add their proficiency bonus to the roll.

Critical Failure or Failure. The *glyph of warding* activates, casting *geas* on the creature that broke the seal. The victim telepathically hears the command "Do not harm the lord of this place." When the victim meets a particular creature within this dungeon, they understand that this is the creature they are forbidden to harm. Dealing damage to that creature or targeting the creature with a spell that forces a saving throw is forbidden by the *geas*. The *geas* can't be removed while any member of the party possesses one of the three magic items found beside the note.

Success or Critical Success. The *geas* spell is not cast, and the trap is disabled.

Ghost Trap

1st tier (elite constructed trap)

Challenge 4 (2,200 XP); **DC** 15/14

Although the air is still, the sound of howling wind fills the room. Atop a lectern rests a book, its pages whipping back and forth as if blown by gusts of wind.

A creature that touches the book or begins its turn carrying the book triggers a Failure.

Exploration. A creature that makes an Arcana or Religion check senses the presence of unquiet spirits. On a critical success, the creature realizes the book on the lectern is possessed by a **ghost**. The book is a rare tome titled *On Immortality* and is worth 250 gp. A *detect magic* spell cast on the book reveals an aura of necromancy, while a *detect evil and good* spell reveals the presence of undead.

Possession. A Success is triggered if Turn Undead, *dispel evil and good*, or a similar effect is used to drive the ghost from its host, if the ghost chooses to leave its host, or if the host drops to 0 hit points.

If a possessed creature takes damage, it makes a Charisma saving throw. On a success, a Success is triggered.

If the book is destroyed or is the target of Turn Undead, *banishment*, *dispel evil and good*, or *dispel magic* while inhabited by the ghost, the ghost appears within 5 feet of it. If the ghost is reduced to 0 hit points, the ghost is destroyed. The book is an object with AC 11, 15 hit points, and immunity to poison and psychic damage.

Critical Failure or Failure. The triggering creature makes a Charisma saving throw. On a failure, the ghost that inhabits the book possesses the creature, and the trap is disabled.

The possessed creature is unconscious. The ghost enters the creature's body and takes control of it. The ghost can be targeted only by effects that turn undead, and it retains its Intelligence, Wisdom, and Charisma. It grants its host body immunity to being charmed and frightened. It otherwise uses the possessed creature's statistics and actions instead of its own. It doesn't gain access to the creature's memories but does gain access to its proficiencies, nonmagical class features and traits, and nonmagical actions. The ghost can't use limited-used abilities or class traits that require spending a resource.

Success or Critical Success. The ghost leaves its host. If the book is within 60 feet, the ghost is forced back into it, and the trap resets.

Otherwise, the ghost appears next to the target. The target is then immune to this ghost's Possession for 24 hours.

Ghost Trap Variant: Demon Trap

Variable tier (elite constructed trap)

Challenge varies

Instead of a ghost possessing a book, a demon possesses a crown. The trap has the following alternate description and feature:

The area is filled with a sense of foreboding and dread. An onyx altar caked with blood and scratched with occult symbols squats in the center of the space. On the altar rests a fire-blackened skull wearing a jeweled crown.

Crown. The crown is possessed by a **demon** instead of a ghost. A *detect magic* spell cast on the crown reveals auras of abjuration and conjuration magic; a *detect evil and good* spell reveals the presence of fiends. Spells and magical effects that target undead have no effect on the trap, while effects that target fiends work normally. Otherwise, the trap functions identically to a Ghost Trap. If a creature dies while possessed by the demon, its soul is dragged to the Abyss; the creature can't be resurrected by any means short of a *wish* or *true resurrection* spell.

The trap is elite and has a challenge rating equal to the demon's Challenge Rating. Use the Trap Statistics table to determine the trap's DC and XP values, or use one of the following examples.

Hezrou Trap: Challenge 9 (10,000 XP); DC 17/15

Nalfeshnee Trap: Challenge 14 (23,000 XP); DC 20/16

Balor Trap: Challenge 19 (44,000 XP); DC 22/17

Gnashing Teeth Trap

0th tier (constructed trap)

Challenge 2 (450 XP); **DC** 14/13

A bust of a fanged frog protrudes from an iron door. The door's handle is positioned inside the frog's open mouth.

Turning the handle triggers a Critical Failure.

Exploration. An Engineering or Investigation check reveals that the frog's mouth is hinged. The door is latched shut and the handle must be turned to open it. A Perception check or an examination of the fangs reveals faint, rust-brown blood stains. **Frog Head.** The frog head can be attacked. It has AC 19, 27 hit points, and immunity to poison and psychic damage. Its mouth can be propped open with any solid object strong enough to survive the trap's damage. **Keeping Clear.** Magic (such as the *mage hand* cantrip), a long pole, or a similar item can be used to trigger the trap from a distance, resulting in a Success.

Possible Solutions

- A creature can make a thieves' tools check to disable the trap.
- A creature can make a Dexterity check to turn the handle without triggering the trap.
- A creature can make a Strength check to hold open the mouth while another creature turns the handle. On a failure, both creatures are subjected to the trap.

Critical Failure or Failure. The frog's mouth snaps shut, making a melee attack with a +7 bonus against any creature or object inside the mouth. On a hit, the target takes 9 (2d8) piercing damage and is trapped as the frog's mouth clamps down on it. While trapped, the creature's Speed becomes 0. A creature can use an action to make

a Strength check, prying open the mouth and freeing a trapped creature or object on a success. If this check fails, the trapped target takes an additional 2 (1d4) piercing damage. Once the handle is turned, the door is unlatched and can be pushed open.

Success. The trap isn't triggered, and the handle can be turned.

Critical Success. The trap is disabled.

Gnashing Teeth Variants: Other

Gnashing Teeth

Instead of a frog's head guarding a door handle, the gnashing teeth may be:

- A demonic face on a treasure chest; the chest's lock is in the demon's fanged mouth. The trap is triggered when the wrong key or a lockpick is inserted into the lock. The chest contains a Boon or Discovery.
- A wall-mounted, bronze shark head with a small treasure (or a Boon or Discovery) in its mouth. The trap is triggered when the treasure is removed.

Guilty Soul Trap

3rd tier (supernatural trap)

Challenge 11 (7,200 XP); **DC** 18/15

A statue of a stern angelic figure looms over the interior of this room. An ornate sign outside the room reads "Repent."

A creature that enters the room without first reciting a prayer of penitence triggers a Failure.

Magical Effect. This is a magical effect created by transmutation magic. Casting *dispel magic* on the statue requires a spellcasting ability check and triggers a

Success for the next creature to enter the room.

Statue. The statue is made of solid bronze but has been painted to appear eerily lifelike. It holds a thick tome in one hand and a scythe in the other.

Spell Solve. A creature under the effects of a *nondetection* spell can pass through the room without incident.

Possible Solutions.

- A creature can make a Religion check to recite the proper prayers of contrition before passing by the angelic statue. The prayers take 1 minute to recite, but once completed the character can pass the statue safely for 24 hours.

Critical Failure. The statue animates, shouting "Impenitent wretch!" and swinging its scythe at the triggering creature. The creature must make a Dexterity saving throw, taking 35 (10d6) slashing damage on a failure or half damage on a success.

Failure. A creature that enters the room without demonstrating proper contrition is knocked prone, is stunned for 1 minute, and suffers a level of strife. The statue then demands that the creature confess their most serious misdeed. At this point, the Narrator should ask the player what their character's most serious misdeed is and what the character tells the statue. If the answers match, the statue magically amplifies the creature's confession so that it is audible within 300 feet. The statue says "Be cleansed" and deals 10 (3d6) radiant damage to the creature, who is then allowed to rise and depart. Lying to the statue or otherwise failing to make an

earnest confession triggers a Critical Failure.

Success. The creature is allowed to pass by the statue in peace.

Critical Success. The statue casts *bless* on the creature as it passes. The effect lasts for 10 minutes.

Hidden Pit Trap

0th tier (constructed trap)

Challenge 2 (450 XP); **DC 14/13**

The floor ahead is rough and uneven.

The floor is stone-covered plaster or flimsy wood concealing a 30-foot-deep pit. Placing more than 300 pounds of weight on the floor (typically by two or more Medium creatures walking on it at once) triggers a Critical Failure. The pit can cover any area of floor, from a 5 by 5-foot pit blocking a narrow hallway to a 50-foot-wide pit that fills an entire room.

There's a 25 percent chance that the pit contains the remains of previous adventurers, along with a minor treasure such as a Boon or Discovery.

Exploration. A Perception or Investigation check reveals that the floor is unstable, or that there are no signs of travel through this particular area. Probing or tapping the floor above the pit reveals that the area below is hollow.

Keeping Clear. Once discovered, the pit can be bridged or circumvented. The party can travel over the pit one character at a time. Only a Large creature or one wearing heavy armor triggers it on their own.

Possible Solutions

- A creature can make an Engineering check to fortify the floor so that it supports more than 300 pounds of weight. On a failure, the floor appears to be fortified but is not.
- A creature can jump over the pit.

Critical Failure or Failure. The pit's cover collapses, dropping creatures and objects into the pit. The trap's cover is destroyed, and creatures that plummet into the pit take 10 (3d6) bludgeoning damage from the fall.

Hidden Pit Trap Variants: Other Pits

Challenge varies

Pit traps are dungeon classics and appear in a lot of adventures. You can mix and match the following features to customize your pit trap. Some variants increase the pit trap's challenge rating and the DC of checks made to discover it. You can combine multiple features: for instance, a **locking-lidded, poison-spiked pit trap** has a challenge rating of 7 and a DC of 17/14.

Different Description (+0 Challenge, +0 DC). You can vary the description of the floor around the pit trap—the important thing is that you draw attention to the floor in your description. Other options include:

- The floor ahead is dusty and in disrepair.
- The bricks of the floor ahead are jumbled up, as if this area was recently excavated or inexpertly repaired.
- A dire bearskin rug covers the floor.
- The floor in this area looks as if it has been swept.
- A sack rests in the middle of an empty expanse of floor. (Note: The sack is bait. It contains rocks and perhaps a mocking note.)
- Ahead, a 15-foot-long board lies on the floor. (Note: The board is a bridge; walking on it doesn't trigger the trap.)

Acid Pit Trap (+9 Challenge, +4 DC). This pit is filled with acid. Creatures within 10 feet of it hear a faint hissing sound, though they can't necessarily pinpoint its source. A Perception check or an examination of the floor allows a creature to detect a faint acrid smell and identify that the hissing comes from below.

A creature that falls into the pit takes no falling damage but is immersed in acid. A

creature that enters the acid or starts its turn in the acid takes 38 (7d10) acid damage.

Gelatinous Cube Pit Trap (+2 Challenge, +1 DC). This pit contains a trapped **gelatinous cube**. A creature that falls into the pit doesn't take falling damage but enters the cube's space.

Lidded Pit Trap (+0 Challenge, +0 DC). This pit has a cover that opens like a trap door or swings on a pivot. A lidded pit trap is similar to a hidden pit trap, except that it can be triggered and reset, perhaps with a concealed lever.

Cover. Once the pit is detected, an iron spike or similar object can be wedged under the cover to prevent it from opening. Alternatively, it can be held shut magically with an *arcane lock* spell.

Locking-Lidded Pit Trap (+1 Challenge, +0 DC). This pit has a weighted or spring-loaded cover that opens like a trap door or swings on a pivot. Once a creature has fallen into the pit, the cover automatically resets and locks to prevent the creature's escape. While the pit is locked, it can't be triggered.

Lock. A creature outside the pit can make an Investigation check to find the hidden lever, loose brick, or catch that locks or unlocks the pit's lid. A creature that makes an Engineering or thieves' tools check can lock or unlock the pit. Only creatures that can reach the pit's lid can attempt this check, and the check is made with disadvantage if the creature can't see (if they are inside the lightless pit, for example). A creature can make a Strength check to break the lock and push open the pit's lid. The pit lid is an object with AC 20, 40 hit points, and

immunity to poison and psychic damage.

Monster Pit Trap (+9 Challenge, +4 DC).

Trapped at the bottom of this pit is a monster with a challenge rating between 4 and 6, such as an **elemental**, **ghost**, or **otyugh**. When approaching the pit, smells and sounds may alert the adventurers to the monster. The monster tries to keep creatures that fall into the pit from escaping.

Spiked Pit Trap (+2 Challenge, +1 DC).

The bottom of this pit trap is lined with 2-foot-tall metal spikes.

Spikes. A creature that falls into the pit takes 11 (2d10) piercing damage from the spikes, in addition to any falling damage.

Poison-Spiked Pit Trap (+4 Challenge, +2 DC). The bottom of this pit trap is lined with 2-foot-tall, poisoned metal spikes.

Spikes. A creature that falls into the pit takes 11 (2d10) piercing damage from the spikes, in addition to any falling damage. A creature that takes damage from the spikes makes a Constitution saving throw, taking an additional 22 (4d10) poison damage on a failed save or half damage on a success.

Hourglass Room

2nd tier (elite constructed trap)

Challenge 5 (3,600 XP); **DC** 15/14

Fine sand covers the floor of this circular chamber. The only way forward is through a door on the far side of the room.

Both the room's entrance and the far door are positioned just above the surface of the sand. A creature that steps into the room sinks waist deep into the fine particles (Small characters sink chest deep instead). The sand is difficult terrain for creatures moving through it.

A magic sensor above the opposite door activates if a living creature enters the

room, causing a trap door in the center of the room to open. Sand begins pouring through the trap door. Roll initiative.

- **Round One:** A creature that starts its turn in the sand must make a Strength saving throw or be pulled 10 feet toward the center of the room. A creature that enters the trapdoor's space is pulled beneath the sand and sucked through the trap door. The creature falls 30 feet into an identically shaped room below the upper chamber, taking 10 (3d6) bludgeoning damage and landing prone.
- **Round Two:** The level of sand in the upper chamber lowers; creatures standing in the chamber are now 10 feet below the doors and must make an Athletics check to reach either door.
- **Round Four:** The sand empties entirely from the upper chamber. The floor there is no longer difficult terrain.
- **Round Five:** At the start of round five, the two chambers rotate, so that the upper chamber becomes the lower chamber and vice versa. A creature in either area when the chambers rotate make a Dexterity saving throw. On a failed save, the creature takes 21 (6d6) bludgeoning damage and falls prone. On a success, the creature takes half damage and doesn't fall prone.

The trap repeats until disabled or once all living creatures leave the room. Creatures capable of flying can navigate the area safely, even when the chambers rotate.

Walls. A Perception check or an examination of the room reveals that the walls of the chamber slope slightly toward the center of the area, like the sides of an hourglass.

Doors. Opening the door on the far side of the upper chamber reveals a blank stone wall. An identical door in the lower chamber opens into a control room containing the enormous gear that turns the chambers, a

set of stairs that return to the landing outside the upper chamber's entrance, and a passageway that leads deeper into the dungeon.

Landing. A creature that searches the landing outside the chamber's entrance can make an Investigation check to discover a secret door. A set of steps beyond the door descends to the control room. The stairs allow creatures to bypass the hourglass chambers.

Sensors. A *detect magic* spell reveals an aura of divination magic from the sensor. There is an identical sensor in the lower chamber. Casting *dispel magic* on a magical sensor deactivates it, preventing that sensor from detecting living creatures in the area.

Trap Door. A creature able to access the trap door while it is clear of sand can jam it shut with a thieves' tools check. This prevents the sand from moving between the two chambers but doesn't stop the chambers from rotating.

Possible Solutions

- The gear that turns the chambers is powerful enough to pulverize any nonmagical object caught in its teeth. A creature that jams the gear with a magic weapon, *immovable rod*, or similar item can attempt an Athletics or Sleight of Hand check.
- A creature can make an attack roll with a magical bludgeoning weapon to destroy the gear.

Critical Failure. The gear slips, causing the chambers to rotate every round for the next 1d4 + 1 rounds. During this time, attempts to jam or destroy the gear are made with disadvantage.

Failure. The gear continues turning as normal.

Success or Critical Success. The gear stops turning, and the chambers cease rotating. Removing an item jammed into the gear resets the trap; destroying the gear permanently disables it.

Ice-Breather Trap

3rd tier (constructed trap)

Challenge 12 (8,400 XP); **DC** 19/16

A 10-foot-tall statue of a barbarian or frost giant dominates the frigid room. The statue appears to be made of ice.

A Failure is triggered when someone within 30 feet speaks the word "ice" or when the statue is subjected to fire damage.

Magical Effect. This is a magical effect created by evocation magic. Casting *dispel magic* on the statue requires a spellcasting ability check and triggers a Success.

Statue. When a creature first approaches within 30 feet of the statue, a *magic mouth* spell animates the statue's mouth: "Speak not my name at any cost: a river's skin in the season of frost."

The statue is made of magical ice that doesn't melt. It is an object with AC 13, 50 hit points, and immunity to fire, poison, and psychic damage. Damaging the statue without destroying it outright triggers a Failure.

A Perception check or an examination of the statue's face reveals that its mouth is nearly clogged with ice crystals.

Possible Solutions

- A creature can make an Arcana check to disable the statue's magic.
Critical Failure or Failure. The mouth releases a 30-foot cone of frigid air. Each creature in the blast makes a Dexterity saving throw, taking 38 (7d10) cold damage on a failed save or half damage on a success. The trap immediately resets.
Success. The trap is disabled for 24 hours.
Critical Success. The creature can permanently disable the trap or change the triggering word from "ice" to another word.

Illusory Balcony Trap

Challenge 1 (200 XP); **DC** 13/13

A wooden balcony runs along one side of the room at a height of 20 feet, extending 5 feet out from the wall. The broken remains of a humanoid skeleton lie at the base of a ladder connected to the balcony.

Only the 5-foot-square sections at either end of the balcony are real. The ladder connects to the real section of balcony on one side; the other side supports a treasure chest containing a Boon or Discovery. The rest of the balcony is an illusion. A creature that tries to walk on an illusory portion triggers a Failure.

Balcony. An Investigation check or touching the illusory portion of the balcony reveals it to be false. Creatures who know the balcony is an illusion can see through it. A creature that climbs the ladder can see the treasure chest across the illusory section of the balcony.

Magical Effect. This is a magical effect created by illusion magic. Casting *dispel magic* on the balcony requires a spellcasting ability check and dispels the illusion.

Skeleton. Examining the skeleton reveals that its skull has been smashed. A Medicine check or an examination of the skeleton's skull reveals that the person died from falling.

Possible Solutions

- A creature can reach the section of balcony with the treasure chest by climbing, jumping, laying a bridge over the illusory section of balcony, or through many other methods.
Critical Failure or Failure. The creature steps through the illusory balcony and plummets 20 feet, taking 7 (2d6) bludgeoning damage from the fall.

Success or Critical Success. The creature avoids falling.

Intoxicating Brazier

0th tier (constructed trap)

Challenge 1 (200 XP); **DC 13/13**

Scented smoke wafts from four glowing braziers.

A creature that breathes for at least 1 minute within 30 feet of a brazier triggers a Critical Failure.

Smoke. Dousing a brazier with water creates a cloud of drugged steam, resulting in an immediate Critical Failure for everyone in the area. The trap is then disabled. Using magic or some other means to extinguish a brazier without water results in a Critical Success. Leaving the area, holding one's breath, or otherwise avoiding the smoke results in a Success. A strong wind clears the smoke for 1 minute. A creature can tip over a brazier with a Strength check, triggering a Critical Success and dealing 7 (2d6) fire damage to a creature within 5 feet of the brazier on the opposite side.

Trap. A creature can make a Medicine check to recognize the smell of godsmoke, an intoxicating and expensive incense. A creature that makes an Insight check or that pays close attention to others in the area can recognize small oddities in their behavior before the drug kicks in.

Possible Solutions

- A creature can make a Survival check to extinguish the brazier.

Critical Failure or Failure. The triggering creature makes a DC 10 Constitution saving throw. On a success, the creature is unaffected by the godsmoke for 10 minutes. On a failure, the creature is poisoned for 10 minutes. While poisoned in this way, the creature feels light-headed and overconfident.

Success. The creature isn't affected by the godsmoke, and the brazier is extinguished.

Critical Success. As a Success, and the characters can retrieve a dose of unburned godsmoke incense, which is worth 100 gp.

Invisible Caltrops Trap

0th tier (constructed trap)

Challenge 2 (450 XP); **DC 14/13**

Droplets of dried blood dot the floor, as if the area was once the site of a battle.

An area of floor is covered with large, invisible caltrops. A magically invisible chest containing a Boon or Discovery sits in the center of the area. The first time each turn a creature enters the area, it triggers a Failure.

Caltrops. An Investigation check or probing the area with a pole or other object reveals the presence of the invisible caltrops. Once a creature is aware of the caltrops, it can use an action to collect or sweep the caltrops from a 5-foot-square space.

Chest. A Perception check or an examination of the floor reveals a rectangular area free of dust (the section of floor beneath the invisible chest). Scattering powder or small objects in the area outlines the chest. The chest contains a Boon or Discovery (perhaps a scroll containing the *invisible object* spell).

Spell Effect. This is an illusion effect created by a 3rd-level spell. Casting *dispel magic* on the caltrops dispels the illusion.

Spell Solve. *Detect invisibility*, *faerie fire*, and similar spells reveal the invisible caltrops.

Possible Solutions

- A creature can make an Investigation or Perception check to move at half speed through the area without triggering a Failure.

Critical Failure or Failure. The triggering creature makes a Dexterity saving throw. On a failure, it takes 2 (1d4) piercing damage and its walking speed is reduced to 0 until the end of its turn. Thereafter, its walking speed is reduced by 10 feet until it regains at least 1 hit point. A creature that knows the locations of all of the caltrops and moves at half speed through the area automatically succeeds on the saving throw.

Success or Critical Success. The triggering creature avoids the trap.

Lightning Bolt Trap

2nd tier (constructed trap)

Challenge 6 (2,300 XP); **DC** 16/14

A foot-tall lapis lazuli statuette of a dragon sits at the center of a copper-tiled floor.

A creature that steps on the floor within 10 feet of the statuette triggers a Failure.

Dragon Statue. The statue weighs 50 pounds and is not attached to the floor. It is worth 2,000 gp. The dragon's mouth is open and directed towards the floor. A Perception check reveals a magical *glyph of warding* on the statuette.

If the statuette is knocked over or removed from the copper floor, the trap is disabled.

Spell Effect. This is an evocation effect created by a 3rd-level spell. A *dispel magic* spell cast on the statue disables the trap.

Possible Solutions

- A creature can jump over the copper floor, landing on the other side of the floor or onto the statuette.
- A creature can make a thieves' tools check to create a safe path by prying up copper tiles.

Critical Failure or Failure. A bolt of lightning arcs from the statue's mouth to the copper floor. Each creature standing on any part of the copper floor must make a Dexterity saving throw, taking 28 (8d6) lightning damage on a failure or half damage on a success. Once the trap has been triggered, it is permanently disabled.

Success or Critical Success. The trap is not triggered.

Lightning-Blast Statue

1st tier (constructed trap)

Challenge 3 (700 XP); **DC** 14/14

A life-size statue of a humanoid stands atop a squat marble plinth. In one hand, the statue holds an amber-tipped scepter leveled at the room's entrance.

A creature that approaches within 10 feet of the statue's scepter or starts its turn in that area triggers a Failure.

Exploration. A Perception check or an examination of the statue reveals that the scepter can be removed from the statue's hand. A riddle is written in Common on the scepter: "I am the Prince's to command / Until another comes to hand."

Magical Effect. This is a magical effect created by evocation magic. Casting *dispel magic* on the scepter requires a spellcasting ability check and disables the trap.

Statue. A creature can push the statue off the plinth with an Athletics check. On a success, the statue shatters against the floor. The statue is a nonmagical object with AC 14, 50 hit points, and immunity to poison and psychic damage. While the statue holds the amber-tipped scepter, it also has immunity to lightning damage. Shattering the statue or reducing it to 0 hit points disables the trap.

Possible Solutions

- To disable the trap, the statue's scepter must be swapped with an

object of similar size, such as a magical rod, a weapon, or even a torch. Simply removing the scepter from the statue does not deactivate the trap; the scepter continues firing so long as it remains within 500 feet of the statue. A creature can make a Sleight of Hand check to replace the scepter without activating the lightning.

Critical Failure. As a Failure, except the lightning targets each creature within 10 feet of the scepter.

Failure. A bolt of lightning arcs from the end of the scepter. The triggering creature must make a Dexterity saving throw, taking 17 (5d6) lightning damage on a failure or half damage on a success.

Success or Critical Success. The creature safely swaps out the scepter, disabling the trap.

Lock Trap

0th tier (constructed trap)

Challenge 1 (200 XP); **DC** 13/13

A sturdy metal door features a boxy lock studded with sharp rivets. (Note: The lock may be on a chest instead, in which case the chest contains a Boon or Discovery.)

Attempting to pick the lock with thieves' tools triggers Critical Failure. Any other method of opening the lock results in a Success. (As is the case with most locks, there is a decent chance the key is somewhere nearby!)

Exploration. An Engineering or Investigation check reveals that the keyhole is large enough to contain a trap. A Perception check or an examination of the floor reveals a drop of dried blood on the floor near the lock.

Lock. A creature can make an Investigation or thieves' tools check to probe the lock for traps. This check is made with advantage. On a success, the creature identifies the trap and makes Dexterity checks to disable

the trap with advantage. Failing the check triggers a Critical Failure.

The lock can be smashed with a DC 19 Strength check or by attacking it (AC 19, 20 hit points, immunity to poison and psychic damage).

Protection. A character wearing gauntlets is immune to the trap's damage but has disadvantage on Dexterity checks to pick the lock.

Spell Solve. *Knock* unlocks the door but does not disable the trap.

Possible Solutions

A creature can make a thieves' tools check to disable the trap.

Critical Failure. A blade extends from the lock, jabbing at the fingers of a would-be lockpicker. The triggering creature takes 5 (2d4) slashing damage. A creature damaged by the blade has disadvantage on Dexterity checks involving manual dexterity (such as disarming traps) until it regains at least 1 hit point.

Failure. As a Critical Failure, except the blade deals 2 (1d4) slashing damage.

Success. The trap is disabled.

Critical Success. The trap is disabled, and the door is unlocked.

Lock Trap Variant: Paralysis Needle Trap

2nd tier (constructed trap)

Challenge 5 (1,800 XP); **DC** 15/14

This trap is armed with paralysis poison. It has the following alternate description and Critical Failure and Failure condition:

The middle of this locked wooden door is set with a metal plate. The plate is etched with an image of a skull with a lolling forked tongue. The skull's nose is the keyhole.

Critical Failure or Failure.

A tongue-shaped blade extends from the lock, jabbing at the fingers of a would-be lockpicker. The triggering creature takes 5 (2d4) piercing damage. A creature damaged by the blade makes a Constitution saving throw, taking 22 (4d10) poison damage on a failure or half damage on a success. Also on a failure, the creature is poisoned for 1 hour. While poisoned in this way, the creature is paralyzed.

Lock Trap Variant: Scorpion Needle Trap

1st tier (constructed trap)

Challenge 3 (700 XP); **DC** 14/14

This trap is armed with poison extracted from a giant scorpion. It has the following alternate description and Critical Failure and Failure conditions:

A jumble of bones leans against a locked door.

Critical Failure or Failure. A needle extends from the lock, jabbing at the fingers of a would-be lockpicker. The triggering creature takes 1 piercing damage. A creature damaged by the blade makes a Constitution saving throw, taking 16 (3d10) poison damage on a failure or half damage on a success.

Lock Trap Variant: Plague Gas lock

3rd tier (constructed trap)

Challenge 14 (11,500 XP); **DC** 20/16

This trap has the following alternate description and Critical Failure and Failure conditions:

This iron door's lock resembles a skull; the skull's nose functions as the keyhole.

Critical Failure. A 15-foot cone of diseased air blasts from the lock. Each creature in the area makes a Constitution saving throw. Creatures within 5 feet of the lock make this saving throw with disadvantage. On a failure, a creature takes 21 (6d6) necrotic

damage and contracts slimy doom (see the *contagion* spell). On a success, the creature takes half damage and doesn't contract the disease.

Failure. As a Critical Failure, except the cone of diseased air is 5 feet.

Lock Trap Variant: Shock Lock

2nd tier (constructed trap)

Challenge 8 (3,900 XP); **DC** 17/15

This trap has the following alternate description and Critical Failure and Failure conditions:

A locked wooden door has a copper lock.

Critical Failure. The creature's lockpick touches an electrically charged filament.

The triggering creature makes a Constitution saving throw, taking 27 (5d10) lightning damage on a failure or half damage on a success. Also on a failure, lightning arcs to each other creature within 15 feet of the triggering creature. Each other creature makes a Constitution saving throw, taking 27 (5d10) lightning damage on a failure or half damage on a success. The trap is then deactivated until a crank on the opposite side of the door is turned, recharging the filament.

Failure. As a Critical Failure, except the lightning doesn't arc to additional creatures.

Magic Comet Trap

2nd tier (constructed trap)

Challenge 9 (5,000 XP); **DC** 17/15

A mosaic of a burning city menaced by five comets covers the floor. The name "Ab Aldriz" is worked into the mosaic, as is a mysterious sigil that covers nearly the entire mosaic.

A creature triggers a Failure when it first walks onto the sigil, or starts its turn standing on the sigil, without having spoken the words "Ab Aldriz" in the last hour.

Ab Aldriz. A creature that makes a History check recalls that an ancient city was destroyed when an angry wizard named Ab Aldriz summoned comets to strike it. The wizard was angry for not having his accomplishments recognized by the city.

Magical Effect. This is a magical effect created by evocation magic. Casting *dispel magic* on the sigil requires a spellcasting ability check and disables the trap.

Sigil. The sigil is a large and branching symbol that stretches across the entire mosaic. A creature that makes an Arcana check recognizes it as a *glyph of warding* that triggers an unknown spell under unknown conditions.

Possible Solutions

- A creature can make a Stealth check to walk across the mosaic without stepping on any part of the sigil.

Critical Failure or Failure. Five miniature comets fire from the mosaic, targeting the triggering creature. The creature makes a Dexterity saving throw, taking 45 (10d8) fire damage on a failure or half damage on a success. The trap can't target the same creature again for 24 hours but can still target other creatures.

Success or Critical Success. The trap is not triggered.

Mirror Trap

1st tier (elite constructed trap)

Challenge 4 (2,200 XP); **DC** 15/14

A mirror hangs on the wall, its silver frame etched with strange sigils.

The mirror reflects light normally. A living creature that touches the mirror or its frame seems to disappear as it is teleported to an extradimensional space "inside" the mirror. Creatures outside the mirror can't see creatures trapped inside. Creatures

inside the mirror can interact with each other and can observe the area outside the mirror as if looking through a window, but they otherwise do not have line of effect to the area outside the mirror.

Magical Effect. This is a magical effect created by conjuration magic. Casting *dispel magic* on the mirror requires a spellcasting ability check and disables the trap.

Creatures trapped inside the mirror appear in unoccupied spaces outside the mirror, and the mirror becomes a nonmagical item worth 500 gp.

Mirror. A creature that makes an Arcana check knows that the sigils on the mirror's frame produce some sort of teleportation magic when activated. A creature that investigates the mirror (without touching it) can make a Perception or Investigation check. On a success, they hear shouting or other loud sounds created by creatures trapped inside the mirror.

Spell Solve. A creature trapped inside the mirror can escape using magic that allows extradimensional travel (such as *dimension door*).

Possible Solutions

- A creature outside the mirror can counteract the magic sigils with an Arcana check.
- A creature on either side of the mirror can shatter the mirror by making an attack roll (AC 14).

Critical Failure or Failure. If the triggering creature is outside the mirror and within 5 feet of it, it teleports inside the mirror. An **alea** in the form of the triggering creature appears in the creature's space. Disabling the trap does not destroy the aleas.

Success. The mirror cracks. A second Success triggers a Critical Success instead.

Critical Success. The mirror shatters, and the trap is disabled. Creatures inside the mirror when it shatters appear in unoccupied spaces outside the mirror. The mirror's frame becomes a nonmagical item worth 50 gp.

Necromantic Bridge

4th tier (elite supernatural trap)

Challenge 18 (40,000 XP); **DC** 22/17

A bridge made of bones spans a sinister-looking pool of black water before vanishing into the waterfall that feeds the pool. The surrounding area is devoid of life. No moss grows on the walls, and no signs of vermin are present.

A living creature that isn't a necromancer that steps onto a section of bridge at least 20 feet from the either end triggers a Failure.

Bridge. The bones making up the bridge are held together with bits of red-gray sinew. An Investigation or Perception check, observing the bridge for at least 1 minute, or witnessing a creature cross it reveals that the bridge is animated. A creature that makes an Arcana or Religion check recognizes that the bridge is friendly to undead and necromancers and grants them safe passage. Creatures carried by a construct or undead can cross the bridge safely, though they still need to deal with the waterfall.

Water. Both the waterfall and the pool below are black and unwholesome looking. A creature that enters the pool or waterfall for the first time on a turn or starts its turn in the water takes 54 (12d8) necrotic damage. Constructs and undead are immune to this damage. A creature that makes a Religion check suspects that the waterfall flows from one of the rivers of the dead.

Dealing at least 50 cold damage to the pool freezes it. Creatures can walk across the frozen pool without taking necrotic damage.

Waterfall. Holding aloft a large flat object (such as a door or table; shields other than tower shields are too small) allows a creature to pass safely under the falls.

Magical Effect. The bridge is a 9th-level necromancy effect. A successful *dispel magic* or an effect that turns undead destroys the bridge, causing it to collapse into the pool below.

Spell Solve. Magic that makes a creature appear to be undead (such as *arcanist's magic aura*) allows that creature to cross the bridge but does not shield them from the waterfall. Spells that create solid walls can make structures that allow passage under the falls. A creature protected by a *resilient sphere* can cross the bridge without touching it and can pass beneath the waterfall safely.

Possible Solutions

- A creature that knows or has prepared at least two necromancy spells of 1st level or higher registers as a necromancer and can cross the bridge safely. The bridge forms a "covered bridge" structure that allows the creature to pass beneath the waterfall as they approach. A creature can make an Arcana or Religion check to "spoo" this necromantic capability.

Critical Failure. As a Failure, but the creature is first slammed against a wall or crushed in a giant, bony fist, taking an additional 21 (6d6) bludgeoning damage.

Failure. An arm made of animated bones forms out of the bridge's structure and attempts to shove them into the water below. The

creature must make a Dexterity or Strength saving throw (creature's choice). On a failure, the creature is flung into the pool, taking 10 (3d6) bludgeoning damage from the fall, and is subjected to the effects of the water.

Success. The creature fools the bridge into believing it is an undead creature, a necromancer, or the like, and can cross the bridge safely.

Critical Success. As a Success, and the bridge treats the creature's companions as their entourage, allowing other creatures to pass safely for the next minute.

Obsidian Tendrils Trap

4th tier (elite constructed trap)

Challenge 20 (50,000 XP); **DC** 23/18

A foot-wide, foot-tall obsidian bridge spans a pool of bubbling lava.

A creature triggers a Failure each time it enters a 5-foot space above the lava on its turn. This includes any space up to 50 feet above the lava, as well as the area of the obsidian bridge.

Lava. The lava bubbles and ripples as if stirred from within. A creature that enters a space within 5 feet of the lava or starts its turn there takes 55 (10d10) ongoing fire damage. An Investigation or Perception check, or observing the pool for 1 minute, reveals black tendrils that occasionally emerge from the surface of the lava.

Dealing at least 50 cold damage to the pool in a single turn causes a 5-foot-square area of the lava to harden into solid obsidian for 1 minute, during which time that area is safe to traverse.

The Narrator determines the size of the pool, but it should be at least 30 feet on a side and offer no obvious route around it.

The larger the pool, the more difficult the challenge.

Magical Effect. This is a magical effect created by transmutation magic. Casting *dispel magic* on the lava requires a spellcasting ability check and dispels the effect on a 5-foot-square area of lava.

Possible Solutions

- An Acrobatics or Athletics check allows a creature to move or fly above the lava at half its speed without triggering Failures until the end of its turn.
- As an action, a creature can make an Investigation, Nature, or Perception check to watch the surface of the lava. On a success, the creature identifies a safe route across the pool. Until the start of its next turn, the creature can use its reaction to grant itself or a creature that can hear it a Critical Success against the trap.
- A creature can take the Ready action to ready a melee attack against an obsidian tendril. The first time before the start of the creature's next turn that it makes a Strength saving throw against an obsidian tendril, it can use its reaction to make a melee attack against the vine (AC 18). On a hit, the creature triggers a Success. On a failure, the creature must make the saving throw as normal.

Critical Failure. As a Failure, but the creature makes the Strength saving throw to avoid the obsidian tendril with disadvantage.

Failure. A jagged tendril made of animated obsidian emerges from the lava to grasp the creature. The creature makes a Strength saving

throw. On a failure, it takes 11 (2d10) slashing damage and is restrained. The tendril then pulls the restrained creature to within 5 feet of the lava. A creature can use an action to make a Strength check, freeing a restrained creature on a success. The tendrils are objects with AC 18, 50 hit points, and immunity to fire, poison, and psychic damage. Once a tendril has been destroyed, moving into the 5-foot-square area it guards no longer triggers a Failure. **Success.** The creature avoids the tendril. **Critical Success.** The creature avoids the tendril and automatically succeeds on Strength saving throws against this trap until the end of its turn.

Oil Pool Trap

1st tier (constructed trap)

Challenge 3 (700 XP); **DC** 14/14

The entire floor of this area is sunken and filled with two feet of water. A 12-inch-wide metal grate is set into the ceiling above the pool.

A layer of lamp oil floats atop the water. If a lit torch or candle is dropped into the water (perhaps by a creature hiding above the metal grate), a Failure is triggered.

Grate. A Perception check or an examination of the ceiling around the grate reveals that the ceiling is blackened with soot. An Engineering check or an examination of the grate reveals that it can be removed by someone standing in the pool. A creature that reaches the grate can push it up and squeeze through the foot-wide opening into a tiny crawl space. The crawl space might be empty or contain a hostile creature holding a candle and a

flint and steel. The crawl space might also contain a Boon or Treasure.

Pool. An Investigation check, or tasting the water, reveals that it is covered with a thin layer of lamp oil. Depending on the size of the area, creatures might need to wade through the oily water to reach an exit, but it might be possible to jump over the pool. Entering the pool doesn't trigger a Failure. Igniting the oil triggers a Failure—which might be desirable if there is no one in the pool at the time.

Critical Failure or Failure. The oil atop the water ignites and burns for 1 round. A creature in the pool or up to 5 feet above it when the oil ignites takes 10 (3d6) ongoing fire damage. A creature can end this ongoing damage early by diving into the water or by using an action to extinguish the fire on itself. A creature that is totally submerged in the water is immune to the damage. Once the fire has burned itself out, the trap is disabled.

Poison-Dart Skulls Trap

3rd tier (constructed trap)

Challenge 12 (8,400 XP); **DC** 19/16

In the center of the room, a 3-foot-tall skull sits atop a carpeted dais. Something glints inside the skull's single, huge eye socket. Human-sized skulls, each also with one eye, are set into the walls.

Stepping onto the huge skull's dais triggers a Failure.

Central Skull. A creature that makes a History or Nature check identifies the large skull as that of a cyclops. An examination of the skull reveals a Boon or Discovery inside it, easily retrievable by reaching its eye socket.

Dais. The dais is two steps high and covered with faded red carpet. An

Engineering or Investigation check, or an examination of the dais or carpet, reveals that the carpet conceals pressure plates that activate when weight is put on the dais.

Wall Skulls. A Perception check, or an examination of the wall-mounted skulls, reveals that the skulls are artificial and that their eyes are tubes that extend into the wall. A creature can make an Engineering or Sleight of Hand check to plug or otherwise disable one of the four smaller skulls' eye sockets, removing one dart from the trap's barrage. On a failure, the creature only believes the eye hole has been disabled.

Possible Solutions

- A creature can make a thieves' tools check to disable the pressure plates.

Critical Failure or Failure. A dart fires from each of the four wall-mounted skulls. Each dart makes a ranged attack with a +8 bonus against a random target in the room. A target hit by a dart takes 3 (1d6) piercing damage and makes a DC 15 Constitution saving throw, taking 11 (2d10) poison damage on a failed save or half damage on a success.

Success or Critical Success. The trap is disabled.

Poison Gas Trap

1st tier (elite constructed trap)

Challenge 3 (1,400 XP); **DC** 14/14

A grimacing stone mask with jade eyes is set 15 feet up on the wall.

Each time an eye is removed, a Failure is triggered.

Mask. A Perception check or an examination of the mask's jade eyes reveals that the eyes are carved to fit inside the mask but are not attached to it. Each gem is worth 100 gp. An Investigation check

reveals a faint noxious smell near the mask's mouth. Examining the mouth reveals that the teeth are not particularly sharp or covered with poison, and that the mouth isn't hinged and can't close.

The mask is an object with AC 17, 30 hit points, and immunity to poison and psychic damage. Breaking it ruptures the cavity holding the poison gas, triggering a Failure.

Spell Solve. An eye can be removed from a distance with *mage hand* or a similar effect. A strong wind (such as *gust of wind*) reduces the poison cloud's diameter by 20 feet. If this reduces its diameter to 0 feet, the trap is disabled.

Critical Failure or Failure.

A hissing sound is heard as gas seeps into the area through the mask's mouth. Roll initiative. On initiative count 10, a 30-foot-diameter cloud of gas emanates from the mask, spreading around corners. Each round on initiative count 10 for the next minute, the size of the cloud increases by 10 feet, to a maximum of 120 feet. A creature that starts its turn within the cloud makes a Constitution saving throw. On a failure, the creature takes 10 (3d6) poison damage and is poisoned until the start of its next turn. On a success, the creature takes half damage and isn't poisoned. A creature can make a Sleight of Hand check to jam the eye back into the hole, disabling the trap and preventing the poison cloud from growing larger. Another object of similar size can be jammed into the hole with a Sleight of Hand check, but the check is made with disadvantage if the object isn't an exact fit.

Success or Critical Success. The trap isn't triggered.

Poison Gas Trap Variant: Green Dragon Poison Gas Trap

2nd tier (elite constructed trap)

Challenge 13 (20,000 XP); **DC** 19/16

This trap is armed with young green dragon poison. Instead of a mask, the area contains a 15-foot-tall stone statue of a dragon with emerald eyes worth 1,000 gp each. The cloud deals 42 (12d6) poison damage instead of 14 (4d6) poison damage.

Poison Gas Trap Variant: Sleep Gas Trap

1st tier (constructed trap)

Challenge 3 (1,400 XP); **DC** 14/14

Instead of a jade mask, the room contains a dust-covered bed with a gold brocade canopy and a faded bed skirt. An inanimate skeleton lies atop the bed.

A creature that fails a Constitution saving throw against the poison takes no damage but is poisoned for 1 hour. While poisoned, the target is also unconscious. An unconscious creature repeats the saving throw whenever it takes damage.

Instead of the Mask and Spell Solve features, the trap has the following feature: **Bed.** The gold brocade canopy is worth 100 gp. Changing the bed's weight significantly—for instance, by climbing onto the bed or removing the canopy—triggers a pressure plate under one of the bed's legs.

An Investigation check or looking under the bed reveals the pressure plate.

Ratling-Catcher Trap

1st tier (constructed trap)

Challenge 4 (1,100 XP); **DC** 15/14

The passage features two gates made of metal bars; the first is open while the second, 10 feet farther down the passage, is closed.

The second (farther) gate is locked. When a creature jostles, hits, or tries to open or close either gate, a Failure is triggered.

Gates. Both gates are objects with AC 19, 30 hit points, immunity to poison and psychic damage, and a damage threshold of 10. The gaps between the bars are 6 inches wide. Each gate bears a lock that automatically engages when the gate is closed. An Engineering or Investigation check, or an examination of the hinges, reveals that jostling a gate could set off mechanisms built into the hinges.

A single key unlocks both gates. The trap is disabled while the key is in either lock.

Spell Solve. *Knock* opens one gate.

Possible Solutions

- A creature can make a Strength check to bend or break a gate's bars, creating a space wide enough to allow passage.
 - A creature can make a thieves' tools check to unlock a gate. On a critical success, the creature unlocks the gate, allowing that gate to be opened and closed without triggering a Failure.
 - A creature can make an Engineering check to disable the mechanism on one gate, allowing it to be opened and closed without triggering a Failure. On a critical success, the gate is also unlocked.
 - A Sleight of Hand check allows a creature to open or close an unlocked gate without triggering a Failure.
 - A creature can make an Acrobatics check to contort through the bars.
- Critical Failure or Failure.** If either gate is open or unlocked, it swings shut and locks.

When a gate closes, a creature within 5 feet of it can make a Strength saving throw. On a failure, the gate closes and locks as usual. On a success, the character prevents the gate from closing this turn, although the trap is still active. A large, sturdy object propped in the gateway also prevents the gate from closing.

Success or Critical Success. The creature succeeds in their attempt.

Ratling-Catcher Trap Variant: Electrified Ratling-Catcher Trap

2nd tier (constructed trap)

Challenge 5 (1,800 XP); **DC 15/14**

On a Failure, in addition to the other effects, electricity courses briefly through the metal gates. Each creature touching either gate (either directly or with a metal object) takes 2 (1d4) lightning damage. On a Critical Failure, the damage increases to 5 (2d4) lightning damage.

Reverse Gravity Trap

1st tier (constructed trap)

Challenge 4 (1,100 XP); **DC 15/14**

The walls are covered with floor-to-ceiling bookcases. On the ceiling, metal spikes hang down like icicles.

Gravity is reversed in this room. An unsecured creature or object that enters the room triggers a Failure. (Note: If this room contains creatures, they stand on the ceiling.)

Exploration. A Perception check or an examination of the bookshelves reveals that the books are shelved upside down against the tops of their shelves. The ceiling is 30 feet high. The bookshelves look easy to climb.

Books. As an action, a creature can make an Arcana or Investigation check to scan

the bookshelves. On a success, the creature notices a spellbook (containing *levitate* or another 2nd-level spell) on a shelf across the room.

Spell Effect. This is a transmutation effect created by a 7th-level spell. A successful *dispel magic* disables the trap.

Possible Solutions

- A creature can make an Athletics or Acrobatics check to climb along the bookcases. The check is made with advantage if the creature is upside down (i.e. right side up relative to the room's gravity).

Critical Failure or Failure. The creature or object falls to the ceiling. Creatures that can levitate or fly don't fall. The room's ceiling is 30 feet high, so a creature that falls from the floor takes 10 (3d6) bludgeoning damage from the fall. A creature that takes falling damage also takes 10 (3d6) piercing damage from the spikes on the ceiling.

Once on the ceiling, a creature can move around the spikes safely but treats the area as difficult terrain.

Success or Critical Success. The creature moves through the room safely until the end of its turn.

Reverse Gravity Trap Variant: Random Gravity Trap

This room is identical in appearance to the Reverse Gravity Trap except that it has an upside-down door on the wall adjoining the ceiling.

Roll initiative. Each round on initiative count 20, gravity reverses direction. Each unsecured creature and object in the room when gravity changes falls up or down, as appropriate. Creatures take falling damage and spike damage

when falling up, and falling damage only when falling down. A creature holding onto the bookshelves when gravity reverses must make a Dexterity saving throw or lose its grip.

Once a creature has noticed the location of the spellbook, the next two successful Arcana or Investigation checks reveal the locations of other valuable books, each containing a spell, information, or a Boon or Discovery.

Rolling Icosahedron

3rd tier (elite constructed trap)

Challenge 13 (10,000 XP); **DC** 19/16

At the top of a dais sits a 5-foot-tall, 20-sided stone. Each triangular facet is tiled with a mosaic depicting a crowned humanoid.

If a creature approaches within 30 feet of the stone without swearing allegiance to the ancient empire that crafted it, the stone begins to magically roll of its own accord. Roll initiative. Each round on initiative count 15, the stone takes an action based on the nature of the portrait that is currently uppermost on the stone—smiling, frowning, or shouting. On the stone's first turn, a frowning mosaic portrait is currently uppermost. At the end of each of its turns, roll a d20 to determine what action the stone takes on its next turn.

The stone magically senses the locations of living creatures within 60 feet. The stone moves in straight lines and can move up slopes as steep as 45 degrees. If a creature or object stands between the stone and its destination, the stone collides with the obstacle. A creature can make a Dexterity saving throw to jump out of the stone's path or a Strength saving throw to halt the stone's progress. On a failed save, the creature takes 49 (14d6) bludgeoning damage and is knocked prone.. If this

damage reduces the obstacle to 0 hit points, the stone continues its movement.

Otherwise, its movement ends for the turn.

1–5 Shouting Face: The stone moves 60 feet in the direction of the closest creature within 60 feet. When the stone stops moving, it emits a burst of flame. Each creature within 30 feet makes a Dexterity saving throw, taking 52 (15d6) fire damage on a failed save or half damage on a success.

6–15 Frowning Face: The stone moves 60 feet in the direction of the closest creature within 60 feet. Each time the stone moves within 5 feet of a creature, that creature must make a Constitution saving throw, taking 10 (3d6) necrotic damage on a failure or half damage on a success.

16–20 Smiling Face: The stone moves 30 feet in the direction of the closest creature within 30 feet. The first time the stone moves within 5 feet of a creature, it stops moving and emits a blue glow that magically restores 10 (3d6) hit points to that creature. The stone doesn't move again until the next round.

If there are no creatures within 60 feet of the stone at the start of its turn, it moves 60 feet towards its original position. Once at its original location, the trap resets.

Icosahedron. The stone is an icosahedron—a shape with 20 sides. A creature that makes a History check knows that the portraits represent twenty emperors from a long-past empire. On a critical success, the creature remembers that the stone was used to secure palaces against traitors.

The stone is an object with AC 19, 400 hit points, immunity to poison and psychic damage, and vulnerability to bludgeoning, force, and thunder damage.

Magical Effect. This is a magical effect created by evocation and transmutation

magic. Casting *dispel magic* on the icosahedron requires a spellcasting ability check and disables the face that's currently uppermost, dispelling that effect only. For instance, while a shouting portrait is uppermost, *dispel magic* causes any future rolls of 1–5 to have no effect. If the shouting and frowning effects are dispelled, the stone stops moving and the trap is disabled.

Possible Solutions

- A creature can make a Strength check to move the sphere. On a success, the stone is pushed up to 10 feet, and its uppermost face is rerolled as if it had ended its turn.
- A creature can make an Engineering check to create an obstacle. The obstacle's AC and hit points are determined by the objects used to create it.

Critical Failure or Failure. The attempt has no effect.

Success or Critical Success. The attempt is successful.

Sacred Flame Gem Trap

0th tier (elite constructed trap)

Challenge 2 (900 XP); **DC 14/13**

A marble pedestal heaped with treasure stands in the center of the room. Floating a few inches above the treasure is a fist-sized gem etched with a holy symbol.

A creature that ends its turn within 30 feet of the gem and within line of sight triggers a Critical Failure.

Exploration. A creature that makes an Arcana check suspects that the gem won't fire at creatures not in its line of sight. A creature that makes a Religion check recognizes the deity associated with the gem's holy symbol and knows that the god's followers sometimes use such gems to guard sacred treasures from the unfaithful.

Gem. The gem is sacred to a particular deity and does not fire at creatures visibly wearing that god's holy symbol. Covering the gem (with a bedroll or similar object) prevents the gem from firing. Moving the gem 30 feet away from its pedestal triggers a Critical Success.

Spell Effect. This is an evocation effect created by a 1st-level spell.

Possible Solutions

- The gem is an object with AC 20, 10 hit points, and immunity to piercing, psychic, and poison damage. Attacking the gem without destroying it outright triggers a Failure. Destroying the gem disables the trap.

Critical Failure or Failure. The gem fires a beam of radiant energy at the triggering creature. The creature must make a DC 12 Dexterity saving throw or take 4 (1d8) radiant damage. The target gains no benefit from cover for this saving throw.

Success. The trap is disabled for 1 round. Any Success triggered during this time counts as a Critical Success.

Critical Success. The trap is disabled. The gem magically shrinks and becomes a nonmagical gem worth 100 gp.

Shock Door Trap

0th tier (constructed trap)

Challenge 2 (450 XP); **DC 14/13**

A copper-handled wooden door is branded with an arcane glyph.

Touching the copper door handle (either directly or with a metal object) triggers a Critical Failure.

Glyph. A creature that makes an Arcana check recognizes that the glyph is a *glyph of warding* that holds a spell (a powerful version of *shocking grasp*).

Handle. The door handle crackles and emits sparks if an object touches it. A creature can turn the handle safely by wrapping it in thick leather or another nonconductive material, or by using *mage hand* or another long-distance method, triggering a Success.

Magical Effect. This is a magical effect created by evocation magic. Casting *dispel magic* on the glyph triggers a Success.

Possible Solutions

- A creature can make a Strength check to force open the door without touching the handle, or an ability check with thieves' or carpenters' tools to remove the door from its hinges.
- A creature can attack the door with a bludgeoning weapon.

Critical Failure or Failure. The triggering creature takes 9 (2d8) lightning damage, and the trap resets.

Success or Critical Success. The creature is not shocked, and the trap is disabled.

Sigil Trap

1st tier (constructed trap)

Challenge 3 (700 XP); **DC** 14/14

A foot-tall, blue-glowing sigil is engraved on a stone door.

Touching the door triggers a Failure.

Sigil. A creature that makes an Arcana check recognizes the rune as a symbol for "lightning" and knows how to pronounce the rune. If a creature fails this Arcana check by 5 or more, they recognize the rune but their pronunciation of the rune is incorrect. An examination of the rune reveals that it

crackles with electricity. A creature that makes a History check knows that mages often use runes to booby-trap their possessions.

A creature that correctly pronounces the rune disables it for 1 minute. A creature that mispronounces the name of the rune triggers a Failure.

Spell Effect. This is an evocation effect created by a 3rd-level spell. *Dispel magic* triggers a Critical Success.

Spell Solve. Using magic like *mage hand* to open the door triggers a Success.

Possible Solutions

- A creature can make an Arcana or thieves' tools check to disable the rune.

Critical Failure or Failure. The door blazes with lightning. Each creature within 5 feet of it makes a Dexterity saving throw, taking 14 (4d6) lightning damage on a failure or half damage on a success. The trap is then disabled for 1 minute.

Success. The door can be opened once without triggering the trap.

Critical Success. The trap is permanently disabled.

Sigil Trap Variants: Other Elements

Sigil traps exist that bear sigils with different names and shapes. Each glows a different color and deals a different damage type. For instance, a fire sigil trap glows orange.

Sigil Trap Variant: Sigil Sequence Trap

2nd tier (constructed trap)

Challenge 9 (5,000 XP); **DC** 17/15

Instead of a single sigil, the trapped surface is inscribed with a line of three sigils. All three sigils must be disabled separately to disable the trap. When this trap is triggered, it deals 42 (12d6) lightning damage on a failed Dexterity saving throw, or half

damage on a success. For each deactivated sigil, the damage is reduced by 14 (4d6). Each creature that fails the saving throw is teleported to a specific location elsewhere in the dungeon. This is a 5th-level evocation effect. Until this trap is completely disabled, it can be used as a permanent teleportation circle by creatures that have seen the sigils.

Snake Hatch

0th tier (constructed trap)

Challenge 2 (450 XP); **DC 14/13**

A 1-foot-tall stone door has no visible means of opening it.

A lever in a different room, possibly the next room the party explores, opens and closes the stone hatch with a grinding sound that's audible for 100 feet. When the hatch opens, a **giant constrictor snake** slips out and begins stealthily hunting. This trap might be triggered by creatures in the next room while the adventurers are near the hatch, or the adventurers might find the lever and release the hungry snake themselves. In either case, they are likely to be its first choice of prey.

The alcove behind the hatch may hold a Boon or Discovery.

Hatch Room. An Engineering check in the hatch room, or an examination of the stone hatch, reveals no opening or closing mechanism nearby. A Perception or Survival check in the hatch room, or an examination of the floor, reveals traces of the monster (such as tracks or odd smells) near the hatch.

Forcing open the hatch requires a DC 20 Strength check. It is an object with AC 20, 40 hit points, and immunity to poison and psychic damage. Blocking the hatch with a heavy object prevents the monster from emerging.

Lever Room. An Engineering check in the lever room, or an examination of the lever, suggests that such levers are often used to operate counterweight doors or similar mechanisms. A creature can make a thieves' tools check to disable the mechanism.

Snake Hatch Variant: Green Slime Trap

2nd tier (constructed trap)

Challenge 3 (700 XP); **DC 14/14**

The hatch is on the ceiling. Instead of a snake, the trap holds **green slime**, which drops on a creature directly beneath the hatch.

Snake Hatch Variant: Black Pudding Trap

1st tier (constructed trap)

Challenge 4 (1,100 XP); **DC 15/14**

The trap holds a **black pudding** instead of a snake.

Snake Hatch Variant: Crusher Trap

2nd tier (constructed trap)

Challenge 10 (5,900 XP); **DC 18/15**

The hatch is large. The trap holds a **crusher** instead of a snake.

Snake Hatch Variant: Minotaur Champion Trap

4th tier (constructed trap)

Challenge 17 (18,000 XP); **DC 21/17**

The hatch is large. The trap holds a **minotaur champion** instead of a snake. The minotaur champion may be skeletal (see **skeleton**).

Spear Trap

1st tier (constructed trap)

Challenge 1 (200 XP); **DC 13/13**

The wall of the hallway bears a painting of a spear-wielding knight fighting a dragon. In the middle of the knight's chest is a small round hole ringed with painted blood.

A hidden pressure plate is set into the floor beneath the hole. Stepping on the pressure plate triggers a Critical Failure.

Floor. A Perception check or an examination of the floor reveals the pressure plate.

Hole. A creature that investigates the hole at close range may trigger the trap. A bright light shone into the hole reveals a glint of metal. A solid object, like a shield, held in

front of the hole takes damage in place of the triggering creature.

Opposite Wall. An examination of the walls reveals a nick in the stone wall opposite the hole.

Possible Solutions

- A creature can make a thieves' tools check to disable the pressure plate.
Critical Failure or Failure. A spear juts from the hole, making a melee attack with a +5 bonus against the triggering creature. On a hit, the target takes 6 (1d6 + 3) piercing damage. On a miss, the spear slams into the opposite wall.
Success or Critical Success. The trap is disabled.

Spear Trap Variants: Other Spear Traps

Instead of a painting of a knight, the spear trap may be concealed in the following ways:

- A wooden chest is pushed against a wall, below a ragged tapestry depicting a dragon resting on a pile of treasure. (The spear hole is hidden behind the tapestry. The chest contains a Boon or Discovery.)
- An otherwise blank wall has a small tube protruding from it. A cork balances on the end of the tube. (The trap can't be triggered if the cork is inserted into the tube. The protruding spear is a magical +1 *spear*, and the trap makes its attack and damage rolls with a +1 bonus. Once the trap is triggered, the spear can be taken.)
- A red circle is painted on the floor. A Perception check or an examination of the ceiling reveals a small hole in the ceiling above the circle. (The spear projects from the hole,

targeting any creature standing on the red circle.)

Supercharged Metal Cube

4th tier (elite constructed trap)

Challenge 16 (30,000 XP); **DC** 21/17

Multiple arcs of lightning connect a 10-foot-tall metal cube to a wall-mounted sword and a brazier.

A creature or metal object that moves within 30 feet of the contraption on its turn or starts its turn there triggers a Failure.

Cube. An Engineering or Investigation check, or an examination of the cube, reveals that it is riveted together. Examining the cube from above reveals a trapdoor on the top face of the cube.

The cube is a nonmagical object with AC 17, 100 hit points, and immunity to poison and psychic damage. *Disintegrate* destroys it. Damaging the cube without destroying it outright triggers a Critical Failure.

Lightning. A Perception check, or an examination of the objects connected by arcs of lightning, reveals that all the objects are made of metal. A metal object thrown within 30 feet of the cube becomes connected to the cube by an arc of lightning.

Arcs of lightning can be blocked by non-metal objects. A creature can approach the cube safely if protected by an object made of stone, wood, or similar material that is at least 1 inch thick.

Sword. At the Narrator's discretion, the sword may be a magic weapon, such as a *flame tongue* sword that deals lightning instead of fire damage.

Possible Solutions

- A creature that can get close enough to the cube can attempt a thieves' tools check to remove a panel from the side of the cube. The trapdoor in

the top of the cube can be opened without a check. In either case, a floating, glowing mote of elemental lightning is revealed, set into a slot within the cube. Touching the mote (either directly or with a metal object) triggers a Failure. A creature that pries out the mote with a non-conductive object, such as a wooden stake, or that triggers a Failure and succeeds on their saving throw, can remove the mote from the slot.

Removing it from the slot disables the trap. Once removed, the mote can be attuned to, in which case it functions as a *wand of lightning*.

Critical Failure. Each creature and metal object within 60 feet of the cube is subjected to a Failure.

Failure. Lightning arcs to the triggering object or creature. If it is an object, it takes no damage but any creature that touches it triggers a failure. If it is a creature, it makes a Constitution saving throw, taking 63 (18d6) lightning damage on a failed save or half damage on a success. Also on a failed save, a creature is pushed 30 feet away from the cube and knocked prone. The lightning does not go around corners.

Success or Critical Success. The trap isn't triggered.

Sword Guardian Trap

2nd tier (constructed trap)

Challenge 6 (2,300 XP); **DC** 16/14

A black metal statue stands in the middle of a hallway. The statue depicts a woman with four arms and the lower body of a snake.

The statue holds swords in three of her hands; the fourth holds out a basket in your direction.

Pressure plates cover the floor within 5 feet of the side and rear of the statue. Stepping on a pressure plate or jostling the statue triggers a Failure. The pressure plates are disabled while the basket holds at least 10 pounds of weight.

Floor. An Engineering or Investigation check, or an examination of the floor, reveals that the floor next to and behind the statue is composed of pressure plates. The statue can be approached safely from the front.

Statue. Any investigation of the statue reveals that the words "Pay Your Respects" are engraved at the bottom of the basket. A character that makes an Arcana or Religion check recognizes the statue as a marilith, a type of demon. An Investigation check, or an examination of the statue, reveals that the marilith has articulated arms.

The statue is an object with AC 19, 75 hit points, and immunity to cold, lightning, fire, piercing, poison, and psychic damage. Damaging the statue without destroying it outright triggers a Critical Failure.

Possible Solutions

- A creature can make a thieves' tools check to disable one pressure plate or one of the statue's arms.
- A creature can make a Strength check to break one pressure plate or one of the statue's arms.

Critical Failure. The statue makes three melee attacks, each with a different arm. Each arm attacks with a +7 bonus, has a reach of 10 feet, and deals 9 (2d8) slashing damage on a hit.

Failure. As a Critical Failure, but only one arm attacks.

Success. One pressure plate or one arm is disabled. Disabling three

pressure plates or arms triggers a Critical Success.

Critical Success. The trap is disabled.

Sword Guardian Variant: Sword Guardian Riddler

The message at the bottom of the sword guardian's bowl is a riddle. An appropriate item placed in the bowl disables the trap; other items do not.

- "Golden head bearing a crown, golden tail up or down." The trap is disabled if one or more gold coins is placed in the bowl.
- "Born in fire, formed in water, polished silver, end in slaughter." The trap is disabled if a weapon made of iron or steel is placed in the bowl.

Symbol of Death Trap

3rd tier (constructed trap)

Challenge 11 (7,200 XP); **DC** 18/15

A black iron door is engraved with a silver skull. Words on the door read: "Only my servants shall pass unharmed."

The door is inscribed with a hard-to-spot *symbol* of death. Opening or breaking the door triggers a Failure. The trap isn't triggered if the door is opened by a creature holding a skull, wearing the image of a skull, or even using a mirror to reflect the skull on the door. Other methods, such as disguising oneself as an undead creature, might also allow the door to be opened safely.

Door. The door is iron. A creature that makes an Arcana or Religion check suspects that the door might bear a trap that can be bypassed by creatures that appear to be death's servants.

Glyph. An Investigation check reveals a tiny magical glyph. Once the glyph is

discovered, a creature that makes an Arcana or Religion check can identify it as one created by the *symbol* spell.

Spell Effect. This is an abjuration effect created by a 7th-level spell. A *dispel magic* cast on the glyph disables the trap.

Possible Solutions

- Once the glyph is discovered, a creature can make an Arcana or Religion check to disable its magic.
Critical Failure or Failure. The glyph begins to glow, shedding dim light in a 60-foot radius for 10 minutes. A creature that enters the area for the first time on a turn or ends its turn there makes a Constitution saving throw, taking 55 (10d10) necrotic damage on a failed save or half damage on a success. At the end of the 10 minutes, the glyph ceases to glow and the trap is disabled.
Success. The glyph is damaged. Another Success counts as a Critical Success.
Success or Critical Success. The trap is disabled.

Water-Filled Room Trap

2nd tier (elite constructed trap)

Challenge 8 (3,900 XP); **DC** 17/15

High on each wall is an inanimate gargoyle head with a gaping mouth. The cracks in the walls are green with algae.

If the door to the room closes, it automatically locks. When it does so, water begins gushing from the gargoyles' mouths. Roll initiative. On initiative count 20 and 10, the water level in the room rises 1 foot. Once the water is higher than a creature's height, that creature must swim. After 3 minutes, the room completely fills with water and begins to drain at a rate of 2 feet per

round. When the room is completely drained, the door unlocks.

Door. An Engineering or Investigation check, or an examination of the door, reveals that it is fortified with two metal bands, each of which has a separate lock. Experimentation reveals that the locks allow free entry into the room but not out. The door gently closes by itself if not held open. The door has AC 15, 27 hit points, immunity to poison and psychic damage, and a damage threshold of 15.

Depending on the dungeon's floor plan, there may be other doors in the room, each of which is similarly locked and fortified.

Gargoyles. An Investigation or Perception check, or an examination of the gargoyles, reveals that the gargoyles' tongues are coated with algae. Their throats are spouts that lead into the walls.

Spell Solve. *Knock* unlocks one of the door's two locks. *Water breathing* and similar spells allow creatures to survive the flooded room.

Possible Solutions

- A creature can make a thieves' tools check to unlock one of the door's two locks. This check is made with disadvantage if the lock is underwater. The lower lock is two feet high and the upper lock is four feet high.
- A creature can make a Strength check to plug a gargoyle's spout with an object.
- A creature that casts a spell that deals cold damage can make a spellcasting ability check to plug a gargoyle's spout with ice.

Critical Failure. A critical failure to pick a lock permanently raises the lock's DC by one. A critical failure to jam a gargoyle's spout causes the

spout to crack, raising the DC for that spout by one.

Failure. The attempt fails.

Success. One of the door's locks is picked, or one of the water spouts is jammed until the start of the triggering creature's next turn. When both of the door's locks are unlocked, the door can be opened, pouring water into the nearby rooms and disabling the trap. While one vent is plugged, the water level doesn't rise on initiative count 10. While all four are plugged, the water doesn't rise on initiative count 20 or 10.

Critical Success. The creature picks both the door's locks or permanently jams one of the water spouts.

Water-Filled Room Trap Variant:

Water-Filled Dungeon Trap

3rd tier (elite constructed trap)

Challenge 15 (26,000 XP); **DC** 20/16

This variant is best used on the bottom floor of a multi-level dungeon. This room's doors aren't waterproof and don't lock: ignore all text about locks. When the water level rises, it rises for the entire dungeon instead of merely inside the room, starting at the bottom of the dungeon and rising until the entire dungeon is submerged. When placing this trap, make sure that escape is possible for adventurers—and decide what happens to dungeon denizens that can't breathe water!

Wind Tunnel Trap

0th tier (constructed trap)

Challenge 1 (200 XP); **DC** 13/13

Wind roars down a passage.

A creature or object that enters the passage for the first time on a turn or starts

its turn there must succeed on a Strength saving throw or trigger a Failure. Movement against the direction of the wind requires a Strength check (see Possible Solutions).

Additionally, ranged weapon attacks can't be made against the direction of the wind, open flames in the tunnel are extinguished, and fogs and gases are dispersed.

A wind tunnel trap can also be used underwater to represent a strong current.

Wind. The wind is loud and can be heard for 100 feet.

Spell Solve. A *gust of wind* cast against the direction of the wind reduces the number of feet the wind tunnel pushes creatures and objects by 15 feet. Teleportation allows the wind wall to be bypassed.

Possible Solutions

- A creature can make a Strength check to move against the wind. This check is made with advantage if the creature can find handholds or otherwise secure itself as it goes.
Critical Failure. If the target is an object, it is pushed 30 feet in the direction of the wind. If the target is a creature, it must make a Strength saving throw. On a failure, the creature takes 3 (1d6) cold damage, is pushed 30 feet in the direction of the wind, and is unable to move against the wind until the start of its next turn.
Failure. As a Critical Failure, but the creature doesn't take cold damage.
Success. The creature is not pushed and can move against the wind without making a Strength check until the end of its turn, spending 2 feet of movement for each foot of movement.
Critical Success. As a Critical Success, but the creature does not

need to spend additional movement to move against the wind.

Wind Tunnel Trap Variant: Howling Wind Tunnel Trap

Challenge 15 (13,000 XP); **DC** 20/16

On a Critical Failure, the creature takes 52 (15d6) cold damage instead of 3 (1d6) cold damage.

Yellow Mold Trap

2nd tier (constructed trap)

Challenge 7 (2,900 XP); **DC** 16/14

A yellow-gold skeleton slumps atop a mottled, yellow-gold throne.

The skeleton and throne are covered with **yellow mold**. A creature that moves within 30 feet, or disturbs the skeleton or throne, triggers a Failure.

Exploration. An Investigation or Survival check, or an examination of the skeleton or throne, reveals that both appear to be covered with a furry, yellow mold. A Perception check reveals a musty smell and tiny yellow spores floating in the air. A creature that makes an Arcana or Nature check identifies the substance as yellow mold.

An examination of the skeleton reveals that it clutches a mold-covered object. The object might be a minor treasure, like a crown worth 750 gp, or a Boon or Discovery.

Spell Solve. Sunlight or fire damage destroys the yellow mold.

Possible Solutions

- A creature can make a Stealth check to move through the area without triggering a Failure.
- A creature can make a Sleight of Hand check to take the object held by the skeleton without triggering a Failure.

Critical Failure. As a Failure, but the triggering creature automatically fails the saving throw against the yellow mold.

Failure. The creature must make a Constitution saving throw against the effects of yellow mold.

Success or Critical Success. The yellow mold isn't disturbed.

Random Dungeon Delves

This section contains random dungeon generators, each of which lets you map and stock a complete dungeon of any size. Each generator is themed around a common type of dungeon locale: **bastion**, **cavern**, **laboratory**, **mine**, **ruin**, **sewer**, **temple**, and **tomb**.

How to Generate a Map

As Narrator, you can plan out the dungeon ahead of time or generate it on the fly and learn the emergent story at the same time as the adventurers.

Each dungeon type has a node size, and each node contains either a room or a passage. For instance, each area of a bastion is 50 by 50 feet. If you generate a straight passage, it is 50 feet long. If you generate a room that isn't big enough to fill up the entire node, place it wherever you want in the node; the rest of the node is filled with solid stone, with passageways through the stone for each of its exits.

In order to make a coherent dungeon, you will need to overrule the dice at times:

- When you generate an area adjacent to an already-generated area, ignore what the generator says about exits in that direction. If you already know there's an exit, there's an exit; if you already know there isn't an exit, there isn't an exit.
- When you generate a room exit that would leave the bounds of the

dungeon, you can either ignore it or use it as a dungeon exit.

- If you generate a passage that connects to an existing one, the new passage has the same width as the old one.
- When you complete a dungeon level by placing a dead end or a room with no exits, leaving no remaining areas to explore, check whether you've already placed either a major encounter or stairs to another floor. If not, then place an encounter or stairs in this node.

Bastion

From underground lairs to mighty castles, bastions are well-defended homes inhabited by creatures worried about attacks from the outside world. A bastion usually contains barracks, food preparation and storage areas, and a throne room or other command center.

Tiers. Tier 0 and 1 bastions are usually bandit lairs. Tier 2 and higher bastions are frequently the mighty castles of rulers and conquerors.

Bastion Size. Each 50-foot-square node of a bastion contains either a room or passage. A small bastion is about 150 feet square (a 3 × 3 grid of nodes); a medium one is 250 feet square (a 5 × 5 grid); and a large one is 350 feet square (a 7 × 7 grid).

Alert. Bastions use escalation clock rules. Start with a pool of 3 dice. Each combat encounter causes one die to be removed from the pool and one additional creature to be added to each future combat encounter. The extra creature is of the encounter's lowest-CR creature type.

Creating a Bastion

To generate a new map, roll on the Description table for the initial area and follow its instructions, and then do so again to see what's past each exit, and so on. If you're filling a premade map, roll on Inhabitants and Contents for each location.

Bastion: Description

1: **Narrow passage.** Roll on Passage Contents and Exits. For passage width, roll 1d6:

1–2 2 ½ ft.

3–6 5 ft.

2–7: **Passage.** 10 feet wide. Roll on Passage Contents and Exits.

8: **Wide passage.** Roll on Passage Contents and Exits. For passage width, roll 1d4:

1 15 ft.

2–3 20 ft.

4 30 ft.

9–14 **Small room.** Roll on Room and Chamber Contents and Exits. For room size, roll 1d4:

1 15 × 15 ft.

2 15 × 20 ft.

3 20 × 20 ft.

4 20 × 30 ft.

15–20 **Large chamber.** Roll on Room and Chamber Contents and Exits. For chamber size, roll 1d6:

1 30 × 30 ft.

2 30 × 40 ft.

3–4 40 × 40 ft.

5 40 × 50 ft.

6 50 × 50 ft.

Bastion: Passage Contents

1–10 Empty

11–14 Roll on Passage Scenery

15–18 Roll on Escalations

19–20 Roll on Obstacles

Bastion: Room and Chamber Contents

Roll 1d20 in small room, 1d20 + 2 in large chamber

1–3 Empty

4–8 Roll on Small Room Scenery or Large Chamber Scenery

9–11 Roll on Novelties

12–14 Roll on Obstacles

15–16 Roll on Discoveries

17–19 Roll on Escalations and on Small Room Scenery or Large Chamber Scenery

20+ Roll on Set Pieces

Bastion: Exits

If the die roll is odd, a room's exits are blocked by doors. Otherwise, they are open.

- 1–3 No exits
- 4–5 One exit left
- 6–7 One exit straight
- 8–9 One exit right
- 10–11 Two exits, left and right
- 12–13 Two exits, left and straight
- 14–15 Two exits, straight and right
- 16–18 Three exits, left, straight, and right
- 19–20 Stairs. Roll 1d6 to determine stair type. Then roll again on this table for other exits, rerolling 19 or 20
 - 1–2 Stone stairs down (or up in a tower or other upwards-reaching dungeon)
 - 3 Stone spiral staircase down
 - 4 Trapdoor down
 - 5 Ladder up or down (50 percent chance each)
 - 6 Stone spiral staircase up

Bastion: Novelties

- 1 Cannon; nearby are cannonballs and barrels of powder
- 2 Magic wall map of the area around the stronghold, identifying the locations of any non-hidden creatures
- 3 Arched bridge leading to an iron door halfway up a wall
- 4 Immense, monstrous statues on either side of a door
- 5 Drawbridge made of *wall of force*
- 6 Miniature model of this fortress, populated by tiny illusions of its inhabitants
- 7 Beast heads mounted on the wall; although bodiless, they are alive and can bite
- 8 A marble table around which sit the spirits of dead warriors re-enacting an ancient feast
- 9 Hundreds of life-sized, sculpted warriors standing in battle array

- 10 A war banner 20 or 30 feet on a side
- 11 Portrait gallery; each portrait enchanted with a permanent *magic mouth*
- 12 Narrow shafts that carry sound; perfect for eavesdropping or communicating between distant chambers

Bastion: Obstacles

- 1 **Lock:** A door that demands today's password. **Key:** a list of passwords, each next to a day of the week
- 2 **Lock:** A door bearing a family crest. **Key:** a key bearing the crest
- 3 **Lock:** A door with an indentation in the shape of a gauntlet. **Key:** a gold-plated gauntlet
- 4 **Lock:** Huge door with 7 locks. **Keys:** a keyring with 7 keys
- 5 Locked wardrobe. Inside the wardrobe is a concealed door
- 6 *Arcane locked* door bearing a bronze face that changes its facial expression every minute. The door is unlocked to any creature imitating the expression
- 7 A bricked-up door, requiring a DC 16 Strength check to smash. Nearby is a secret door in a fireplace that bypasses the door
- 8 Door concealed behind a full-length mirror leaning against the wall. The edges of the mirror are covered with fingerprints as if it is often moved
- 9 Door on a balcony high up the wall. The ladder to the balcony is missing
- 10 Mounted bronze deer head, dull except for one shiny antler. Turning the antler opens a secret door
- 11 Throne room; pressing a button on the throne's right armrest opens a **hidden pit trap**, pressing the left button opens a secret door
- 12 Only the (harmless) ghost of the bastion's former seneschal knows the location of a secret door

13–20 Trap based on the dungeon level: level 1–2 **crossbow trap** or **lock trap**; 3–4 **falling axe trap** or **locking-lidded pit trap**; 5–10 **ballista trap** or **spiked pit trap**; 11–16 **crushing room trap** or **green dragon poison gas trap**; 17–20 **cannon trap** or **supercharged metal cube**

Bastion: Discoveries

1–4 Roll 1d4 on the Obstacles table. You find the key listed in that entry. Make a note of the matching lock. The next Obstacle encountered is that lock.

5 Lone creature from a guard patrol (roll 1d4 on Escalations table), not particularly loyal and willing to talk

6 Guard patrol (roll 1d4 on Escalations table), dissatisfied with their commander and willing to turn a blind eye or even aid intruders

7 Guard patrol (roll 1d4 on Escalations table), exchanging revealing gossip about their commander and not paying attention to surroundings

8 Messenger with urgent news

9 An armory containing ranged weapons, ammunition, and ballistas. A dozen *+1 arrows*. 50 percent chance of a *javelin of lightning* or other Minor Treasure

10 A richly furnished bed chamber containing a four-poster bed, a desk, wardrobes, and treasure chests containing a Treasure Hoard

11 A chest containing officers' armor and uniforms

12 Treasure vault filled with several splintered chests and one locked iron chest containing a Treasure Hoard

Bastion: Escalations

50 percent of guards possess a Minor Treasure.

1 Guards: on patrol. If they meet creatures not dressed as guards, they sound the alarm and attack

Level 1–2: **noble** with 1d4 **guards**

Level 3–4: 2d4 **hobgoblins** or **soldiers**

Level 5–10: **knight** with **acolyte** and 2d4 **soldiers**

Level 11–16: **blackguard** or **holy knight** with **priest** and **soldier squad**; 2 **gladiators** with **mage**

Level 17–20: **ascetic grand master** or **knight captain** with **soldier squad**; **archmage** with **gladiator** and 1d6 **thugs**

2 Guards: off duty but alert

Level 1–2: 2d4 **bandits** or **warriors**

Level 3–4: **veteran** with 2d4 **bandits**

Level 5–10: **duelist** with **apprentice mage** and 1d4 **thugs**; 2 or 3 **veterans**

Level 11–16: **gladiator** or **high priest** with 2 or 3 **veterans**

Level 17–20: **assassin** or **mage** with 2d6 **cutthroats** or **spies**

3 Guards: guarding a particular location

Level 1–2: 1d8 **guards** or **kobolds**

Level 3–4: 1 or 2 **bugbears** with 2d4 **goblins**

Level 5–10: **ogre** or **warhordling**

orc eye with 1d4 **orc urks** or **thugs**

Level 11–16: **frost giant** with 1 or 2 **ettins**

Level 17–20: **marilith** or **minotaur champion** with 2d6 **guards** or **warriors**

4 Inhabitants: planning to ambush a different inhabitant, perhaps a group of guards or the local overlord (roll or choose from Set Pieces). They may be disloyal, ambitious, or looking to exact revenge for a past betrayal

- Level 1–2: **apprentice mage** or **thug** with 1d4 **bandits**
 Level 3–4: **priest** with 1d4 **guards** or **soldiers**
 Level 5–10: **cambion** with 1d4 **thugs**
 Level 11–16: **vampire mage**, **vampire**, or **wraith lord**
 Level 17–20: **archpriest** with **skeleton horde** or **water elemental**
- 5** Guardians: guarding a location
 Level 1–2: **animated armor**
 Level 3–4: **rug of smothering** with **gargoyle**
 Level 5–10: 2 or 3 **mummies** or **walking statues**
 Level 11–16: **chain devil** with 1 or 2 **mummies** or **walking statues**
 Level 17–20: 2 **chain devils**, **clay guardians**, or **giant elementals**
- 6** Guardians: following instructions
 Level 1–2: **gargoyle** or **hound guardian**
 Level 3–4: 1 or 2 **bolt-throwers** or **ogre zombies**
 Level 5–10: 1 or 2 **clockwork sentinels** or **fire elementals**
 Level 11–16: **iron guardian** or **nalfeshnee**
 Level 17–20: 2 **crushers**, **glabrezus**, or **stone guardians**
- 7–10** Roll 1d6 on this table to determine an encounter group. The group is nearby (in the nearest unexplored room) and may be detected by tracks, noises, flickering torchlight, or other signs

Bastion: Set Pieces

Set piece encounters usually feature a Treasure Hoard.

1–2 Raiders' Lair. The area is home to a well-guarded settlement or camp. The bastion's denizens may raid nearby areas

for food and treasure or merely defend themselves against outside threats.

Level 1–2: **goblin boss** with **goblin warlock** and 3 or 4 **goblins**; 4 or 5 **hobgoblins**

Level 3–4: **bandit captain** with 2 **thugs** and 2d6 **bandits**

Level 5–10: **gladiator** or **warhordling war chief** with 1d6 + 1 **berserkers**

Level 11–16: **hill giant chief** with **cave bear** and 1d4 + 1 **hill giants**; 3 **frost giants**

Level 17–20: **troll hulk** with 4 or 5 **trolls**

Setting: The room features a large drum, gong, bugle, or other loud instrument. If combat starts, a creature tries to sound the alarm, summoning a guard patrol (choose one from Escalations).

3–4 Army Headquarters. The inhabitants are part of an organized military, either defending a fortification or prison or preparing to conquer the local countryside.

Level 1–2: **scout** or **soldier** with 2d4 **guards**

Level 3–4: **Hobgoblin captain**, **knight**, or **veteran** with 1d4 + 4 **hobgoblins** or **soldiers**

Level 5–10: **blackguard**, **cambion**, or **holy knight** with **priest** and 1d4 **knights**

Level 11–16: **archmage** or **knight captain** with **mage** and 1d4 **knights**

Level 17–20: **blademaster** with 3 **gladiators** or **holy knights**; **archmage** with 5 **gladiators**

Setting: Ladders lead to balconies or ledges. If the alarm has been sounded, creatures with ranged attacks are up high.

5–6 War Caster. A spellcaster commands an army. Their eyes are fixed on conquest.

Level 1–2: **priest** with 1d8 **guards**

Level 3–4: **minstrel** or **priest** with 1d6 **thugs**

Level 5–10: **mage** or **necromancer** with **soldier squad** or **wraith**

Level 11–16: **archmage** with 3 or 4 **elementals**

Level 17–20: **archpriest** or **blademaster** with 3 or 4 **champion warriors** or **gladiators**

Setting: This lair features an exit concealed behind a throne, tapestry, or other room feature. Besides their other spells, the primary spellcaster has prepared either *expeditious retreat* or *sanctuary* to escape.

7–8 Prison cells contain friendly creatures that could aid the adventurers if freed.

Bastion: Minor Treasure

1 +1 *weapon* that glows like a torch when wielded

2 Magically animated playing cards; the face cards trash talk each other during games

3 Bundle of 12 pieces of +1 *ammunition* that ignite when fired, dealing an additional 1d6 fire damage

4 *Spell scroll* containing a spell appropriate to the area's tier (tier 0: cantrip or level 1 spell, tier 1: level 2–3 spell, tier 2: level 4–5 spell, tier 3: level 6–7, tier 4: level 8–9)

5–6 Bag of coins or cache of rare wine worth an amount appropriate to the tier (tier 0: 10 gp, tier 1: 100 gp, tier 2: 1,000 gp, tier 3: 10,000 gp, tier 4: 100,000 gp)

7 1d6 vials. Roll 1d6: 1–3 *potions of healing*, 5–6 *potions of greater healing*

8 Cup, ewer, or drinking horn of precious metal, worth an amount

appropriate to the tier (tier 0: 25 gp, tier 1: 75 gp, tier 2: 750 gp, tier 3: 2,500 gp, tier 4: 25,000 gp)

9 A dozen masterwork weapons or shields, worth 150 gp each

10 Signed orders from the bastion's commander allowing free entry

Bastion: Treasure Hoards

Dungeon Level 1–2

Valuables: 1d4 × 100 gp worth of silver and gold coins

Magic (30 percent chance): +1 *weapon* or *gauntlets of ogre power*

Dungeon Level 3–4

Valuables: 2d4 × 100 gp worth of gold coins or trade goods

Magic (40 percent chance): *armor of resistance* or *berserker axe*

Dungeon Level 5–10

Valuables: 1d6 × 1,000 gp worth of gold coins or gems

Magic (50 percent chance): +2 *weapon* or *bracers of defense*

Dungeon Level 11–16

Valuables: 1d4 × 10,000 gp worth of platinum coins or gems

Magic (60 percent chance): +2 *shield* or *rod of rulership*

Dungeon Level 17–20

Valuables: 1d4 × 100,000 gp worth of gold coins, gems, or jewelry

Magic (70 percent chance): +2 *armor* or *belt of storm giant strength*

Bastion: Passage Scenery

1 Dusty suit of armor or mounted monster head

2 Weapons crossed on the wall

3 Racks or barrels hold spare weapons and ammunition

4 Three camp stools gathered around a small table

5 Tapestries line the walls

6 Brackets hold unlit torches

Bastion: Small Room Scenery

1 Tables bearing candles and decks of cards are scattered around the room

2 Armory containing spears, shortswords, crossbows, and light armor. 50 percent chance of holy water, acid, alchemist's fire, or caltrops

3 Elegant dining room for six or so guests. Table settings are worth 200 gp. Two bottles of vintage wine, worth 50 gp each, stand on a side table

4 Barracks with neatly made beds, weapon racks, and a table heaped with armor, game boards, and personal possessions

5 Comfortable barracks used by high-level guardians. On the walls are weapon racks, armor stands, paintings, and a full-length mirror

6 A shrine on which are laid fresh offerings

7 A guardroom containing benches and tables, cards and game boards, wine jugs and plates of half-eaten food

8 A small kitchen containing a fireplace, wine ready to mull, cheeses, and barrels of biscuits

Bastion: Large Chamber Scenery

1 A comfortable lounge with couches, overstuffed chairs, bookshelves, and a wine bar

2 An armory containing plate armor, chain mail, horse barding, and swords

3 Audience chamber or throne room. Columns or martial statues line the walls

4 A banquet hall with a huge central table stacked with drinking horns and platters

5 A mess hall for servants or soldiers. Rows of tables and chairs are set with clay bowls

6 A guardroom decorated with war banners and shields. Several round tables are littered with candles, card decks, and empty bottles

7 A kitchen; a cauldron of soup simmers inside a blazing fireplace

8 A store room containing barrels of foodstuffs and crates of weapons

9 A training room with target dummies. The floor is strewn with armor and weapons, and several cracked mirrors line one wall

10 A prison containing several prisoners manacled to a wall

11 A ballroom with a balcony accessible by a rickety staircase. On the balcony are dozens of instruments

12 A crypt containing stone caskets

Cavern

Under the earth lie twisting passages, vast caverns, and underground rivers, all cloaked in endless darkness. The environment itself can be just as dangerous as its inhabitants.

This generator lets you map a cave system.

Tiers. Tier 0 and 1 adventurers measure themselves against natural caves and caverns. Tier 2 and 3 adventurers delve deeper, into Underland itself.

Cavern Size. Each 70-foot-square node of a cavern contains either a cavern or a section of passage. A small cavern system is about 210 feet square (a 3 × 3 grid of nodes); a medium temple is 350 feet square (a 5 × 5 grid); and a large one is 490 feet square (a 7 × 7 grid). Underland is a vast megadungeon in which a single cavern system can extend for miles.

Treacherous Terrain. Naturally occurring caves are often slippery and riddled with pits and stony outcroppings. Whenever a creature uses the Dash action, it must make a DC 12 Dexterity saving throw at the end of its turn, falling prone on a failure.

Creating a Cavern

To generate a new map, roll on the Description table for the initial area and follow its instructions, and then do so again to see what's past each exit, and so on. If you're filling a premade map, roll on Inhabitants and Contents for each location.

Cavern: Description

1–2 **Narrow passage.** Roll on Passage Contents and Exits.

At its narrowest, the passage is 1d6 + 1 feet wide.

3–6 **Passage.** Roll on Passage Contents and Exits.

The passage is about 10 feet wide.

7–8 **Wide passage.** Roll on Passage Contents and Exits.

At its narrowest, the passage is 1d20 + 10 feet wide.

9–14 **Small cavern.** Roll on Cavern Contents and Exits.

For approximate cavern size, roll 1d6:

1 10 × 10 ft.

2 15 × 15 ft.

3 15 × 20 ft.

4–5 20 × 20 ft.

6 20 × 30 ft.

15–20 **Large cavern.** Roll on Cavern Contents and Exits.

For approximate cavern size, roll 1d8:

1 30 × 30 ft.

2 30 × 40 ft.

3 40 × 40 ft.

4 40 × 50 ft.

5 50 × 50 ft.

6 50 × 60 ft.

7 60 × 60 ft.

8 70 × 70 ft.

Cavern: Passage Contents

1–10 Empty

11–14 Roll on Passage Scenery

15–18 Roll on Escalations

19–20 Roll on Obstacles

Cavern: Cavern Contents

Roll 1d20 in small cavern, 1d20 + 2 in large cavern.

1–3 Empty

4–8 Roll on Small or Large Cavern Scenery

9–11 Roll on Novelties

12–14 Roll on Obstacles

15–16 Roll on Discoveries

17–19 Roll on Escalations and on Small or Large Cavern Scenery

20+ Roll on Set Pieces

Cavern: Exits

- 1–3 No exits
- 4–5 One exit left
- 6–7 One exit straight
- 8–9 One exit right
- 10–11 Two exits, left and right
- 12–13 Two exits, left and straight
- 14–15 Two exits, straight and right
- 16–18 Three exits, left, straight, and right
- 19–20 Ascent or descent. Roll 1d8. Then roll again on this table for other exits, rerolling 19 or 20
 - 1 Sloping passage down
 - 2–3 Vertical climb down
 - 4 Vertical passage descending 1d4 levels
 - 5–6 Vertical climb up

Cavern: Novelties

- 1 Crystals or mushrooms that cast dim light cover the walls
- 2 Stalactites and stalagmites made of transparent or invisible stone fill the area
- 3 Rocks are coated with a reflective metal or algae that turns surfaces into distorted mirrors
- 4 Natural, fluted stone pillars support high ceilings, giving the area the appearance of a temple
- 5 An island sits in the middle of a lake of magma, silvery water, or ice
- 6 A grove of trees or giant mushrooms
- 7 Cavern spanned by multiple, naturally-occurring stone bridges
- 8 Tiers of towers, gates, doors, statues, and stairs are carved into the sloping rock walls
- 9 A shield-sized crystal embedded in the ceiling sheds bright light throughout the area
- 10 A chasm spanned by a narrow bridge or flat-topped pillars like stepping stones

Cavern: Obstacles

- 1 **Lock:** Narrow passage, 3 inches wide, carved with the words “Gates of Gathor.” **Key:** a written command phrase, “Gates of Gathor, open the door,” which causes the passage to grind open to a width of 10 feet
- 2 **Lock:** Passage choked with petrified fungus. **Key:** a nest of mouselike fungus creatures that eat petrified fungus
- 3–4 Tight squeeze: at its narrowest, the passage is 1d12 + 10 inches wide
- 5–6 Collapsed ceiling: An exit is blocked by 1d6 + 4 feet of rubble. The rubble can be excavated as if it were dirt
- 7–8 Chasm: The chasm is 1d20 + 10 feet wide and more than twice as deep. At the bottom may be magma, an underground river, or another dungeon level
- 9–10 Underwater area: The exit to an adjoining area is through a flooded passage that is 1d6 × 10 feet long. The adjoining area may be partially or fully underwater
- 11 Fast-flowing underground river: The river is 1d10 + 10 feet wide. A creature that starts its turn in the river moves 60 feet downstream. The river may lead to rapids
- 12 Magma: A 10- or 15-foot-wide stream of magma blocks the way
- 13–20 Trap or other exploration challenge based on the dungeon level: level 1–2 **wind tunnel** or **poorly repaired tunnel**; 3–4 **green slime hatch** or **hidden pit trap**; 5–10 **flammable gas trap** or **lethal outgassing**; **collapsing dungeon** or **sinkhole**; 17–20 **obsidian vine trap** or **perilous cliff path**

Cavern: Discoveries

- 1 The key listed in entry 1 of the Obstacles table
- 2 The key listed in entry 2 of the Obstacles table
- 3 Pool of water containing 1d4 + 4 large, edible fish
- 4 Pool of glowing water fed by a dripping stalactite. Drinkers gain blindsight out to a range of 60 feet for 24 hours. The water ceases to glow and loses its potency 1 minute after being removed from the pool
- 5 Guard patrol (1 or 2 on Escalations table) escorting a prisoner; the prisoner offers aid or information to its rescuers
- 6 Ore vein. If mined and smelted over several weeks, the vein produces 100 pounds of metal. The type of metal varies by dungeon level: 1–2 copper, 3–4 silver, 5–10 gold, 11–16 platinum, 17–20 mithral or adamantine
- 7 Cache of supplies containing useful equipment and an incomplete map
- 8 Corpse; among its possessions is a journal listing either the name of a powerful dungeon creature (see Set Pieces) or one of the treasures it guards (see Treasure Hoards)
- 9 Lone creature from a guard patrol (1 or 2 on Escalations table), not particularly loyal and willing to talk
- 10 Vein of gems. 1d10 gems can be collected without mining. If mined for several weeks, the vein produces a maximum of 50 more gems. The type of gem varies by dungeon level: 1–4 10 gp gem such as quartz, 5–10 100 gp gem such as garnet, 11–16 1,000 gp gem such as sapphire, 17–20 5,000 gp gem such as ruby
11–12 1d6 fragrant mushrooms. If eaten, roll 1d4 to determine their effect. The mushrooms lose their potency 1 hour after being harvested

1 For 5 days, the creature gains the plant type, gains blindsight to a distance of 10 feet, and doesn't need to eat

2 The creature gains 3 temporary hit points per character level. While it has these temporary hit points, it has advantage on Perception checks that rely on smell

3 The creature gains telepathy out to a distance of 120 feet until it finishes a long rest

4 The creature gains the benefit of the *detect magic* spell until it finishes a long rest

Cavern: Escalations

50 percent of guards possess a Minor Treasure.

- 1 Guards: may attack intruders who don't immediately show peaceful intent
Level 1–2: 1d4 **goblins**
Level 3–4: **revilock** with 1d4 **grimlock technicals**; 2 **ogres**
Level 5–10: **dread troll**, **ogre mage**, or **fire giant**
Level 11–16: **minotaur champion**; 2 **fire giants**
Level 17–20: **stone giant** with 2 **hill giants**
- 2 Guards: guarding a particular location
Level 1–2: 1 or 2 **troglydtes**
Level 3–4: **kobold broodguard** with 2d6 **kobolds**; 3 or 4 **bugbears**
Level 5–10: **shadow elf champion warrior** with 2d8 **shadow elf warriors**; 1d4 + 5 **azers**
Level 11–16: **driders**, **shadow elf high priest**, or **shadow elf mage** with 2 **shadow elf champion warriors**; 2 **driders**
Level 17–20: 2 **cyclops myrmidons** or **cloud giants**
- 3 Guardians: hunting

- Level 1–2: 1d4 **swarms of bats** or **swarms of rats**
 Level 3–4: **black pudding**
 Level 5–10: **bulette** or **slime mold**
 Level 11–16: **giant grick** with 3 or 4 **gricks**; 2 **purple worms**
 Level 17–20: **mutant rust monster** and **supermutant rust monster**
- 4** Guardians: in lair
 Level 1–2: 1d4 **giant bats** or **giant centipedes**
 Level 3–4: 1 or 2 **mimics** or **wallflowers**
 Level 5–10: 2 or 3 **euphoria jellies** or **flash cubes**
 Level 11–16: **roper** with 1d6 + 6 **piercers**
 Level 17–20: 2 **cloakers**
- 5** Guardians: wandering
 Level 1–2: 1 or 2 **gray oozes**, **rust monsters** or **violet fungi**
 Level 3–4: 1 or 2 **cave bears** or **dire centipedes**
 Level 5–10: 2 **stone sharks**
 Level 11–16: **purple worm**
 Level 17–20: **murmuring worm** with **otyugh**; 2 **cloakers**
- 6** Denizens: warring against, or hiding from, local overlord (roll or choose from Set Pieces)
 Level 1–2: 1d4 **flumphs** or **kobolds**
 Level 3–4: **priest** with 1d4 **deep dwarf soldiers**, **deep gnome scouts**, or **scouts**
 Level 5–10: 1 or 2 **xorn**
 Level 11–16: 2 **champion warriors** with 2d10 **warriors**; 2 **gladiators** with **mage**
 Level 17–20: **shadowspinner spider** with 1d4 + 4 **giant spiders**
- 7–10** Roll 1d6 on this table to determine an encounter group. The group is nearby (in the nearest unexplored room) and may be

detected by tracks, noises, flickering torchlight, or other signs

Cavern: Set Pieces

Set piece encounters usually feature a treasure hoard.

1–2 Hail the Conquering Villains. A raiding party has captured the residents of a rival settlement. They mean to exile, sacrifice, or even pit the captives against each other in gladiatorial games—and they’ll do the same to meddling adventurers.

Level 1–2: **kobold broodguard** with 1d4 + 4 **kobolds**; **bugbear** with 1d4 **hobgoblins**

Level 3–4: **bandit captain** with **dire wolf** and 1d8 + 8 **bandits**

Level 5–10: **shadow elf champion warrior** with 20 **shadow elf warriors** and either **shadow elf mage** or **high priest**; 3 **salamanders** with 4 **azers**

Level 11–16: **minotaur champion** with **gorgon** and 3 **minotaurs**; **storm giant** with 2 **frost giants** and 2 **ogres**

Level 17–20: **ancient sapphire dragon** with 4 **kobold broodguards** and 20 **kobolds**; **ancient red dragon** with 2 **half-red dragon veterans** and 20 **kobolds**

Setting: The chamber contains cages of prisoners. Releasing all the prisoners distracts the enemy combatants with the lowest CR, removing them from the battle.

3–4 Exile. A powerful champion was exiled from its kind. Without allies, it considers every creature to be its enemy—or its prey. It might grant a few moments of life to creatures that offer it a way to hurt the creatures that exiled it.

Level 1–2: **cave ogre**; **ogre**

Level 3–4: **hobgoblin warlord**; **troll**

Level 5–10: **deva**

Level 11–16: **Troll king**
Level 17–20: **empyrean; King Fomor**

Setting: In other areas of the dungeon are groups of the creatures that exiled the creature (for instance, ogres in a level 1 or 2 dungeon). These creatures might join adventurers against the exile, or vice versa.

5–6 False Adventuring Party. A group appears to be humanoid adventurers. In fact, they're monsters that prey on the caverns' humanoid denizens. If the characters talk to other cavern inhabitants, they may hear rumors of friendly seeming creatures who suddenly change form and attack.

Level 1–2: **doppelganger**
Level 3–4: 2 or 3 **doppelgangers**
Level 5–10: 2 **assassins** or **ogre mages**
Level 11–16: 2 or 3 **shadowspinner spiders**
Level 17–20: **vampire assassin, vampire mage, and vampire warrior; 3 rakshasas**

Setting: The cave is filled with ill-gotten treasure—some of which is not what it seems. Depending on dungeon level, the treasure may be guarded by:

Level 1–2: **false hoard trap**
Level 3–4: **mimic**
Level 5–10: **ghost trap**
Level 11–16: **nalfeshnee trap**
Level 17–20: **hidden cannon trap**

7 A cave-in behind the party seals off the cavern complex's entrance. There are other exits from the complex, but they lead into miles of winding, deserted Underland tunnels. On each day of travel through these tunnels, the party's navigator must make a Nature or Survival check to find their way. Three successes, or one critical success, allows the party to escape the maze.

8 The way is blocked by a settlement of deep dwarves, shadow elves, grimlocks, troglodytes, mycelials, or other underground dwellers. There are too many to fight, although the adventurers might be able to defeat or elude patrols. The easiest way through the settlement is to negotiate safe passage with its leaders.

Cavern: Minor Treasure

- 1 2d6 edible mushrooms
- 2 Glowing lichen casts bright light for 20 feet and dim light for an additional 20 feet. The lichen glows for 1 month after it's harvested
- 3–4 Cultural equipment, such as deep dwarf stone of resolve or tinker gnome reconnaissance flyer
- 5–6 Gems worth an amount appropriate to the tier (tier 0: 10 gp, tier 1: 100 gp, tier 2: 1,000 gp, tier 3: 10,000 gp, tier 4: 100,000 gp)
- 7 1d6 vials. Roll 1d6: 3–4 *potions of healing*, 5–6 *potions of greater healing*
- 8 Mushroom-based alcoholic beverage that causes drinkers to be poisoned for 1 hour. While poisoned, drinkers can cast *clairvoyance* at will
- 9–10 Cache of 1d6 magical shadow elf weapons made of dark iron: they're +1 *weapons* but they crumble in sunlight. On dungeon level 11 or higher, they're +2 *weapons* instead

Cavern: Treasure Hoards

Dungeon Level 1–2

Valuables: 1d4 × 100 gp worth of silver and gold coins or gems

Magic (30 percent chance): *gloves of swimming and climbing* or *vicious weapon*

Dungeon Level 3–4

Valuables: 2d4 × 100 gp worth of silver and gold coins or 1d6 masterwork weapons worth 150 gp each

Magic (40 percent chance): *ring of resistance* or *wand of enemy detection*

Dungeon Level 5–10

Valuables: 1d6 × 1,000 gp worth of gold coins, gems, or metal ore

Magic (50 percent chance): *ring of animal influence* or *wand of web*

Dungeon Level 11–16

Valuables: 1d4 × 10,000 gp worth of gold and platinum coins or jewelry

Magic (60 percent chance): *ring of the ram* or *sword of sharpness*

Dungeon Level 17–20

Valuables: 1d4 × 100,000 gp worth of electrum, gold, and platinum coins and jewelry

Magic (70 percent chance): *Harvest* or *ring of invisibility*

Cavern: Passage Scenery

1–2 The passage twists and turns: visibility is reduced to 10 feet

3 The passage climbs and drops; it is difficult terrain

4 The passage has a three-foot ceiling; Medium creatures must crawl

5 The passage is a fissure with a ceiling hundreds of feet high

6 The passage's walls are wet

7 The passage's walls are covered with stone spikes. A creature pushed into a wall takes 3 (1d6) piercing damage

8 The passage is crossed by a shallow, 10-foot-wide stream that emerges from and flows into narrow flooded tunnels

9 The passage is round and perfectly smooth. DC 13 Nature check: it may have been bored by a purple worm

10 The passage is a round tube with a deep fissure stretching its entire length. A stream runs at the bottom of the fissure

Small Cavern Scenery

1 The floor and ceiling are festooned with stalagmites and stalactites. The area is difficult terrain

2 Stalagmites, stalactites, and columns make most of the cavern difficult terrain, though there is an open space in the middle

3 Delicate sheets of stone hang from the ceiling like drapery

4 Translucent crystals cover the walls and ceiling. Crystal columns connect the roof and floor

5 Surfaces are covered in a delicate lattice of white crystals that resemble frost or snow

6 Lovely stone formations that resemble lilies grow from the floor

7 Walls, stalactites, and stalagmites are fluted with thin, vertical channels

8 Crystalline, hollow stone tubes, an inch or two thick, hang from the ceiling

9 Stalactites of vivid blue, green, and yellow hang from the ceiling

10 The cave features a bubbling, geothermal pool. Once per day, a creature can bathe in the pool during a short rest to recover 1 level of fatigue

11 A waterfall spills from a hole in the wall or ceiling to feed a subterranean lagoon

12 A perfectly still pool is disturbed every few minutes by a drop of water from a stalactite

13 The floor is submerged in 1d4 feet of water

14 The cavern features a pool with a stalagmite-covered island in the middle

15 The cavern features an open pit filled with a pool at the bottom. There's a 50 percent chance that the pool contains a Minor Treasure

16–17 Vertical shafts in the ceiling or floor lead to the room's exits

17 Half the cavern is a sunken area, 10 feet lower than the rest

18 The cavern is composed of two chambers connected by a narrow opening

19 A column 5 to 15 feet in diameter dominates the center of the cavern
20 The cavern contains an abandoned camp, including tents, firepit, and old refuse. There is a 50 percent chance that a Minor Treasure is found among the detritus

Large Cavern Scenery

1 The floor and ceiling are festooned with stalagmites and stalactites. The area is difficult terrain
2 Purple worm skeleton
3 Sharp, translucent crystals cover the walls and ceiling. The floor is difficult terrain. Foot-wide crystal bridges crisscross the cavern
4 Lovely stone formations that resemble lilies grow from the floor
5 The cavern features a wide, still lake. Stone pedestals serve as stepping stones
6 Waterfalls spill from the wall or ceiling, feeding a lake or river
7 Stone pillars rise from a lake to support the cavern's high, arched ceiling
8 A river meanders down the center of the cavern before draining into a vertical shaft
9 A steaming lake surrounds an island. A creature that begins its turn in the lake or enters it for the first time on a turn takes 5 (1d10) fire damage
10 Craggy islands dot the surface of a vast, underground lake
11 The room's exits can be reached only by climbing the cavern walls
12 The cavern is composed of two chambers connected by a narrow opening
13 Magma cascades through a hole in the ceiling, feeding a meandering magma river
14 The ground is hot to the touch, burning unprotected feet. A weight of 500 pounds placed on a particular 10-foot-square area of floor, or dealing 10 bludgeoning damage to an area of floor, causes it to crumble into a magma chamber below

15 The cavern is ringed by several tiers of naturally-occurring balconies
16 The wreck of a subterranean sea vessel
17 Natural stone bridges crisscross a lake of magma or water
18 The cavern stretches hundreds of feet above or below the entrance. Exits may connect to other dungeon levels
19 A forest of giant mushrooms, each dozens of feet tall, fills the cavern. The area is difficult terrain, and visibility is limited to 10 feet
20 A lake of glowing white or pitch-black water fills the cavern. Water taken from this lake functions like a *light* or *darkness* spell for 24 hours

Laboratory

Great war mage colleges, secluded wizard's towers, and alchemists' workrooms are all examples of laboratories. Laboratories are places of research and typically include unique magical and alchemical effects that can't be found anywhere else. In addition to living spaces, a laboratory requires workrooms and libraries.

Tiers. While laboratory inhabitants often include students and apprentices, the masters of large laboratories are commonly tier 3 or 4.

Laboratory Size. Each 50-foot-square node of a laboratory contains either a room or a section of passage. A small laboratory is about 150 feet square (a 3 × 3 grid of nodes); a medium one is 250 feet square (a 5 × 5 grid); and a large one is 350 feet square (a 7 × 7 grid).

Magic Auras. Adventurers trained in Arcana have advantage when making Investigation or Perception checks to examine magical phenomena.

Creating a Laboratory

To generate a new map, roll on the Description table for the initial area and follow its instructions, and then do so again to see what's past each exit, and so on. If you're filling a premade map, roll on Inhabitants and Contents for each location.

Laboratory: Description

Roll 1d12 + 8 to generate the first area of the dungeon. Then roll 1d20 on this table to determine what's beyond each exit, and so on.

1: **Narrow passage.** 5 feet wide. Roll on Passage Contents and Exits.

2–7: **Passage.** 10 feet wide. Roll on Passage Contents and Exits.

8: **Wide passage.** Roll on Passage Contents and Exits. For passage width, roll 1d4:

1 15 ft.

2–3 20 ft.

4 30 ft.

9–14 **Small room.** Roll on Room and Chamber Contents and Exits. For room size, roll 1d4:

1 15 × 15 ft.

2 15 × 20 ft.

3 20 × 20 ft.

4 20 × 30 ft.

15–20 **Large chamber.** Roll on Room and Chamber Contents and Exits. For chamber size, roll 1d6:

1 30 × 30 ft.

2 30 × 40 ft.

3–4 40 × 40 ft.

5 40 × 50 ft.

6 50 × 50 ft.

Laboratory: Passage Contents

1–10 Empty

11–14 Roll on Passage Scenery

15–18 Roll on Escalations

19–20 Roll on Obstacles

Laboratory: Room and Chamber Contents

Roll 1d20 in small room, 1d20 + 2 in large chamber.

1–3 Empty

4–8 Roll on Small Room Scenery or Large Chamber Scenery

9–11 Roll on Novelties

12–14 Roll on Obstacles

15–16 Roll on Discoveries

17–19 Roll on Escalations and on Small Room Scenery or Large Chamber Scenery

20+ Roll on Set Pieces

Laboratory: Exits

Don't roll on this table if the room's exits have already been determined by Obstacles, Set Pieces, etc.

If the die roll is odd, a room's exits are blocked by doors. Otherwise, they are open.

- 1–3 No exits
- 4–5 One exit left
- 6–7 One exit straight
- 8–9 One exit right
- 10–11 Two exits, left and right
- 12–13 Two exits, left and straight
- 14–15 Two exits, straight and right
- 16–18 Three exits, left, straight, and right
- 19–20 Stairs. Roll 1d8 to determine stair type. Then roll again on this table for other exits, rerolling 19 or 20
 - 1–2 Stone stairs down (or up in a tower or other upwards-reaching dungeon)
 - 3 Stone spiral staircase down
 - 4 Trapdoor down (50 percent chance concealed under rug or furniture)
 - 5 Floor tile inscribed with a red X. Anyone standing on it is teleported to a floor tile with a green X on the level below, or vice versa
 - 6 Stone spiral staircase up

Laboratory: Novelties

- 1 Complex illusions conceal the walls, ceiling, and floor so that a visitor appears to be in a snowy wilderness or an expanse of starry space. The room's exits are clearly visible
- 2 Vaulted chamber with excellent acoustics. Every whisper can be heard by all creatures in the chamber
- 3 A creature that knows at least one language can understand every word spoken in this room, no matter in what language
- 4 Library with floor-to-ceiling shelves and no ladders. A ghostly hand (as *mage*

hand) retrieves books on command. (50 percent chance of a Minor Treasure)

- 5 Pristine ballroom floor being swept by dozens of animated brooms
- 6 The ceiling of this observatory mirrors the current state of the sky. Several telescopes sit in the center of the room
- 7 Shadowy, illusionary dancers perform an endless ballet in a dark and dusty theater
- 8 Huge, multi-level hall with **wind tunnels** instead of stairs
- 9 Tiles on the walls cycle through text as if displaying an unrolling scroll; you can touch a tile to temporarily pause it, or tap it with a new scroll to change the displayed text
- 10 Room like a large-scale alchemist's kit. Fireplaces boil cauldrons, colored liquid races through coiled tubes overhead, and acids and poisons drip into cisterns on the floor
- 11 Model planets, each large enough to stand on, orbit a burning sphere
- 12 An enchanted scriptorium. Books float to tables and animated pens copy pages

Laboratory: Obstacles

- 1 **Lock:** From a locked stone door protrudes a carved lion head with missing eyes. The door unlocks if cat's eye gems are inserted. **Key:** A bag containing a pair of cat's eye gems
- 2 **Lock:** *Arcane locked* stone door inscribed with the words "Knock to enter." The *knock* spell opens the door. **Key:** *Wand of knocking*, a wand topped with a stone fist, which can cast *knock* once per 24 hours
- 3 **Lock:** Translucent stone door made of blue crystal. **Key:** A translucent blue crystal key
- 4 **Lock:** *Arcane locked* door bearing a riddle. The door opens when the answer is

spoken. **Key:** An ancient book, *Jest Book of Infinite Mirth*

5 Heavy stone doors (DC 18 + half dungeon level Strength check to push open), inscribed with “Magic prevails where might fails.” Any magical wind or force, including *mage hand*, pushes open the doors

6 An intensely bright white dot floats in the middle of this freezing, snowy laboratory. Touching the dot deals 3 (1d6) cold damage per dungeon level

7 Bookcase filled with books in many languages. (Examination or DC 15 Perception check: The only book in Common, *New Directions in Architecture*, has no dust on the top. Pushing it opens the door)

8 Segment of the wall is illusory and can be passed through effortlessly. (Examination or DC 15 Perception check: a slight draft)

9–12 Trap based on the dungeon level: level 1–2 **illusory balcony trap** or **invisible caltrops**; 3–4 **lightning-blast statue** or **sigil trap**; 5–10 **bookcase trap** or **reverse gravity trap**; 11–16 **explosive runes trap** or **gas vacuum trap**; 17–20 **floating sphere of annihilation** or **necromantic bridge trap**

Laboratory: Discoveries

1–4 Roll 1d4 on the Obstacles table. You find the key listed in that entry. Make a note of the matching lock. The next Obstacle encountered is that lock

5 Tea room populated by intelligent animated objects: walking tables, talking cups, lazy sofas, and the like. They are happy to gossip about other inhabitants

6 Familiar carrying a message

7 Guard patrol (roll 1d4 on Escalations table) responding to a magical mishap, such

as an escaped monster or magical fire; they accept help from anyone, even intruders

8 Dressing room with a vanity with attached mirror. Once per day while sitting at the vanity, anyone can cast *alter self*

9 Bedroom with a luxurious bed, a vanity covered with perfumes, and a wardrobe full of clothes. The wardrobe contains a seemingly empty silver jewelry box containing an invisible piece of jewelry. The box is magical: any object placed inside the box becomes invisible while in the box

10 Comfortable office shielded by a *private sanctum* spell, blocking teleportation, scrying, sound, and vision (50 percent chance of a Minor Treasure)

11 Blazing fireplace with strange forms swirling in it: a permanent portal to the Plane of Fire

12 Machine room containing several pulsing crystals suspended in midair, a wall covered with clacking intermeshed gears, and a brass tube emerging from the wall at head height. Up to five times each day, a creature that speaks into the tube can cast *sending* through the device

Laboratory: Escalations (encounters, alarms, heightened stakes)

50 percent of guards possess a Minor Treasure.

1 Guards: question intruders about their reason for being there

Level 1–2: **apprentice mage** with **imp**; **druid**

Level 3–4: **scout** with **hell hound**

Level 5–10: **mage** with **flesh**

guardian or **ogre zombie**

Level 11–16: **archmage** with

grimalkin or **water elemental**

Level 17–20: **archmage** with **chain devil** or **clay guardian**

2 Guards: may attack intruders who don't speak the right password

Level 1–2: 1d4 **guards** or **flying swords**
 Level 3–4: **apprentice mage** with **walking statue**; **green hag**
 Level 5–10: **mage** with **flesh guardian** or any **elemental**
 Level 11–16: **mage** with 2 **flesh guardians** or 2 **chuul**
 Level 17–20: **arcane blademaker**; 3 **mages**

3 Denizens: maintain an uneasy alliance with the local overlord (roll or choose from Set Pieces) but are on the lookout for betrayal
 Level 1–2: **cult fanatic**
 Level 3–4: 2 **gargoyles**
 Level 5–10: 1 or 2 **night hags** or **scorpionfolk imperators**
 Level 11–16: **alchemist**, **mage**, or **shadow elf mage** with **shield guardian**
 Level 17–20: **lich**

4 Guards: unwillingly bound to guard a location, following the letter of their instructions
 Level 1–2: 1d4 **spark mephits** or **steam mephits**
 Level 3–4: **shadow demon**
 Level 5–10: **ogre mage** or **chain devil**
 Level 11–16: 2 **ogre mages** or **bone devils**
 Level 17–20: 2 **chain devils** or **invisible renders**

5 Guardians: attack if approached
 Level 1–2: 1d4 **gear spiders** or **sprites**
 Level 3–4: **bearded devil** or **scarecrow harvester**
 Level 5–10: **chimera** or **ur-otyugh**
 Level 11–16: **dead man's fingers**; 2 **air elementals**
 Level 17–20: **greater sphinx**; 2 **guardian nagas**

6 Guardians: attack on sight

Level 1–2: **animated armor** with **flying sword**
 Level 3–4: **rug of smothering** with 2 **animated armors**
 Level 5–10: **elder black pudding**; 2 **black puddings**
 Level 11–16: 2 **salamanders** or **shambling mounds**
 Level 17–20: 2 **guardian nagas** or **giant elementals**

7–10 Roll 1d6 on this table to determine an encounter group. The group is nearby (in the nearest unexplored room) and may be detected by tracks, noises, flickering torchlight, or other signs

Laboratory: Set Pieces

Set piece encounters usually feature a Treasure Hoard.

1 **Arcane Academy.** The magic school's instructors have always educated young spellcasters responsibly—until the new chancellor arrived.

Level 1–2: **doppelganger** with 1 or 2 **apprentice mages**; **green hag** with 1d6 **guards**

Level 3–4: **mage** with 1d4 **guards**
 Level 5–10: **mage** or **necromancer** with 2 or 3 **shadow demons**

Level 11–16: **vampire mage** with **giant earth elemental**; **archmage** with 2 or 3 **elementals**

Level 17–20: **archmage** with 1 or 2 **horned devils**

Setting: The luxurious office is filled with *programmed illusions* masquerading as the new chancellor.

2 **Philosopher's Stone.** The laboratory's spellcasters are dedicated to pure research—never mind that their new spells or concoctions drain life from the nearby countryside.

Level 1–2: **goblin warlock** or **kobold sorcerer** with **gargoyle**; **sea hag** with 1d4 **ice mephits**

Level 3–4: **merrow mage**; **mage** with 1d6 **guards**

Level 5–10: **alchemist** with 1 to 3 **clockwork sentinels** or **scarecrow harvesters**; **mage** with 2d6 **animated armors**

Level 11–16: **alchemist** or **mage** with 2 **stone guardians** or **glabrezu**

Level 17–20: **lich** with **giant elemental** or **rakshasa**

Setting: An alchemical laboratory. Any miss with an attack breaks equipment, causing an effect as if the attacker targeted the missed creature with a *wand of wonder*.

3 **Summoning Gone Wrong.** Fiends have killed their summoners and now threaten to wreak destruction far and wide.

Level 1–2: 2 or 3 **shadows**

Level 3–4: **malcubus** or **shadow demon** with 1d4 **quasits**

Level 5–10: **cambion** with 2 **elementals** of any type

Level 11–16: 2 or 3 **horned devils**

Level 17–20: **balor** with 2 or 3 **vrocks**

Setting: The floor of the room is marked with an error-ridden magic circle. A creature can use an action to fix the error with an Acana check (DC 10 + half dungeon level). After three successes, the magic circle binds fiends within it.

4 An archmage offers a test, such as the demonstration of a spell of each characters' choice. In return, the archmage grants a boon, such as a scroll of the same level as the demonstrated spell, or acceptance to a spellcasters' guild

Laboratory: Minor Treasure

1 Scroll containing a rare version of a spell from the wizard spell list (such as *amber prince's shocking grasp*)

2 Book of forbidden lore containing a rare version of a spell from the warlock spell list (such as *Finor's imprisoning skeletal hands*)

3–5 *Spell scroll* containing a spell from the wizard list appropriate to the area's tier (tier 0: cantrip or level 1 spell, tier 1: level 2–3 spell, tier 2: level 4–5 spell, tier 3: level 6–7, tier 4: level 8–9)

6–7 Rare book worth an amount appropriate to the tier (tier 0: 10 gp, tier 1: 100 gp, tier 2: 1,000 gp, tier 3: 10,000 gp, tier 4: 100,000 gp)

8 Rare book that imparts a (possibly false) cosmic or magical secret (such as the cosmic dangers of using psionics)

9 Research notes that allow a random cleric spell to be learned as a wizard spell

10 Research notes that include the true name of several powerful devils

11 Poetry or musical score containing a rare version of a spell from the bard spell list (such as *Elvatar's thunderous entrance*)

12 Instructions for building a homunculus

Laboratory: Treasure Hoards

Dungeon Level 1–2

Valuables: 1d4 × 100 gp worth of gold coins, jewelry, or alchemical equipment

Magic (30 percent chance): *brooch of shielding* or *wand of the war mage +1*

Dungeon Level 3–4

Valuables: 2d4 × 100 gp worth of gold coins or rare books

Magic (40 percent chance): *boots of levitation* or *headband of intellect*

Dungeon Level 5–10

Valuables: 1d6 × 1,000 gp worth of gold coins, jewelry, or powdered gems

Magic (50 percent chance): *robe of eyes* or *wand of the war mage* +2

Dungeon Level 11–16

Valuables: 1d4 × 10,000 gp worth of gold and platinum coins, jewelry, or rare books worth 1,000 gp each

Magic (60 percent chance): *mantle of spell resistance* or *wand of lightning bolts*

Dungeon Level 17–20

Valuables: 1d4 × 100,000 gp worth of platinum coins, diamonds worth 5,000 gp each, or components for making magic items

Magic (70 percent chance): *robe of the archmagi* or *staff of striking*

Laboratory: Passage Scenery

- 1 Wall-mounted scarab or butterfly collection
- 2 Wall-mounted diagrams of various magical circles
- 3 Bookshelves along the walls
- 4 Thick carpet (grants advantage on Stealth checks made to move silently)
- 5 Dozens of everburning candles or torches
- 6 Wall rack containing nonmagical staves, wands, and other focuses. 50 percent of a magical wand, such as a *wand of secrets*, among them
- 7 Hatstand hung with flamboyant hats
- 8 Rack containing pipes and snuffboxes

Laboratory: Small Room Scenery

- 1 A table of dusty alchemical equipment
- 2 Unlit braziers filled with coal
- 3 Scrolls in labeled vases (50 percent chance of a Minor Treasure)
- 4 Library under a permanent *silence* spell. Entrances bear a sign that reads “Silence!”

5 Wizard's study with books on lecterns, candles inside skulls, and an empty birdcage (50 percent chance of a Minor Treasure)

6 A desk with locked drawers contains papers of no importance. (50 percent chance of a false bottom concealing a Minor Treasure)

7 Pinned to the walls of this cluttered study are dozens of pictures: maps, anatomical illustrations, and sketches of renowned figures (possibly including the adventurers). The pictures are connected by a cat's cradle of red string

8 Den with mounted monster heads, comfortable chairs, sherry, and stacks of books on arcane topics

9 Bedroom cluttered with wizard staves, monster skulls, figurines, books, crystal balls, and the like (50 percent chance of a Minor Treasure)

10 A dusty bed chamber contains a bed with a rotting canopy and a wardrobe of moth-eaten clothes

11 Kitchen where sumptuous dishes are prepared. A locked trapdoor leads to an alcove containing vintage wines worth several hundred gold pieces

12 Dining room with comfortable chairs around white-clothed tables

13 Pantry stocked with flour and beans and hung with herbs

14 Cellar with a wine rack and several beer barrels

15 Latrine containing a book of forbidden lore. Half of its pages are torn out (50 percent chance of a Minor Treasure)

16 Luxurious bath with pipes that deliver heated water

17 Dressing room with a vanity, mirror, and wardrobe. Two *unseen servants* stand ready to obey any orders

18 Bedroom with a single canopied bed. The canopy depicts fairies sprinkling

dust. The first time each day anyone lies on the bed, the bed casts the *sleep* spell on them

19 Bedroom that appears to be on fire. Bed, tables, chairs, books, and bookcases all have harmless *continual flame* spells cast on them

20 Bathtub containing toy galleys and sailing ships engaged in an endless sea battle; the vessels ram each other and fire illusory ballista bolts but do no damage. Bathrobes and soaps fill one corner of the room

Laboratory: Large Chamber Scenery

1 Library with scrolls in latticed shelves. (50 percent chance of a Minor Treasure)

2 Charred library; all the books' spines are burned beyond recognition. (50 percent chance of a Minor Treasure)

3 Library of forbidden tomes, each chained to the bookshelf. (50 percent chance of a Minor Treasure)

4 Library of drearily cheerful children's literature with titles such as *Happy Bear's Jolly Day*, *The Sunshine Bunch*, and *The Postman Always Leaves Cake*. In fact, each book is a forbidden tome with a false cover (50 percent chance of a Minor Treasure)

5 Luxurious lounge containing comfortable chairs, sofas, and game boards, as well as a fully stocked bar

6 Common room with bookshelves, mounted trophies, and a set of shabby chairs drawn around a fireplace

7 The walls are pitted and black. The charred remains of practice dummies lie on the floor. Against one wall are buckets and barrels half full of rank water

8 Workroom with scarred wooden tables stacked with magical texts, vials of colored liquid, and strange magical instruments such as dowsing rods and

distorting magnifying glasses (50 percent chance of a Minor Treasure)

9 Half-completed ritual circle of no obvious use

10 Laboratory containing alchemical equipment and bars of lead beside identically sized bars of soap, ivory, and matted hair. Notes indicate that lead-to-gold experiments have repeatedly failed

11 Scriptorium in which a single book is being copied a dozen times. It may be an autobiography of a local archwizard, a book of forbidden lore, or a recently discovered book of ancient knowledge (50 percent chance of a Minor Treasure)

12 Magnificently comfortable bedchamber. Every wall and sharp corner is padded. Doors can be locked only from the outside

13 Richly furnished bed chamber containing a four-poster bed, a desk, wardrobes, and a painted wooden chest (50 percent chance of a Minor Treasure)

14 Two beds on either side of the room. A piece of string runs down the middle of the floor. The room on one side of the string is messy

15 Active kitchen where all the work is done by *invisible servants*

16 Dining room with every place set. When anyone sits down, a meal appears on their plate

17 Dozens of taxidermied monsters in lifelike poses

18 Crated telescopes, alchemical glassware, and other breakables

19 Guardroom containing benches and tables, cards and game boards, wine jugs and plates of half-eaten food

20 Chapel containing a statue, an altar on a dais, and hangings bearing religious symbols

Mine

When metal and ore are abundant, mines are busy places, but once the supply of that material dwindles, they become eerie, crumbling labyrinths in the lightless depths of the world.

Tiers. Of all types of dungeons, mines are the most likely to descend deep into the earth; a single mine can encompass multiple tiers. Tier 4 mines are relatively rare, since few miners can sustain their labors among the dangers of the utter depths.

Mine Size. Each 50-foot-square node of a mine contains either a room or passage. A small mine is about 150 feet square (a 3 × 3 grid of nodes); a medium one is 250 feet square (a 5 × 5 grid); and a large one is 350 feet square (a 7 × 7 grid). Most mines are multilevel affairs.

Hazardous Environment. Mines can be dangerous places without a single hostile creature or trap present. Cave-ins, darkness, pockets of poisonous or explosive gas, heavy mining machinery, and yawning mine shafts can spell doom for the unwary. Those with training in Engineering or Nature have advantage on Perception or Investigation checks to spot mine hazards.

Creating a Mine

To generate a new map, roll on the Description table for the initial area and follow its instructions, and then do so again to see what's past each exit, and so on. If you're filling a premade map, roll on Inhabitants and Contents for each location.

Mine: Description

1–2: **Narrow passage.** Roll on Passage Contents and Exits. For passage width, roll 1d6:

1–2 2 ½ ft.

3–6 5 ft.

3–9: **Passage.** 10 feet wide. Roll on Passage Contents and Exits.

10: **Wide passage.** Roll on Passage Contents and Exits. For passage width, roll 1d4:

1–2 15 ft.

3–4 20 ft.

11–16 **Small room.** Roll on Room and Chamber Contents and Exits. For room size, roll 1d4:

1 15 × 15 ft.

2 15 × 20 ft.

3 20 × 20 ft.

4 20 × 30 ft.

17–20 **Large chamber.** Roll on Room and Chamber Contents and Exits. For chamber size, roll 1d6:

1 30 × 30 ft.

2 30 × 40 ft.

3–4 40 × 40 ft.

5 40 × 50 ft.

6 50 × 50 ft.

Mine: Passage Contents

1–10 Empty

11–14 Roll on Passage Scenery

15–18 Roll on Escalations

19–20 Roll on Obstacles

Mine: Room and Chamber Contents

Roll 1d20 in small room, 1d20 + 2 in large chamber

1–3 Empty

4–8 Roll on Small Room Scenery or Large Chamber Scenery

9–11 Roll on Novelties

12–14 Roll on Obstacles

15–16 Roll on Discoveries

17–19 Roll on Escalations and on Small Room Scenery or Large Chamber Scenery

20+ Roll on Set Pieces

Mine: Exits

Don't roll on this table if the room's exits have already been determined by Obstacles, Set Pieces, etc.

- 1–5 No exits
- 6 One exit left
- 7–8 One exit straight
- 9 One exit right
- 10–11 Two exits, left and right
- 12 Two exits, left and straight
- 13 Two exits, straight and right
- 14–15 Three exits, left, straight, and right
- 16–20 Ascent or descent. Roll 1d10. Then roll again on this table for other exits, rerolling 16 or higher
 - 1–2 Sloping tunnel down
 - 3 Ladder down
 - 4 Shaft down
 - 5 Ladder up
 - 6–10 Shaft going 1d4 levels down

Mine: Novelties

- 1 Deposit of beautiful (but worthless) crystals that refract light sources around the area in prismatic rainbows
- 2 Abandoned giant spider lair choked with webs; the mummified, long-dead bodies of humanoids or other subterranean creatures hang from the ceiling
- 3 A wooden shack serves as a makeshift foreman's office. It's cozily lit with oil lamps and is a good place to rest
- 4 Security checkpoint where guards search workers for contraband such as ore or precious stones
- 5 Healthy vein of whatever the mine was built to extract. The area is well lit. Tools, piles of ore sorted by quality, and carts of mined-out dirt and stone fill the area
- 6 Elevator beside an underground waterfall. The journey up or down is made to the sound of rushing water, and spray is ever-present

- 7 A smaller deposit of some valuable material the mine wasn't built to extract, marked for later extraction
- 8 Workshop filled with broken mine carts and other equipment in need of repair
- 9 Pitch dark area filled with resonant crystals that hum eerily and distort speech
- 10 Ancient, subterranean room that the mine broke into. The room is empty but features impressive wall carvings
- 11 An enormous, supernaturally durable crystal or boulder. Too big to extract, the miners eventually gave up and mined around it, making it the centerpiece of an otherwise empty chamber
- 12 Chamber filled with bioluminescent fungus. Pieces of makeshift furniture indicate that someone has been relaxing here

Mine: Obstacles

- 1 **Lock:** Broken, immobile mining elevator. One of the gears has broken teeth, preventing the winch mechanism from working. **Key:** A replacement gear.
- 2 **Lock:** Shut-down mining machine blocks a passage. **Key:** A power crystal that allows the characters to move the machine.
- 3 **Lock:** A massive crystal blocks a passageway. **Key:** A barrel of alchemical solvent that can safely dissolve the crystal
- 4 **Lock:** A passage blocked by a cave-in. Abandoned grimlock explosives have been set but detonate only when exposed to the correct sonic frequency. **Key:** A modified portable telegraph that emits the proper frequency and can detonate the explosives, clearing the passage
- 5 An apparent cave-in is actually a nonmagical optical illusion caused by the uniformity of color and texture of the stone. DC 20 Perception check to spot a tight but navigable path along one edge

6 Section of the wall embedded with colorful crystals. DC 15 Perception check to notice one of the crystals looks unusually polished for one still in the earth. Pressing the crystal opens a secret door

7 Close examination (DC 15 Investigation or Perception check) of the wooden walls of this supported tunnel reveals a set of seams. The door opens freely away from the tunnel's interior, and closes automatically on a spring

8 An extra button hidden on the underside of a mining machine's control panel (DC 15 Investigation check to notice) raises a secret door [if cut, change next one to 8–12]

9–12 Trap based on the dungeon level: level 1–2 **caltrops trap** or **false hoard trap**; 3–4 **falling room trap** or **lidded pit trap**; 5–10 **crushing pit trap** or **false trapdoor trap**; 11–16 **crusher trap** or **hezrou trap**; 17–20 **deepest collapsing dungeon trap** or **plummeting room trap**

Mine: Discoveries

1–4 Roll 1d4 on the Obstacles table. You find the key listed in that entry. Make a note of the matching lock. The next Obstacle encountered is that lock

5 A forgotten chunk of some precious substance (gold, mithral, a ruby, etc.) has rolled into a dusty corner. It is worth 500 gp (or 5,000 gp on dungeon level 10 or higher)

6 Unusually sociable earth elemental embedded in a stone wall. Is actively helpful so long as nobody tries to mine the wall it's embedded in

7 Broken-down mining machine. Can be repaired with a DC 18 Engineering check or scrapped for 225 gp worth of parts

8 Local surveying party and security detail. Friendly toward other humanoids unless they have a specific reason not to be

9 Abandoned supply room. Contains 2d8 tins of dwarven rations, two pickaxes, an ascender/descender set, and four coils of hempen rope

10–11 Ore vein. If mined and smelted over several weeks, the vein produces 100 pounds of metal. The type of metal varies by dungeon level: 1–2 copper, 3–4 silver, 5–10 gold, 11–16 platinum, 17–20 mithril or adamantite

12 Vein of gems. 1d10 gems can be collected without mining. If mined for several weeks, the vein produces a maximum of 50 more gems. The type of gem varies by dungeon level: 1–4 10 gp gem such as quartz, 5–10 100 gp gem such as garnet, 11–16 1,000 gp gem such as sapphire, 17–20 5,000 gp gem such as ruby

Mine: Escalations

50 percent of guards possess a Minor Treasure.

1 Miners, working on behalf of local overlord (roll or choose from Set Pieces). May be suspicious or hostile

Level 1–2: 1d6 + 1 **commoners** or

kobolds

Level 3–4: 1 or 2 **azers**

Level 5–10: **azer forgemaster** or **fire elemental** with 2 or 3 **azers**

Level 11–16: **genie** (earth) with 2d4

dust mephits

Level 17–20: 2 **genies** (earth)

2 Guards: on the lookout for thieves

Level 1–2: 1d4 **goblins** or **guards**

Level 3–4: 2d4 **deep dwarf**

soldiers, deep gnome scouts, mountain dwarf soldiers, or scouts

Level 5–10: 3 to 5 **azers**

Level 11–16: **genie** (earth)

Level 17–20: **master assassin**; 2

assassins and 3 **thugs**

3 Raiders or interlopers

Level 1–2: 2d4 **kobolds**
 Level 3–4: **doppelganger** or **intellect devourer**
 Level 5–10: **blackguard** or **cambion** with 2d4 **soldiers**
 Level 11–16: **assassin** with 2d4 **thugs**
 Level 17–20: **rakshasa** with 1d4 **doppelgangers**

4 Guardians: guarding their lair
 Level 1–2: 3 or 4 **goblins**
 Level 3–4: **kobold broodguard** or **thug** with 2d4 **kobolds**; **reivilock** with 1d4 **grimlocks**
 Level 5–10: 2 **minotaurs**
 Level 11–16: **dread troll** with 1 or 2 **trolls**; **troll hulk**
 Level 17–20: **adult black dragon lich**; **adult shadow dragon**; **adult black dragon**

5–6 Guardians: lurking
 Level 1–2: 1d4 **giant centipedes**, **giant fire beetles**, or **rust monsters**
 Level 3–4: 3 or 4 **ghouls**, **giant spiders**, or **shadows**
 Level 5–10: 3 or 4 **dire centipedes**, **gricks**, or **mimics**
 Level 11–16: 2 or 3 **earth elementals** or **xorn**
 Level 17–20: **minotaur champion** or **purple worm**

7–10 Roll 1d6 on this table to determine an encounter group. The group is nearby (in the nearest unexplored room) and may be detected by tracks, noises, flickering torchlight, or other signs

Mine: Set Pieces

Set piece encounters usually feature a Treasure Hoard.

1 Active Mine. Miners have claimed the riches of this mine.
 Level 1–2: **kobold broodguard** and 2 or 3 **kobolds**; 2 **azers**

Level 3–4: **azer forgemaster** with 2 or 3 **azers**; **salamander**
 Level 5–10: **cambion** with 2d6 **thugs** and 2d10 **commoners**
 Level 11–16: **mountain dwarf lord** with 2 **mountain dwarf defenders** and 2d6 **mountain dwarf soldiers**; 2 **gladiators** with 1d6 + 4 **azers**
 Level 17–20: **minotaur champion** with 2d4 **minotaurs**; 2 **genies** (earth) with 3 or 4 **earth elementals**

Setting: A wide chamber criss-crossed with mine cart tracks and levers to release the carts.

2 Subterranean Predator's Lair. The mining operation has attracted an underground predator (or pack of them). Its bone-littered lair must be cleared to make the mines safe again.

Level 1-2: **dire centipede** with 1 or 2 **giant centipedes**; 2 **ankhegs**

Level 3-4: **anhkeg queen** with 2d4 **ankheg spawn**; **bulette**

Level 5-10: **ur-otyugh** with 1 or 2 **otyughs**; 3 or 4 **stone sharks**

Level 11-16: **supermutant rust monster** with 1 or 2 **mutant rust monsters**

Level 17-20: 2 or 3 **purple worms**

Setting: A foul, sulfurous stream flows lazily through the middle of a bone-filled den. Characters with a sense of smell must make a DC 10 Constitution saving throw each turn or be poisoned until the start of their next turn.

3 Too Deep, Too Greedily. The mine broke into the resting place of some horrible thing that should not have been disturbed. Darkness permeates and magma flows here.

Level 1–2: 2 or 3 **ghouls**

Level 3–4: 2 **intellect devourers**

Level 5–10: **forgotten god** and 1 or 2 **blackguards**; 2 **salamanders**

Level 11–16: **draconic horror** and 1 or 2 **giant gricks**; **Cloak of Night** with 1 or 2 **lanternbearers**

Level 17–20: **balor general** or **balor** and 4 to 6 **shadow demons**

Setting: This dark cavern is lit only by the magma that comprises most of the floor. Irregularly spaced islands of varying sizes rise from the magma.

4 Unquiet Earth. The earth itself rebels against the miners' intrusions.

Level 1–2: 2 to 4 **dust mephits** or **magmins**

Level 3–4: **earth elemental** and 1d4 **dust mephits**

Level 5–10: **genie** (earth) and 1 or 2 **earth elementals**

Level 11–16: **giant earth elemental** and **stone guardian**; 2 or 3 **devas**

Level 17–20: **sand worm** and 1 to 3 **stone guardians**; 2 **planetars**

Setting: A jumble of geological permutations creates a confusing battlefield for combatants, with massive crystals and boulders sitting side-by-side with pools of quicksand.

Mine: Minor Treasure

1 Several well-labeled vials of an explosive chemical (treat as *necklace of fireballs*)

2–8 Precious ore, gems, metal bars, or a single adamantite drill bit worth an amount appropriate to the tier (tier 0: 10 gp, tier 1: 100 gp, tier 2: 1,000 gp, tier 3: 10,000 gp, tier 4: 100,000 gp)

9 1d6 vials. Roll 1d6: 1–3 *potions of healing*, 5–6 *potions of hill giant strength*

10 +1 *war pick* (or, on dungeon level 10 or deeper, *miner's pick*)

11 *elemental gem* containing an earth elemental

12 A lockbox containing miners' wages (tier 0: 100 gp, tier 1: 250 gp, tier 2: 2,500 gp, tier 3: 25,000 gp, tier 4: 250,000 gp)

Treasure Hoards

Dungeon Level 1–2

Valuables: 1d4 × 100 gp worth of metal ore or uncut gems

Magic (30 percent chance): *bag of holding* or *circlet of blasting*

Dungeon Level 3–4

Valuables: 2d4 × 100 gp worth of bars of precious metal or gems

Magic (40 percent chance): *brazier of commanding fire elementals* or *gem of brightness*

Dungeon Level 5–10

Valuables: 1d6 × 1,000 gp worth of bars of precious metal or gems

Magic (50 percent chance): *wand of enemy detection* or *winged boots*

Dungeon Level 11–16

Valuables: 1d4 × 10,000 gp worth of gems

Magic (60 percent chance): *ring of telekinesis* or *stone of controlling earth elementals*

Dungeon Level 17–20

Valuables: 1d4 × 100,000 gp worth of gold and platinum coins, mithral and adamantium bars, or gems

Magic (70 percent chance): *ring of elemental command* or *vorpal blade*

Mine: Passage Scenery

1 Mined-out node. Whatever the mine was built to extract has been exhausted

2 Connecting room or passage. Exists primarily as a waystation between other locations. Signs mark the exits

3 Heaps of dirt and low-value ore waiting to be carted out of the mine

4 Broken mining cart sitting next to a track

5 Collapsed tunnel leading to an inactive area of the mine

- 6 Graffiti scratched or chalked across the walls
- 7 Roosting bats. The ground is carpeted in guano
- 8 Rivulets of water run down the walls. The water is safe to drink but gathering more than a few drops would take hours
- 9 A miner's pick still buried in the wall
- 10 A stack of lumber used to shore up unstable areas

Mine: Small Room Scenery

- 1 Worker's ready room. Pick axes and mining helmets are lined up neatly on shelves along the walls
- 2 Worker's room. As above, but the room is a mess. Personal effects are mixed among the improperly stored equipment
- 3 Supply room. Spare pick axes, lanterns, and other common mining gear is stored here
- 4 Break area. Tables and chairs sit empty
- 5 Decommissioned security checkpoint
- 6 Latrines
- 7 Supply room. Barrels of nails, stacks of timber, and boxes of rations are neatly stacked and cataloged
- 8 Deposit of worthless, mundane crystals
- 9 Section of natural cave
- 10 Assembly station for mining supports. Cluttered with timber and sawhorses
- 11 Area is damp and drippy. Stalactites and stalagmites cover the ceiling and floor, respectively
- 12 Ancient, dried-out bones of some underground creature huddled in a corner

Mine: Large Chamber Scenery

- 1–2 Underground lake in a cavernous natural cave
- 3 Mess hall. Rows of dining tables sit beneath lanterns hanging from the ceiling
- 4 Kitchen. Stoves and cooking pots sizzle and bubble. Crates of edible fungus abound

- 5 Heavy mining machines are parked here, awaiting further usage or repairs
- 6 Ore processing machines. Grinders, crushers, and conveyor belts crisscross this noisy area. Perception checks based on hearing are made at disadvantage
- 7 Staging area for mine expansion. Dozens of pre-built supports of varying sizes are stacked in piles around the room
- 8 Processing. Inbound supplies are received, sorted, and sent off to other areas of the mine. Workbenches and sorting tables sit beside piles of crates
- 9 Central switching station for an elaborate minecart network. Several mine carts (either full or empty) are parked here, ready to be dispatched into other parts of the mine
- 10 Slain purple worm partially broken down for food and removal from the mine. Resembles a whaling operation
- 11 Summoning circle
- 12 Docks line the banks of an underground river or lake

Ruin

A ruin is distinct from other dungeons in that it no longer serves a particular purpose. It may be inhabited piecemeal by different groups, but no one ruler or gang controls more than a fraction of it—and whole sections may be completely abandoned to mindless undead, dusty traps, and the merciless progress of time.

Tiers. Ruins can be any tier, with older and more remote ruins tending to house stronger monsters.

Ruin Size. Each 50-foot-square node of a ruin contains either a room or passage. A small ruin is about 150 feet square (a 3 × 3 grid of nodes); a medium one is 250 feet square (a 5 × 5 grid); and a large one is 350 feet square (a 7 × 7 grid).

Marks of Decay. Uninhabited sections of ruins are covered with layers of dust and grime. Survival checks made to follow or track creatures, or to search for signs of travel through an area, are made with advantage. Furthermore, efforts to break a ruin's furniture or doors are made with advantage.

Creating a Ruin

To generate a new map, roll on the Description table for the initial area and follow its instructions, and then do so again to see what's past each exit, and so on. If you're filling a premade map, roll on Inhabitants and Contents for each location.

Ruin: Description

1: **Narrow passage.** Roll on Passage Contents and Exits. For passage width, roll 1d6:

1–2 2 ½ ft.

3–6 5 ft.

2–7: **Passage.** 10 feet wide. Roll on Passage Contents and Exits.

8: **Wide passage.** Roll on Passage Contents and Exits. For passage width, roll 1d4:

1 15 ft.

2–3 20 ft.

4 30 ft.

9–14 **Small room.** Roll on Room and Chamber Contents and Exits. For room size, roll 1d4:

1 15 × 15 ft.

2 15 × 20 ft.

3 20 × 20 ft.

4 20 × 30 ft.

15–20 **Large chamber.** Roll on Room and Chamber Contents and Exits. For chamber size, roll 1d6:

1 30 × 30 ft.

2 30 × 40 ft.

3–4 40 × 40 ft.

5 40 × 50 ft.

6 50 × 50 ft.

Ruin: Passage Contents

1–12 Empty

13–15 Roll on Passage Scenery

16–17 Roll on Escalations

18–20 Roll on Obstacles

Ruin: Room and Chamber Contents

Roll 1d20 in small room, 1d20 + 2 in large chamber

1–5 Empty

6–10 Roll on Small Room Scenery or Large Chamber Scenery

11–12 Roll on Novelties

13–15 Roll on Obstacles

16–17 Roll on Discoveries

18–19 Roll on Escalations and on Small Room Scenery or Large Chamber Scenery

20+ Roll on Set Pieces

Ruin: Exits

Don't roll on this table if the room's exits have already been determined by Obstacles, Set Pieces, etc.

If the die roll is odd, a room's exits are blocked by doors. Otherwise, they are open.

- 1–3 No exits
- 4–5 One exit left
- 6–7 One exit straight
- 8–9 One exit right
- 10–11 Two exits, left and right
- 12–13 Two exits, left and straight
- 14–15 Two exits, straight and right
- 16–18 Three exits, left, straight, and right
- 19–20 Stairs. Roll 1d8 to determine stair type. Then roll again on this table for other exits, rerolling 19 or 20
 - 1–2 Stone stairs down (or up in a tower or other upwards-reaching dungeon)
 - 3 Stone spiral staircase down
 - 4 Trapdoor down
 - 5 Ladder up or down (50 percent chance of each; 50 percent chance the ladder is broken or missing)
 - 6 Stone spiral staircase up
 - 7 Trapdoor up
 - 8 Stairs going 1d4 levels up and 1d4 levels down

Ruin: Novelties

- 1 A mundane object—such as a serving dish, chamber pot, or artisan's tool—that illustrates what day-to-day life was like in the ruin
- 2 A pile of rubble where one wall has caved in. A muffled voice can be heard from under the rubble. Underneath the rubble is a mechanical bronze statue that endlessly recites poetry
- 3 A dressing room containing a shattered mirror and wardrobes filled with rotten finery. A single robe is in good shape and radiates illusion magic. While wearing

it, a person is blind and deaf to the real world and sees and hears the past experiences of its original wearer, a noble or monarch. Experiences may include a flirtation at a ball, boring judgments in an audience chamber, or hunting

4 A cobwebbed ballroom containing ghostly illusions (or animated skeletons) of dancing couples dressed in the fashionable garb of hundreds of years ago. If you watch for some time, a dancer discovers one of her jewels is missing. The jewel is still hidden in a corner

5 A skull mounted on the wall like a trophy. One of the ruin's denizens can magically see through the skull's eyes and speak through its mouth (see Set Pieces to determine the creature)

6 A seemingly magnificent throne room: illusion magic hides the fact that the throne is stripped of gold, the cloth hangings and carpet are rotted, and the statues are smashed. An object takes its true form once removed from the room. The effect can be dispelled as a 4th-level spell. DC 13
Perception check: a smell of rot

7 Room is lit by flitting, flaming bats that shed light like torches (as **bats** with immunity to fire damage)

8 Marble room decorated with statues, gilt mirrors, and ceiling frescoes; the floor is knee-deep in slimy water

9 Exits are through the fanged mouths of grotesque carvings

10 Statues stand atop battlemented balconies

11 A plaque dedicated to the ruin's founder or architect. Touching the plaque triggers a permanent *magic mouth* that speaks the dedication aloud

12 The enormous remains of what was once a titan-sized statue

Ruin: Obstacles

- 1 **Lock:** A lock set in the middle of a carved heraldic shield. **Key:** a key with a grip like a sword pommel
- 2 **Lock:** A lock seized by rust; attempts to pick the lock are made with disadvantage unless it is oiled. **Key:** a rusty key
- 3 **Lock:** A lock inscribed with a riddle. **Key:** a key with a handle carved to resemble the riddle's solution.
- 4 **Lock:** A crescent-shaped depression in a door. **Key:** a crescent-shaped necklace
- 5 A cave-in blocks the way forward. It takes several minutes of work to dig out a passage wide enough to crawl through
- 6 A crumbling wall blocks passage. DC 10 Perception check: Cracks in the wall outline a secret door with no obvious way to open it. A DC 13 Investigation check reveals the brick that must be pressed to open the door
- 7 A fresco—perhaps depicting a cloaked man opening a door, a three-headed dog, or the gate to a white-walled city—is split by a faint crack down the middle. Pushing on the fresco opens the secret door.
- 8 Against a wall is a heavy piece of furniture, such as a grandfather clock or empty bookcase. A DC 10 Perception check reveals scrapes on the floor near the furniture. Moving the furniture reveals a concealed door.
- 9 Wooden door with a bell. Unless precautions are taken, the bell rings when the door is opened, alerting creatures within 50 feet.
- 10 Malfunctioning machine door with a missing gear: an Engineering check is required to repair (DC 10 + dungeon level)
- 11–20 Trap based on the dungeon level: level 1–2 **false hoard trap** or **spear trap**;

3–4 **false door trap** or **snake hatch**; 5–10 **ghost trap** or **mirror trap**; 11–16 **deep collapsing dungeon trap** or **yellow mold trap**; 17–20 **minotaur champion trap** or **rolling icosahedron trap**

Ruin: Discoveries

- 1–4 Roll 1d4 on the Obstacles table. You find the key listed in that entry. Make a note of the matching lock. The next Obstacle encountered is that lock.
- 5 Harmless undead spirits, unaware of onlookers, re-enacting a scene from their lives that reveals a secret
- 6 Adventurers (entry 3 on Escalations table), looking for help defeating a dangerous threat (roll on Set Pieces)
- 7 A friendly hermit or outcast
- 8 A frieze that casts a new light on the area's history (depicting a great cyclops or skeleton civilization, for instance)
- 9 An inanimate (or animate) skeleton wearing the signet ring of a royal house and bearing a Minor Treasure associated with the house
- 10 A trail of chalk marks that leads to a treasure hoard—or the corpse of an explorer
- 11 The inanimate skeletons of royalty and nobles lying among ruined luxury. 1d4 Minor Treasures can be found
- 12 Behind a locked door or trapdoor, a Treasure Hoard. The lock is guarded with a level-appropriate **lock trap** variant

Ruin: Escalations

50 percent of guards possess a Minor Treasure.

- 1 Guards: patrolling on behalf of the local overlord (roll or choose from Set Pieces)

Level 1–2: **cutthroat** or **scout** with 1d4 **bandits**

Level 3–4: 1 or 2 **ogres**

Level 5–10: **blackguard** or **cambion** with 1d4 + 1 **thugs**

Level 11–16: 3 or 4 **ettins** or **minotaurs**

Level 17–20: **chain devil** or **ogre mage** with 3 or 4 **werewolves**

2 Inhabitants

Level 1–2: 1d4 **goblins** or **kobolds**

Level 3–4: 2 **bugbears** with 1d6

goblins

Level 5–10: 1 or 2 **trolls**

Level 11–16: 2 **cyclopes** or

medusas

Level 17–20: **minotaur champion**;

4 **minotaurs**

3 Adventurers exploring the ruins

Level 1–2: **acolyte**, **scout**, and **spy**

Level 3–4: **druid** or **priest** with

berserker

Level 5–10: **mage** with 2 **knights**

Level 11–16: **assassin** with

gladiator

Level 17–20: **archmage** with 3

veterans

4 Guardians: lurking

Level 1–2: 1d4 **giant poisonous**

snakes or **rust monsters**

Level 3–4: 1 or 2 **dire centipedes** or

gelatinous cubes

Level 5–10: **otyugh**

Level 11–16: 3 or 4 **ghosts**

Level 17–20: **rakshasa** with 1d4

weretigers

5 Guardians: guarding a location

Level 1–2: 1 or 2 **shadows**

Level 3–4: **blazing black pudding**

Level 5–10: 4 or 5 **ghasts**

Level 11–16: 3 or 4 **vampire spawn**

Level 17–20: **wraith lord** with 1 or 2

wraiths; 3 **cyclopes**

6 Guardians: following instructions

Level 1–2: 1d4 **flying swords** or

skeletons

Level 3–4: 3 or 4 **animated armors** or **death dogs**

Level 5–10: 3 **walking statues**; **clay guardian**; **invisible stalker**

Level 11–16: **iron guardian**; 3 or 4 **water elementals**

Level 17–20: 2 **giant fire elementals**; 2 **shield guardians**

7–10 Roll 1d6 on this table to determine an encounter group. The group is nearby (in the nearest unexplored room) and may be detected by tracks, nearby noises, the flickering of torches, or other signs

Ruin: Set Pieces

Set piece encounters usually feature a Treasure Hoard.

1 **Settler's Lair**. This part of the ruin has been recently conquered by an outside group.

Level 1–2: **kobold broodguard** with 3 or 4 **kobolds**; 3 or 4 **bugbears**

Level 3–4: **bugbear chief** with 2 to 4 **bugbears**; 3 **azers**

Level 5–10: **alpha werewolf** with 3 or 4 **werewolves**; 3 **cyclopes**

Level 11–16: **high priest** with 2d4 **priests**

Level 17–20: 2 **adult shadow dragons** with 2d6 **kobolds**; **adult red dragon** with 2 or 3

salamanders

Setting: A settler patrol (3 or 4 of the weakest monster) is away exploring the ruin. Once combat begins, the patrol returns within 3 rounds.

2 **Spirits of the Past**. These undead have haunted the ruins for centuries, since the days they ruled as mortals.

Level 1–2: **ghast** with 2 **ghouls**

Level 3–4: **wight** with 2d4 **zombies**

Level 5–10: **skeletal warlord** with 2d6 **skeletons**

Level 11–16: **vampire warrior** with 2 or 3 **vampire spawn**

Level 17–20: **dread knight** with **skeletal warlord** and 2d10 **skeleton immortals**; **lich** with **demilich**

Setting: The leader of the group rests in a sarcophagus. Once combat begins, it or another creature must use an action to raise the lid.

3 Gate. A planar rift to the hells threatens to overwhelm the area unless it is sealed.

Level 1–2: **imp** with 1d6 **lemures**

Level 3–4: 2 or 3 **horde demons** or **bearded devils**

Level 5–10: **cambion** with 1d4

horde demons or **bearded devils**

Level 11–16: **rakshasa** with 1 or 2 **night hags**

Level 17–20: **marilith** with 2 or 3 **vrocks**

Setting: A planar gate pulses in a corner of the room. A creature can use an action to make an Arcana check (DC 10 + half dungeon level); three successes close the portal. Fiendish reinforcements may arrive through the portal.

4 Fallen Empire. An immortal ruler schemes to regain the dominion they once possessed.

Level 1–2: **cult fanatic** or **dragon cultist** with 2 to 4 **kobolds**

Level 3–4: **lamia** with 3 or 4

jackalweres

Level 5–10: **spirit naga** with 1d4

giant constrictor snakes

Level 11–16: **deva** or **forgotten god** with **archpriest** and 1d4 **priests**; **planetar** with 2 to 4 **couatls**

Level 17–20: **empyrean** with 2 **fomorians**

Setting: While sitting on their throne, the leader can cast *sanctuary* with a spell save DC of 10 + the dungeon's level and a recharge of 5–6.

5 A **sphinx** or similar creature provides aid and oracular wisdom to the worthy.

6 Treasure Hoard guarded by an elite trap such as a **collapsing dungeon** or **ghost trap**.

Ruin: Minor Treasure

1 Glowing, shattered mirror (if repaired for 25,000 gp, acts as a *crystal ball*)

2 Deed of land ownership—and possibly of nobility

3 *Spell scroll* containing a spell appropriate to the area's tier (tier 0: cantrip or level 1 spell, tier 1: level 2–3 spell, tier 2: level 4–5 spell, tier 3: level 6–7, tier 4: level 8–9)

4–6 Cache of ancient coins worth an amount appropriate to the tier (tier 0: 20 ep, tier 1: 100 gp, tier 2: 500 gp, tier 3: 1,000 pp, tier 4: 10,000 pp)

7 1d6 vials. Roll 1d6: 1–3 *potions of healing*, 5–6 *potions of poison*

8 Necklace, crown, or other jewelry, worth an amount appropriate to the tier (tier 0: 25 gp, tier 1: 75 gp, tier 2: 750 gp, tier 3: 2,500 gp, tier 4: 25,000 gp)

9 In a dusty, cracked vase, flowers that look freshly cut. The vase is filled with a potion that prevents its drinker from aging for 10 years

10 Half of a crystal; when reunited with its other half, the crystal displays a message from the past

11 Pottery shards or clay statues of interest to scholars but otherwise worthless (tier 0: 10 gp, tier 1: 50 gp, tier 2: 200 gp, tier 3: 500 gp, tier 4: 5,000 gp)

12 An ancient battleaxe. The wooden shaft disintegrates when touched, but its adamantite head can be affixed to a new one

Ruin: Treasure Hoards

Dungeon Level 1–2

Valuables: 1d4 × 100 gp worth of copper, silver, or gold coins, or a gold idol worth the same amount

Magic (30 percent chance): *immovable rod* or *wand of secrets*

Dungeon Level 3–4

Valuables: 2d4 gp worth of silver, electrum, and gold coins or art objects

Magic (40 percent chance): *handy haversack* or *ring of protection*

Dungeon Level 5–10

Valuables: 1d6 × 1,000 gp worth of gold and platinum coins or gems

Magic (50 percent chance): *+1 armor* or *boots of speed*

Dungeon Level 11–16

Valuables: 1d4 × 10,000 gp worth of platinum coins or jewelry

Magic (60 percent chance): *belt of dwarvenkind* or *flame tongue*

Dungeon Level 17–20

Valuables: 1d4 × 100,000 gp worth of coins of all denominations, gems, jewelry, and artworks, piled in heaps

Magic (70 percent chance): *loun stone of mastery* or *ring of three wishes*

Ruin: Passage Scenery

- 1 Dusty suits of armor stand against a wall
- 2 The area is charred as if by a long-past fire
- 3 Worm-eaten tapestries depicting the interests of the ruin's original inhabitants
- 4 Brackets hold the stubs of burnt-down torches
- 5 An arrow drawn on the wall in chalk
- 6 A cracked wall or ceiling; a DC 18 Strength check could smash it, filling the corridor with rubble and perhaps opening another passage
- 7 A door ripped off its hinges

8 A fresco depicting an ancient ruler on a throne or in battle

9 Toppled statues make the area difficult terrain

10 Niches in the wall hold inanimate skeletons. 50 percent chance of a Minor Treasure

11 The cracks between the stones are green with mold

12 Fragments of old bones litter the floor

Ruin: Small Room Scenery

1 A chamber that's empty of furniture but hung with rotting paintings and tapestries. A chandelier lies smashed on the ground

2 An armory containing rotted bows and arrows. 30 percent chance of a dozen *+1 arrows*, a *javelin of lightning*, or similar magic item, in noticeably better condition than the other weapons

3 A musty dining room with rotted food on dusty plates

4 Cramped sleeping quarters for soldiers or servants; bunk beds line the walls. The beds are stuffed with moldy straw

5–6 A once luxurious bedroom with rotting bed covers, broken chests, and wardrobes filled with moth-eaten finery

7 A cold, dark bedchamber: the bed's sheets are bloodstained, and there is no fireplace or lighting

8 A dusty, untended shrine

9–10 A kitchen covered in spiderwebs. 50 percent chance of a locked cabinet containing vintage wines worth several hundred gold pieces

11 A store room containing crates of rusty tools and weapons

12 An empty prison containing shackles and torture implements

13 A workshop with ruined clocks of all sizes

- 14 A forge with stacks of rusty swords
- 15 Ranks of inanimate skeletons lie on bunks with rotting mattresses
- 16 A chapel to a death god
- 17 Sarcophagi, their lids carved to resemble armored knights
- 18 The cracks between the stones are green with mold
- 19 A campsite left by a group of previous adventurers; 50 percent chance of a Minor Treasure or half-completed map of the ruins
- 20 A trap that was triggered long ago but is now harmless

Ruin: Large Chamber Scenery

- 1 Stone benches, a defunct fountain, and smashed marble statues
- 2 A once beautiful throne room: the doors have been stripped of their gold inlays, statues are missing from pedestals, the fresco on the ceiling is faded and cracked, and the throne is marked with cavities where gems have been pried out
- 3–4 A columned audience chamber lined with defaced statues
- 5–6 A ruined banquet hall: long tables are broken, chairs are overturned or smashed, and shards of dusty glass litter the floor
- 7 A fire-blackened mess hall filled with tables and benches that crumble if any weight is placed on them
- 8 A store room containing paintings, statues, and furniture draped with dusty drop cloths
- 9 A library of scrolls that crumble when unrolled
- 10 A crypt containing 1d4 empty sarcophagi, their lids smashed
- 11–12 The ceiling on one side of the room has collapsed, creating an area of difficult terrain

- 13 A laboratory with a stitched-together corpse bound with electrum chains. A notebook describes repeated failed attempts to create a flesh golem
- 14 The cracks between the stones are green with mold
- 15 A ballroom in which every surface is carved with elaborate curlicues inlaid with gold. There is a raised stage in one corner
- 16 A chamber carpeted with bone fragments
- 17 A portrait gallery lined with aged and sinister-looking paintings
- 18 A chamber dedicated to some sport: a bowling alley, indoor pool, or wrestling arena
- 19 Water drips from the ceiling, puddling in small pools across the floor
- 20 Echoes in the chamber are accompanied by ghostly wails or whispers

Sewer

The typical sewers beneath fantasy cities are magnificent public works from a bygone age. A mishmash of deserted concourses, covered riverways, claustrophobic tunnels, and buried ruins, they are a royal road for thieves, monsters, and adventurers alike. While sewers were not designed with habitation in mind, they usually contain lairs, hideouts, and secret entrances to important places.

Tiers. Sewers are rarely tier 3 or 4. Below the sewers, deeper and more dangerous areas are usually ruins, tombs, or other locations.

Sewer Size. Each 100-foot-square node of a sewer contains passages. Some of these passage nodes also contain a room or chamber at an intersection or dead end. A sewer typically spans the oldest or richest parts of a city and can cover as much as a square mile.

Disease. Sewers are filthy. A humanoid that takes damage while in a sewer is exposed to disease. At the end of its next long rest, the creature must succeed on a DC 11 Constitution saving throw or be infected with sewer plague.

Creating a Sewer

To generate a new map, roll on the Description table for the initial area and follow its instructions, and then do so again to see what's past each exit, and so on. If you're filling a premade map, roll on Inhabitants and Contents for each location.

Sewer: Description

1–5: **Narrow passage.** Roll on Passage Contents and Exits. For passage width, roll 1d6:

1 1 ½ ft. pipe

2–3 2 ½ ft. pipe

4–6 5 ft. tunnel

6–11: **Passage.** 10 feet wide. Roll on Passage Contents and Exits.

12–14: **Wide passage.** Roll on Passage Contents and Exits. For passage width, roll 1d6:

1 15 ft.

2–3 20 ft., 5-foot-wide walkways on either side of flowing water

4–6 30 ft., 10-foot-wide catwalk or gallery above flowing water

15–20 **Chamber.** Roll on Chamber Contents and Exits. For chamber size, roll 1d6:

1 20 × 20 ft.

2 30 × 30 ft.

3–4 40 × 40 ft.

5 40 × 50 ft.

6 50 × 50 ft.

Sewer: Passage Contents

1–10 Empty

11–14 Roll on Passage Scenery

15 Roll on Novelties

16 Roll on Obstacles

17 Roll on Discoveries

18–20 Roll on Escalations

Sewer: Chamber Contents

1 Empty

2–5 Roll on Chamber Scenery

6–8 Roll on Novelties

9–11 Roll on Obstacles

12–13 Roll on Discoveries

14–16 Roll on Escalations and on Chamber Scenery

17–20 Roll on Set Pieces

Sewer: Exits

Don't roll on this table if the room's exits have already been determined by Obstacles, Set Pieces, etc.

All exits are passages. Roll 1d12 on Description table for passage size.

- 1 No exits
- 2–3 One exit left
- 4–7 One exit straight
- 8–9 One exit right
- 10 Two exits, left and right
- 11–12 Two exits, left and straight
- 13–14 Two exits, straight and right
- 15–16 Three exits, left, straight, and right
- 17–20 Ascent or descent. Roll 1d12 to determine type. Then roll again on this table for other exits, rerolling 17 to 20

- 1–2 Slimy stone stairs down
- 3–4 Grating up
- 5 Grating down
- 6 Pipe up
- 7–8 Pipe down
- 9 Metal ladder up
- 10 Metal ladder down
- 11 Sloping waterway up or down

(50 percent chance of each)

- 12 Pulley elevator up or down
- (50 percent chance of each)

Sewer: Novelties

- 1 A filthy altar surrounded by torches and arcane markings
- 2 Cult shrine to a prohibited faith
- 3 Amidst moldy bedrolls, a faded map of the sewers with various locations marked is pinned to the wall
- 4 Makeshift classroom. A selection of thieves' cant glyphs and their meanings is written on the wall
- 5 Bioluminescent, telepathic mold grows on the walls. It is friendly and converses telepathically with passers-by
- 6 A pool of congealed alchemical slurry. A creature that touches the slurry regains 3 (1d6) hit points, recovers a 1st-level spell slot, and becomes poisoned for 1 hour. The slurry then becomes inert

7 A gigantic snakeskin fills most of the room. The scales glow with a soft, iridescent light

8 A disused side passage is overgrown with edible fungus

9 A partially collapsed tunnel conceals a clean and dry area that provides sanctuary for one long rest

10 Makeshift docks line the banks of an underground river or lake

11 Steel or stone supports are spaced evenly around the area, indicating something unusually heavy above

12 Water flows from a pipe high on the wall, creating an oddly beautiful waterfall

Sewer: Obstacles

1 **Lock:** The entire area is flooded with sewage, and the valve to drain it is missing a handle. **Key:** a handle that fits the valve

2 **Lock:** An iron door has rusted shut (DC 18 Strength check to open). **Key:** A flask of a solution that dissolves the rust, allowing the door to operate freely

3 **Lock:** Jammed sluice gate. **Key:** Long bar that can pry open the gate

4 **Lock:** Iron grate secured with a padlock that has rusted solid (DC 18 Strength check to open). **Key:** A set of bolt cutters that can cut through the padlock

5 Pocket of poisonous gas. Area is affected as per the *cloudkill* spell

6 Vast pool of raw sewage with no apparent way across

7 Fast-moving storm drain current with no bridge across

8 A dry "sluice gate" in an odd place conceals an exit

9 Magical illusion of a mass of waste blocking an exit. DC 13 Perception check: no smell

10–11 A submerged exit leads to a flooded tunnel

12–13 A tight squeeze through an exit tunnel, 1d12 + 12 inches wide
14 Draining a cistern reveals a concealed exit
15–20 Trap based on the dungeon level: level 1–2 **acid bucket trap** or **slippery floor trap**; 3–4 **oil pool trap** or **poison gas trap**; 5–10 **gelatinous cube pit trap** or **ratling-catcher trap**; 11–16 **monster pit trap** or **water-filled room**; 17–20 **plague poison lock** or **water-filled dungeon**

Sewer: Discoveries

1–4 Roll 1d4 on the Obstacles table. You find the key listed in that entry. Make a note of the matching lock. The next Obstacle encountered is that lock.
5 Supply cache. Contains 2d6 days of rations, 1d4 50-foot coils of rope, two sets of climber's gear, a healer's kit, a hatchet, 1d4 ladders, a pickaxe, and two daggers
6 Armory. Contains 1d10 nonmagical simple or martial weapons and two suits of Medium or Small leather armor
7 Ratling larder. Crates of food are patrolled by cats that keep tiny vermin at bay
8 Cultist cache. Boxes and jars filled with ritual components and 2d6 *spell scrolls* of level 1d4 - 1 (results of 0 indicate a cantrip) are crammed in poorly concealed shelves
9 Minor Treasure hidden behind a waterfall of filth
10 Recently hatched dragon, smaller than a wyrmling (use stats for a **lizard**)
11 The sewer connects to the cellar of a noble's townhouse or other aboveground structure
12 The bottom of a wishing well; the area is strewn with 6d6 gp worth of copper and silver coins

Sewer: Escalations

50 percent of guards possess a Minor Treasure.

1 Guards: on patrol on behalf of the surface city [or the sewer's local overlord \(roll or choose from Set Pieces\)](#). Demand to know intruders' business

Level 1–2: 1d8 **bandits** or **guards**

Level 3–4: 1d8 **soldiers**; 3 **thugs**

Level 5–10: **veteran** with 1d6 **thugs**

Level 11–16: 2 or 3 **blackguards** or

gladiators

Level 17–20: **assassin** with 1d6 + 4

cutthroats or **thugs**

2 Guards: skulking near their secret lair

Level 1–2: 1d8 **cultists**

Level 3–4: 3 or 4 **cutthroats** or

thugs

Level 5–10: 2 or 3 **doppelgangers**

Level 11–16: 2 **cambions**, **night**

hags, or **vampire spawn**

Level 17–20: **vampire** with **vampire**

spawn

3 Intruders: stealthily passing by on their way somewhere else

Level 1–2: 1 or 2 **cutthroats** or

thugs

Level 3–4: **doppelganger** or

oozefolk oozemancer

Level 5–10: **alchemist** or **assassin**

Level 11–16: **vampire**, **vampire**

assassin, or **vampire mage**

Level 17–20: **master assassin**,

master thief, or 2 **assassins**

4 Denizens: hunting

Level 1–2: 2 or 3 **ratling**

scavengers

Level 3–4: **dire centipede**,

gelatinous cube, or **gelatinous tube**

Level 5–10: 2 or 3 **euphoria jellies**

or **flash cubes**

Level 11–16: **troll hulk**

Level 17–20: 2 **assassins** or

ur-otyughs

5 Denizens: in lair
Level 1–2: 2d4 **giant rats** or **poisonous snakes**
Level 3–4: 3 **ghouls** or **shadows**
Level 5–10: **otyugh**, **ur-otyugh**, or **sewer chimera**
Level 11–16: 2 **elder black puddings** or **otyughs**
Level 17–20: **rakshasa** with **cambion**

6–8 Roll 1d6 on this table to determine an encounter group. The group is nearby (in the nearest unexplored room) and may be detected by tracks, noises, flickering torchlight, or other signs

Sewer: Set Pieces

Set piece encounters usually feature a Treasure Hoard.

1–2 **Criminal Hideout**. A gang or thieves' guild has a base here.

Level 1–2: 1 or 2 **thugs** with 1d4 **bandits** or **wolves**
Level 3–4: **crime boss** or **gladiator** with 1 or 2 **thugs**
Level 5–10: **assassin** with 1 or 2 **veterans**
Level 11–16: **archmage** or **master assassin** with 2 **assassins**
Level 17–20: **master assassin** or 3 **gladiators** with 3 **assassins** and 1 **mage**

Setting: The area resembles an underground shantytown with numerous tight passages and close corners. Visibility is limited to a range of 20 feet before a corner or makeshift structure blocks line of sight.

3–4 **Sewer Predator**. Something hungry and dangerous lurks under the water.

Level 1–2: 2 **giant constrictor snakes**, **gibbering mouters**, or **will-o'-wisps**

Level 3–4: **giant crocodile** and 1d4 + 1 **crocodiles**; **sewer chimera**
Level 5–10: **ur-otyugh** and 1 or 2 **otyughs**; **hydra**
Level 11–16: **troll hulk** and 2 or 3 **trolls**
Level 17–20: **draconic horror** and 2 or 3 **murmuring worms** or **behirs**

Setting: The creature's watery lair is full of unpredictable currents. On initiative count 20 each round, a wave sweeps through the area in a random direction. Creatures that fail a Strength saving throw (DC 10 + half dungeon level) are pushed 30 feet in the direction of the flow. The predators can choose to fail or automatically succeed on this saving throw.

5–6 **Cult Cell**. Cultists hide their illicit activities below cities for many of the same reasons ordinary criminals do, and the reach of the sewer tunnels means they can snatch victims from anywhere.

Level 1–2: **cult fanatic** with 1d4 **cultists**
Level 3–4: 1 or 2 **cult fanatics** with 2 **oculites**
Level 5–10: **forgotten god** or **glabrezu** with 1d4 **cult fanatics**
Level 11–16: **aboleth**, **aboleth champion**, and 1d6 **maw swarms**
Level 17–20: **aboleth fallen ascendant**, **aboleth**, and 2 or 3 **aboleth champions**

Setting: The area features an altar and a central pool filled with black water that obscures the vision of trespassers only. Creatures with a swim speed gain total concealment while beneath the water. Cultists attempt to herd interlopers near the water.

7–8 Tide-driven stone gates close behind the adventurers, forcing them to escape via a 100-foot underwater swim through fetid water. At the start of each of its turns, each

creature in the water must succeed on a Constitution saving throw (DC 10 + half dungeon level) or become poisoned and unable to hold its breath. At the end of the swim, a metal grate (DC 10 + half dungeon level Strength check to break) blocks the exit.

9–10 A sluice gate opens, creating a waterfall that sweeps the adventurers to a new area or out of the sewer. Each creature must make three Strength, Dexterity, or Constitution saving throws (their choice), taking 2 (1d4) damage per dungeon level per failure.

Sewer: Minor Treasure

1 Set of directions that leads to treasure—possibly in a mansion accessible through the sewer

2 *Spell scroll* containing a spell appropriate to the area's tier (tier 0: cantrip or level 1 spell, tier 1: level 2–3 spell, tier 2: level 4–5 spell, tier 3: level 6–7, tier 4: level 8–9)

3–6 Treasure worth an amount appropriate to the tier (tier 0: 10 gp, tier 1: 100 gp, tier 2: 1,000 gp, tier 3: 10,000 gp, tier 4: 100,000 gp). Roll 1d10 to determine treasure type: 1–3 coins, 4–6 jewelry, 7–8 obviously stolen housewares, 9 fiendish idol, 10 forbidden tome

7 1d6 vials. Roll 1d6: 1–3 *potions of healing*, 5–6 *potions of water breathing*

8–10 Ring, necklace, or other jewelry, worth an amount appropriate to the tier (tier 0: 25 gp, tier 1: 75 gp, tier 2: 750 gp, tier 3: 2,500 gp, tier 4: 25,000 gp)

Sewer: Treasure Hoards

Dungeon Level 1–2

Valuables: 1d4 × 100 gp in copper, silver, or gold coins

Magic (30 percent chance): *pipes of the sewers* or *ring of swimming*

Dungeon Level 3–4

Valuables: 2d4 × 100 gp in gold coins or jewelry

Magic (40 percent chance): *cloak of protection* or *ring of water walking*

Dungeon Level 5–10

Valuables: 1d6 × 1,000 gp in gold coins, bulky housewares, or jewelry

Magic (50 percent chance): *dagger of venom* or *ring of evasion*

Dungeon Level 11–16

Valuables: 1d4 × 10,000 gp in gold and platinum coins or gems

Magic (60 percent chance): *folding boat* or *nine lives stealer*

Dungeon Level 17–20

Valuables: 1d4 × 100,000 gp in gold coins, gems, or property deeds

Magic (70 percent chance): *luck blade* or *well of many worlds*

Sewer: Passage Scenery

1–4 Footbridges across drainage channel in middle of passage

5–7 Filthy, stinking mud makes the area difficult terrain

8–9 Mundane graffiti or thieves' cant glyphs on walls. May contain useful information

10 Drainage channel covered with boards. There's a table and chairs and a couple of bookcases full of moldy books

11 An open secret door reveals empty barrels and crates

12 Predator's den containing gnawed bones and other garbage

13 Cement or stone blocks attached to chains, used by a local criminal element to dispose bodies

14 Sewer grate leads to a secret aboveground hideout

15 Ossuary. Neat stacks of humanoid bones fill niches. Memorial plaques identify the remains

16 Outflow tunnel. Water streams through a heavy grate into a nearby body of water, such as a river or lake

17 Benches and tools fill a makeshift workspace. The usual board flooring is reinforced with heavier beams and metal braces.

18 Abandoned, one-person hovel containing candles and a sleeping pallet

19 A stack of 10-foot poles affixed with hooks, used for dredging drainage channels

20 Ropes of harmless slime hang from the ceiling like melted cheese

20 Elaborate cultist fane or secret underground church. Switch to the **temple** tables for the areas in this direction

Sewer: Chamber Scenery

1–3 Storm runoff reservoir. The water is relatively clean and clear

4–7 Reservoir full of raw sewage

8 Flow control room. A vast array of pipes and valves

9–10 Fast-moving water with several sturdy access bridges across the flow

11 Maintenance storage area. Spare lengths of pipe are stacked neatly on pallets. Tools hang on peg boards behind locked grates

12 Barrels of lye and other chemicals (treat as acid) are covered in tarps

13 The exits are hatches like those found on a submarine

14 Eggs incubating in a nest of warm filth; depending on the tier, the eggs may hatch into giant centipedes, crocodiles, dinosaurs, or otyughs

15–16 One exit leads to ancient ruins. Switch to the **ruin** tables for the areas in this direction

17–18 One exit leads to catacombs. Switch to the **tomb** tables for the areas in this direction

19 One exit leads to natural caves. Switch to the **cavern** tables for the areas in this direction

Temple

Sand-choked shrines to ancient gods, abandoned abbeys, and cultists' crypts are built as places of worship and havens for the faithful, but are also designed to guard against profane intruders. A temple usually contains barracks, living areas, and well-defended sacred spaces.

Tiers. Temples range from catacombs at tier 0 to vast, underground cathedrals at higher tiers, with tiers 0 to 2 being the most common.

Temple Size. Each 50-foot-square node of a temple contains either a room or passage. A small temple is about 150 feet square (a 3 × 3 grid of nodes); a medium one is 250 feet square (a 5 × 5 grid); and a large one is 350 feet square (a 7 × 7 grid).

Signs of Faith. Adventurers clad in appropriate robes or holy symbols make Deception checks with advantage when trying to masquerade as inhabitants of the temple.

Creating a Temple

To generate a new map, roll on the Description table for the initial area and follow its instructions, and then do so again to see what's past each exit, and so on. If you're filling a premade map, roll on Inhabitants and Contents for each location.

Temple: Description

1: **Narrow passage.** Roll on Passage Contents and Exits. For passage width, roll 1d6:

1–2 2 ½ ft.

3–6 5 ft.

2–7: **Passage.** 10 feet wide. Roll on Passage Contents and Exits.

8: **Wide passage.** Roll on Passage Contents and Exits. For passage width, roll 1d4:

1 15 ft.

2–3 20 ft.

4 30 ft.

9–14 **Small room.** Roll on Room and Chamber Contents and Exits. For room size, roll 1d4:

1 15 × 15 ft.

2 15 × 20 ft.

3 20 × 20 ft.

4 20 × 30 ft.

15–20 **Large chamber.** Roll on Room and Chamber Contents and Exits. For chamber size, roll 1d6:

1 30 × 30 ft.

2 30 × 40 ft.

3–4 40 × 40 ft.

5 40 × 50 ft.

6 50 × 50 ft.

Temple: Passage Contents

1–10 Empty

11–14 Roll on Passage Scenery

15–18 Roll on Escalations

19–20 Roll on Obstacles

Temple: Room and Chamber Contents

Roll 1d20 in small room, 1d20 + 2 in large chamber

1–3 Empty

4–8 Roll on Small Room Scenery or Large Chamber Scenery

9–11 Roll on Novelties

12–14 Roll on Obstacles

15–16 Roll on Discoveries

17–19 Roll on Escalations and on Small Room Scenery or Large Chamber Scenery

20+ Roll on Set Pieces

Temple: Exits

Don't roll on this table if the room's exits have already been determined by Obstacles, Set Pieces, etc.

If the die roll is odd, a room's exits are blocked by doors. Otherwise, they are open.

- 1–3 No exits
- 4–5 One exit left
- 6–7 One exit straight
- 8–9 One exit right
- 10–11 Two exits, left and right
- 12–13 Two exits, left and straight
- 14–15 Two exits, straight and right
- 16–18 Three exits, left, straight, and right
- 19–20 Stairs. Roll 1d8 to determine stair type. Then roll again on this table for other exits, rerolling 19 or 20.
 - 1–2 Stone stairs down (or up in a tower or other upwards-reaching dungeon)
 - 3 Stone spiral staircase down
 - 4 Trapdoor down (50 percent chance concealed under rug or furniture)
 - 5 Round pit with metal ladder rungs, descending 1d4 levels
 - 6 Stone spiral staircase up

Temple: Novelties

- 1 Huge, unlocked door made of semiprecious stone. The door's etchings illustrate the mythical creation or destruction of the world
- 2 A vaulted, echoing chamber filled with 10-foot-tall statues. The statues sing beautiful liturgical music
- 3 This room's ceiling is radiant with a permanent *sunlight* spell. The ground is covered with grass and flowers. A tree grows in the middle of the room
- 4 Altar on an island rising from a lake of magma
- 5 Massive wall or cliff face pierced with sleeping cells. Ladders provide access to each cell

- 6 A giant-sized throne, empty or supporting a Gargantuan inanimate skeleton
- 7 Ritual room with a floor etched with an arcane circle; flaming skeletons hang from the ceiling like chandeliers
- 8 Nave of a cathedral decorated with animated stained glass windows or tapestries
- 9 An immense sword is planted into the floor and can't be removed. It radiates divination magic. A creature that touches the sword gains the benefits of a *detect evil and good* spell for 10 minutes
- 10 Morgue containing six stone slabs, each of which supports an apparently fresh corpse. A magic field encompasses the room; any corpse in the room gains the benefit of *gentle repose*, and it can answer three questions per day as if targeted by a *speak with dead* spell
- 11 A font or fountain fills with 5 gallons of water or holy water when touched
- 12 A cloud of illusory butterflies, moths, or tiny angels fills the area, limiting visibility to 10 feet

Temple: Obstacles

- 1 **Lock:** An animated statue or stone guardian stands in front of a door, attacking anyone who tries to pass. **Key:** A clay figurine with the word "stag" carved into its chest. Speaking this password deactivates the guardian
- 2 **Lock:** *Arcane locked* door, above which is written "Passage is denied to unbelievers." The passphrase "Only the divine name opens the gates" causes the door to open. **Key:** A holy book on a lectern, with a bookmark at the passage "Passage is denied to unbelievers. Only the divine name opens the gates"
- 3 **Lock:** A permanent *wall of fire* covers an archway of green stone. **Key:** A

chest containing 10 pendants of green stone, each depicting a figure walking through fire. Anyone wearing a pendant can walk through the *wall of fire* unharmed

4 **Lock:** A magically sealed white door. Anyone who can't see the door can open it. **Key:** A tapestry shows a blindfolded person opening a white door

5 Doorways to the left and right; one door is blocked by a portcullis. A lever beyond the open door lowers one portcullis and raises the other

6–7 A tapestry depicts the gates to a divine or fiendish domain. Concealed behind the tapestry is a door. (Examination or DC 15 Perception check: a draft ruffles the tapestry)

8–9 An unlit fireplace flanked by two wall-mounted candelabras. (Examination or DC 15 Perception check: One of the candelabras is shinier as if frequently touched. Pulling the candelabra opens a secret door)

10 Door inscribed with the words "The Door of Night." It unlocks in total darkness and locks when in light

11 Before crossing a certain threshold, unbelievers must make a Wisdom saving throw (DC 10 + half dungeon level) or become frightened. Frightened creatures who proceed take 2 (1d4) psychic damage per dungeon level

12 Creatures must make a Deception or Religion check (DC 10 + half dungeon level) to recite a prayer before entering the area. A creature that fails to recite the proper prayer suffers 1 level of strife

13–20 Trap based on the dungeon level: level 1–2 **commanding voice trap** or **intoxicating brazier trap**; 3–4 **cursed altar** or **sacred flame gem trap**; 5–10 **bright mirror trap** or **sword guardian trap**; 11–16 **contagion trap** or **geas trap**; 17–20 **forbidden tome** or **guilty soul trap**

Temple: Discoveries

1–4 Roll 1d4 on the Obstacles table. You find the key listed in that entry. Make a note of the matching lock. The next Obstacle encountered is that lock

5 Lone creature from a guard patrol (1 or 2 on Escalations table), not particularly loyal and willing to talk

6 Guard patrol (1 or 2 on Escalations table) controlled by a heretical faction that seeks to overthrow the temple's leader. From now on, 50 percent of Escalations are with the heretical faction

7 Guard patrol (1 or 2 on Escalations table) loyal to a paranoid leader trying to root out heretics. From now on, 50 percent of Escalations are with the heretical faction

8 Acolyte washing the floor; trusting and helpful

9 A dusty armory contains a locked and trapped chest. Inside is a +1 *weapon* that deals +2d6 radiant damage to creatures that worship the temple's deity

10 Behind a sliding wall (DC 12 Perception check) is an abandoned chapel to another god. It contains a Minor Treasure and can be used as a haven until enemies discover it

11 A comfortable lounge with furniture and bookcases on the floor, walls, and ceiling. Gravity in this room is relative: anyone can effortlessly walk up the wall and across the ceiling. 50 percent chance of a Minor Treasure in an end-table drawer on the ceiling

12 Locked treasure vault containing chests of coins and holy items (one Treasure Hoard and one Minor Treasure)

Temple: Escalations

50 percent of guards possess a Minor Treasure.

1 Guards: may attack intruders unless they're wearing the proper robes or holy symbols

Level 1–2: **acolyte** with 1d4

zombies

Level 3–4: 3 or 4 **soldiers** or **scouts**

Level 5–10: **blackguard** with **guard squad**; 2 **priests** with 1d6 **scouts**

Level 11–16: **priest** with 3 **shadow**

demons

Level 17–20: **mage** with 2 **invisible**

stalkers

2 Guards: may attack intruders who don't speak the right password

Level 1–2: 1d8 **cultists** or **guards**

Level 3–4: **priest** with 1d4 **acolytes**

Level 5–10: **bone devil** or **ogre**

mage

Level 11–16: 3 or 4 **clockwork**

sentinels or **veterans**

Level 17–20: **knight captain** with **guard squad**; **mage** with **shield guardian** and **earth elemental**

3 Denizens: a faction that predates and is hostile to the local overlord (roll or choose from Set Pieces)

Level 1–2: 1d4 **acolytes** or

skeletons

Level 3–4: **cult fanatic** with 1d8

cultists

Level 5–10: 2 or 3 **mummies**,

skeletal champions, or **walking statues**

Level 11–16: **ascetic grandmaster**, **vampire**, or **vampire assassin**

Level 17–20: 2 **bone devils** or

cyclops myrmidons

4 Guards: patrolling

Level 1–2: 1d4 **guards** or **flying**

swords

Level 3–4: **acolyte** with 1d8

zombies

Level 5–10: 2 or 3 **hell hounds** or **horde demons**

Level 11–16: 4 or 5 **wights** or **zombie knights**

Level 17–20: **adult black dragon**

lich; **demilich**

5 Guardians: protecting a sacred space

Level 1–2: 1 or 2 **death dogs** or

spies

Level 3–4: **ghost** or **mummy**

Level 5–10: **hydra**

Level 11–16: 4 **elementals** (one per element)

Level 17–20: **stone guardian** with 3

walking statues; **solar**

6 Guardians: lurking

Level 1–2: **animated armor** or

ghast

Level 3–4: 2 **gargoyles**

Level 5–10: 2 or 3 **mummies**

Level 11–16: **crusher** with

flame-spitting statue; 2 **invisible stalkers**

Level 17–20: 2 **chain devils** or

erinyes

7–10 Roll 1d6 on this table to determine an encounter group. The group is nearby (in the nearest unexplored room) and may be detected by tracks, noises, flickering torchlight, or other signs

Temple: Set Pieces

Set piece encounters usually feature a Treasure Hoard.

1–2 **Return of the Kings**. Freed after a long imprisonment, immortal monsters prepare to venture forth and restore their ancient empire or religion. They need knowledgeable advisors—or captives—who can inform them about the state of the modern world.

Level 1–2: **priest** with 1d4

skeletons

Level 3–4: **priest** with 1 or 2 **zombie knights**; 2 **lamias**

Level 5–10: **deva** or **forgotten god** with 2 **high priests**

Level 11–16: **mummy lord** with 3 or 4 **mummies**

Level 17–20: **dread knight champion** with 3 or 4 **skeletal champions**; **balor** with 2 **priests** and 4 **veterans**

Setting: Throne room decorated with tapestries. Behind one tapestry is a permanent *gate* leading to another plane.

3–4 **Secret Society.** The leaders of this shrine are dedicated to hiding secret knowledge, prophecies, or an artifact from the outside world. They fight anyone who reaches their inner sanctum.

Level 1–2: **priest** with 1 or 2

acolytes

Level 3–4: **priest** with **nightmare** or

walking statue

Level 5–10: **guardian naga** with 1 to 3 **basilisks**

Level 11–16: **archpriest** with **clay guardian**; 2 **planetars**

Level 17–20: **greater sphinx** with 2 **sphinxes** or **stone guardians**; **lich** with 6 **hell hounds**

Setting: The floor's tiles represent a labyrinth. Whenever a creature first walks on its turn, it can make an Intelligence check. The result is the number of feet it can move on its turn without stepping over a line. The first time on its turn that a creature steps over a line, it takes psychic damage equal to the dungeon's level. The room's inhabitants are immune to this damage.

5–6 **Holy Terror.** The leaders of this cult are preparing a ritual to loose an extraplanar being into the world or summon a powerful undead creature. Their plans are on the verge of completion.

Level 1–2: **cult fanatic** with 1 or 2 **cultists**

Level 3–4: **priest** with **cambion** or **malcubus**

Level 5–10: **high priest** with 1d4 **mummies** or **skeletal champions**;

3 **cambions** with 1d6 + 3 **thugs**

Level 11–16: **archpriest** with **chained one** and 1d8 **cultists**; **archmage** with 4 **knights** and 2d8 **cultists**

Level 17–20: **archpriest** or **planetar** with **solar** and 5 or 6 **priests**

Setting: A 20-foot-diameter portal is forming on the far side of the room. It is an object with AC 10, 20 × the dungeon's level hit points, and immunity to bludgeoning, piercing, slashing, psychic, and poison damage. If the portal is destroyed, the ritual is ruined. Ladders lead to a balcony around the room.

7–8 The characters gain an audience with a powerful being in service to the temple's god, such as an archpriest or solar. The being offers them a choice of two magic treasures, one holy, one cursed. Characters can use their knowledge of religion and clues from the temple's artwork and statuary to determine which is the holy item.

9–10 Characters who immerse themselves in a magical pool gain a vision of the past that illuminates the present.

Temple: Minor Treasure

1–2 Book of prayers or forbidden lore containing a rare version of a spell from the cleric or warlock spell list (such as *Sebirus's imprisoning skeletal hands*)

3–4 *Spell scroll* containing a spell from the cleric list appropriate to the area's tier (tier 0: cantrip or level 1 spell, tier 1: level 2–3 spell, tier 2: level 4–5 spell, tier 3: level 6–7, tier 4: level 8–9)

5 Jeweled holy symbol, gem, or bag of coins worth an amount appropriate to the

tier (tier 0: 10 gp, tier 1: 100 gp, tier 2: 1,000 gp, tier 3: 10,000 gp, tier 4: 100,000 gp)

6 Holy symbol, garment, or weapon that once belonged to a holy person. Acts as a single bead of *necklace of prayer beads*

7 1d6 vials. Roll 1d6: 1–2 holy water, 3–4 *potions of healing*, 5–6 *potions of greater healing*

8 Heretical documents that portray the faith in a startling new light or reveal corruption within its ranks

9 Holy book that reveals a cosmic secret (such as a previously unknown familial or romantic relationship between a good and evil god)

10 Sentient item, such as a skeletal hand, a +1 *weapon*, or a holy symbol. It has Intelligence, Wisdom, and Charisma scores of 10 + 1d6, can communicate telepathically with a creature touching it, and has a goal it wishes to fulfill

Temple: Treasure Hoards

Dungeon Level 1–2

Valuables: 1d4 × 100 gp in jewelry, rare silks, or bulky tapestries

Magic (30 percent chance): *pearl of power* or *periapt of health*

Dungeon Level 3–4

Valuables: 2d4 × 100 gp in gold coins, gilded artworks, or precious metal idols

Magic (40 percent chance): *bowl of commanding water elementals* or *staff of the python*

Dungeon Level 5–10

Valuables: 1d6 × 1,000 gp in gold coins, rare books worth 1,000 gp each, or gold tableware

Magic (50 percent chance): *magic mirror* (handheld) or *necklace of prayer beads*

Dungeon Level 11–16

Valuables: 1d4 × 10,000 gp in platinum coins, holy relics, or jewelry

Magic (60 percent chance): *amulet of health* or *mace of smiting*

Dungeon Level 17–20

Valuables: 1d4 × 100,000 gp in platinum coins, gems, gold idols, or jeweled holy relics

Magic (70 percent chance): *crystal ball* or *talisman of pure good*

Temple: Passage Scenery

1 A fresco, mosaic, or tapestry depicting a god, ritual, myth, holy symbol, or sacrifice

2 Lit braziers

3 Statues or busts depicting gods or holy champions

4 Niches in the wall contain statuettes or candles (50 percent chance of a Minor Treasure)

5 Lectern bearing a holy book (50 percent chance of a Minor Treasure)

6 Stone slabs set into the floor each bear a name and dates. The slabs are the lids of underground sarcophagi

7 Wet, scrubbed floor; nearby are buckets of water

8 Wall-mounted shields, each etched or painted with a holy symbol

Temple: Small Room Scenery

1–2 Cabinets stocked with vestments, ritual books, candles, incense, and holy symbols (50 percent chance of a Minor Treasure)

3–4 Chapel or shrine with an altar and a few benches

5 Armory. Roll d4: 1 chain mail and martial weapons, 2 light armor and simple weapons, 3 ranged weapons, ammunition, ballistas, and bolts, 4 holy water and *potions of healing*. (50 percent chance of a Minor Treasure)

6 A comfortable bedroom with beds, chests, and wardrobes for 1d4 + 2 occupants. On the walls are weapon racks, armor stands,

and religious paintings (50 percent chance of a Minor Treasure)

- 7 Sparsely furnished bedroom or cell for 1d4 occupants
- 8 Latrine or bath
- 9 A luxurious dining room with fine wine and silver plates
- 10 Ritual room containing a scrying pool
- 11 Morgue where corpses are ritually prepared for burial. Contains stone slabs, empty sarcophagi, and chests packed with burial shrouds
- 12 Crypt with an altar, religious statues, and a sarcophagus topped with a stone angel (50 percent chance of a Minor Treasure)
- 13 Guardroom containing weapon racks, a fireplace, and a small shrine
- 14 Kitchen with a baker's oven and bread-baking ingredients
- 15 Kitchen where dead animals are being butchered and cooked
- 16 Pantry stocked with flour and beans and hung with herbs
- 17 Pantry stocked with fine wines, sweetmeats, and expensive spices
- 18 Library containing forbidden texts (50 percent chance of a Minor Treasure)
- 19 Study containing a fireplace, comfortable chairs, bookshelves, and a desk covered with sheafs of notes (50 percent chance of a Minor Treasure)
- 20 Store room containing paintings, statues, and furniture draped with dusty drop cloths (50 percent chance of a Minor Treasure)

Temple: Large Chamber Scenery

- 1 An audience chamber: rows of benches or pews face a dais
- 2 A richly decorated throne room: the doors are inlaid with gold, the ceiling is a magnificent religious painting, and the throne is carved to resemble the seat of a god

- 3 A dining hall: religious passages warning against gluttony are carved into the walls
- 4 A banquet hall with long tables, stacks of clay bowls, and a gruel-filled cauldron in a huge fireplace
- 5 Barracks or communal sleeping chamber
- 6 Dormitory containing bunk beds, chests of identical uniforms or vestments, and a small shrine
- 7 Temple with an altar or pulpit surrounded by benches
- 8 Temple containing statues of gods and divine servants. The altar is a stone slab
- 9 Temple with a balcony, an altar atop a dais, and braziers of incense (50 percent chance of a Minor Treasure)
- 10 Scriptorium containing desks, writing supplies, and shelves of scrolls (50 percent chance of a Minor Treasure)
- 11 Training room containing armor, shields, and stacks of prayer books. Against one wall are scorched training dummies
- 12 A giant pipe organ (50 percent chance one note doesn't play; a Minor Treasure is hidden in one of the pipes)
- 13 Crypt containing sarcophagi (50 percent chance of a Minor Treasure)
- 14 A guardroom decorated with war banners and shields. Candles, decks of cards, and empty wine bottles litter several small tables
- 15 Kitchen where vast quantities of gruel or soup are being prepared
- 16 Library containing religious texts
- 17 Store room containing odds and ends of all sorts: religious vestments, barrels of foodstuffs, statues, a ballista (50 percent chance of a Minor Treasure)
- 18 Room where holy water is blessed. 2d6 full vials sit on an altar. Fonts, statues, and holy books fill the room
- 19 A magical prison with several cells. Each cell is filled with a permanent *antimagic zone*

20 Library under the effects of a permanent *silence* spell. The doors to this room bear a sign that reads “Silence in the reading room!” (50 percent chance of a Minor Treasure)

Tomb

Catacombs, barrows, and graveyards are frequently the realms of the undead—although living necromancers and sinister priests may also frequent them. Unlike most other types of dungeon, a tomb has little need for bedrooms, kitchens, and the other requirements of the living.

Tiers. Tombs are common adventuring locations at any tier. While low-level tombs feature skeletons and ghouls, others are home to mighty vampires, dread knights, and dragon liches.

Tomb Size. Each 50-foot-square node of a tomb contains either a room or passage. A small tomb is about 150 feet square (a 3 × 3 grid of nodes); a medium one is 250 feet square (a 5 × 5 grid); and a large one is 350 feet square (a 7 × 7 grid).

Unholy. The influence of the gods can't reach easily into areas overrun with undead creatures. In some tombs, checks made to turn undead are made with disadvantage.

Creating a Tomb

To generate a new map, roll on the Description table for the initial area and follow its instructions, and then do so again to see what's past each exit, and so on. If you're filling a premade map, roll on Inhabitants and Contents for each location.

Tomb: Description

1: **Narrow passage.** Roll on Passage Contents and Exits. For passage width, roll 1d6:

1–2 2 ½ ft.

3–6 5 ft.

2–7: **Passage.** 10 feet wide. Roll on Passage Contents and Exits.

8: **Wide passage.** Roll on Passage Contents and Exits. For passage width, roll 1d4:

1 15 ft.

2–3 20 ft.

4 30 ft.

9–14 **Small room.** Roll on Room and Chamber Contents and Exits. For room size, roll 1d4:

1 15 × 15 ft.

2 15 × 20 ft.

3 20 × 20 ft.

4 20 × 30 ft.

15–20 **Large chamber.** Roll on Room and Chamber Contents and Exits. For chamber size, roll 1d6:

1 30 × 30 ft.

2 30 × 40 ft.

3–4 40 × 40 ft.

5 40 × 50 ft.

6 50 × 50 ft.

Tomb: Passage Contents

1–10 Empty

11–14 Roll on Passage Scenery

15–18 Roll on Escalations

19–20 Roll on Obstacles

Tomb: Room and Chamber Contents

Roll 1d20 in small room, 1d20 + 2 in large chamber

1–3 Empty

4–8 Roll on Small Room Scenery or Large Chamber Scenery

9–11 Roll on Novelties

12–14 Roll on Obstacles

15–16 Roll on Discoveries

17–19 Roll on Escalations and on Small Room Scenery or Large Chamber Scenery

20+ Roll on Set Pieces

Tomb: Exits

Don't roll on this table if the room's exits have already been determined by Obstacles, Set Pieces, etc.

If the die roll is odd, a room's exits are blocked by doors. Otherwise, they are open.

- 1–3 No exits
- 4–5 One exit left
- 6–7 One exit straight
- 8–9 One exit right
- 10–11 Two exits, left and right
- 12–13 Two exits, left and straight
- 14–15 Two exits, straight and right
- 16–18 Three exits, left, straight, and right
- 19–20 Stairs. Roll 1d8 to determine stair type. Then roll again on this table for other exits, rerolling 19 or 20

- 1–2 Stone stairs down (or up in a tower or other upwards-reaching dungeon)
- 3 Stone spiral staircase down
- 4 Pit or grave that leads down (50 percent chance concealed under stone slab)
- 5 Ladder up or down (50 percent chance of each)
- 6 Stone spiral staircase up

Tomb: Novelties

- 1 Pitch-black room that can't be lit by any means
- 2 An undead skeletal **elephant** (follows orders but doesn't attack) digging graves with its tusks. It's too big to go through the door. Nearby is a wooden case, 8 feet long, big enough to pack the skeleton's bones. The case is narrow enough to fit through the door
- 3 An empty sarcophagus. The carving on the lid magically transforms to depict the most recent person to enter the room
- 4 Giant hourglasses rise to the ceiling like pillars. Some are nearly full and some have nearly run out. Each is labeled with a well-known name. If an hourglass is broken, that person instantly dies
- 5 An enormous statue of a skeletal reaper, so big its hunched shoulders brush the ceiling. The statue's eyes glow blue. The life energy of any creature that dies on this

- dungeon level flows visibly into the statue. The creature can't be raised as undead or resurrected by any means short of *true resurrection* until the statue is destroyed
- 6 Blood drips from red stalactites into bloody pools
- 7 The doors in this dungeon are grave steles or featureless slabs of black stone; you can't open them but you can pass through them as if they were illusory
- 8 The dungeon is lit by ghostly, glowing apparitions that can't affect or be affected by living creatures
- 9 Dust gathers in the corners of every room. No amount of sweeping can clear the dust completely
- 10 Living creatures appear skeletal when reflected in a mirror

Tomb: Obstacles

- 1 **Lock:** A door with a keyhole in the eye socket of a skeleton. **Key:** a key made of bone with a skull-shaped handle
- 2 **Lock:** An *arcane locked* door imprinted with the indentation of a skeletal hand. The door can be pushed open easily by any dead or skeletal hand. **Key:** a skeletal arm and hand
- 3 **Lock:** An *arcane locked* door etched with a riddle: "Speak the name of the last door you will open." Speaking the answer (Death) unlocks the door. **Key:** a skull etched in gold with the words "Remember death, the last door"
- 4 **Lock:** An *arcane locked* stone door set with three opals, with an indentation where a fourth is missing. The door unlocks if an opal is placed in the missing slot. **Key:** an opal
- 5 A coffin leans against the wall. Opening the coffin reveals a door to the next area
- 6 Passage or doorway is completely blocked by bones, requiring a DC 14

Strength check or several minutes of work to clear

7 Alcoves contain **skeletons** that attack if touched

8 Skeletons arms reach from the walls and floor to grab passing creatures (escape DC 14)

9 Visions of dead loved ones or rivals appear to the characters. The visions are harmless, but each player must describe who their character sees

10–17 Trap based on the dungeon level: level 1–2 **darkness statue** or **hidden pit trap**; 3–4 **gnashing teeth trap** or **scorpion needle trap**; 5–10 **hourglass room** or **poison spiked pit trap**; 11–16 **black tentacles trap** or **symbol of death trap**; 17–20 **balor trap** or **poison dart skulls**
18–20 Burial chamber containing a Treasure Hoard and an elite trap: level 1–2 **false hoard trap**; 3–4 **sacred flame gem trap**; 5–10 **ghost trap**; 11–16 **rolling icosahedron**; 17–20 **deepest collapsing dungeon**

Discoveries

1–4 Roll 1d4 on the Obstacles table. You find the key listed in that entry. Make a note of the matching lock. The next Obstacle encountered is that lock.

5 Nonhostile **ghost** or **skeleton** repeating its daily routine, traveling from place to place, possibly opening secret doors, bypassing traps, or revealing other secrets

6 Talking skull that is eager to exchange information for conversation

7 A vase containing 1d4 *spell scrolls* of *speak with dead*

8 An inanimate corpse holding a magic weapon

9 A gold and silver-etched coffin, weighing a ton and worth 50 gp (or 5,000 gp

on dungeon level 7 or higher), surrounded by luxury goods and a Treasure Hoard

10 A sarcophagus with a map or clue carved into the lid

11 A corpse clutches a *wand of secrets* that functions only inside the tomb

12 A **skeleton** that obeys the characters' commands. The skeleton collapses into a pile of bones if reduced to 0 hit points or if ordered to leave the tomb

Tomb: Escalations

25 percent of guards possess a Minor Treasure.

1 Undead guards: on patrol. If they meet living creatures, they attack while sending messengers to the local overlord (roll or choose from Set Pieces)

Level 1–2: 1d4 **skeletons** or

zombies

Level 3–4: **mummy**

Level 5–10: 1 or 2 **wraiths**

Level 11–16: **skeletal warlord** with **skeleton horde**; 3 **wraiths**

Level 17–20: **wraith lord** with 2

wraiths; 2 **vampires**

2 Intelligent undead: will grant passage or offer information for a price

Level 1–2: **ghoul**

Level 3–4: **wight**

Level 5–10: 1 or 2 **revenants** or

vampire spawn

Level 11–16: **vampire**

Level 17–20: **vampire warrior** with

1 or 2 **vampire spawn**

3 Guardians: attack if disturbed

Level 1–2: 1d4 **skeletons** or

zombies

Level 3–4: **ghost** or **walking statue**

Level 5–10: 1 or 2 **wraiths**

Level 11–16: **warlord's ghost** with 2 to 4 **zombie knights**; **banshee** with 2 or 3

wights

Level 17–20: 2 **bone devils** or **vengeful ghosts**

4 Guardians: attack on sight
Level 1–2: 1d4 **giant poisonous snakes** or **swarms of bats**
Level 3–4: 3 or 4 **death dogs** or **ghouls**
Level 5–10: **zombie knight** with **skeleton horde** or **zombie horde**; 2 or 3 **wights**
Level 11–16: **vampire assassin** or **vampire**
Level 17–20: **rakshasa** with 2 **bearded devils**

5 Guardians: guarding a location
Level 1–2: 2d4 **bonespawn**
Level 3–4: 3 or 4 **animated armor** or **skeleton immortals**
Level 5–10: 3 to 5 **ogre zombies**
Level 11–16: 3 or 4 **shadow demons**
Level 17–20: **vampire** or **vampire mage** with **vampire spawn**

6 Guardians: hungry
Level 1–2: 1 or 2 **ghouls** or **shadows**
Level 3–4: 1 or 2 **ghasts**
Level 5–10: 2 or 3 **ghosts**
Level 11–16: **forgotten god** with 2d10 **skeletons**; 3 **wights**
Level 17–20: 2 **vampires**

7–10 Roll 1d6 on this table to determine an encounter group. The group is nearby (in the nearest unexplored room) and may be detected by tracks, noises, flickering torchlight, or other signs

Tomb: Set Pieces

Set piece encounters usually feature a Treasure Hoard.

1–2 **Undead Prison**. A beam of blue moonlight shines down from a moon painted on the ceiling. The moonbeam engulfs a

sarcophagus. Inside the sarcophagus is an imprisoned undead creature. Opening the sarcophagus or blocking the moonbeam frees the creature.

Level 1–2: **banshee** or **wight**
Level 3–4: **revenant**, its vengeance focused on the characters (when the revenant is released, 1d4 **specters** also appear)
Level 5–10: **mummy lord**
Level 11–16: **demilich**
Level 17–20: **demilich** or **dread knight champion**

Setting: The beam of moonlight acts as a permanent *moonbeam* spell that damages undead creatures only.

3–4 **Army of Darkness**. An undead creature gathers an army to sweep away the living.

Level 1–2: **wight** with 3 or 4 **zombies**. Reinforcements: 1d6 **bonespawn**
Level 3–4: **wraith** with 1d4 **specters**. Reinforcements: 1d4 **specters**
Level 5–10: **skeletal warlord** with 1d4 **skeleton immortals**. Reinforcements: 1d4 **skeleton immortals**
Level 11–16: **vampire warrior** with 2 **vampire spawn**. Reinforcements: **vampire spawn**
Level 17–20: **mummy lord** or **wraith lord** with 2 or 3 **wraiths**
Reinforcements: 1 or 2 **wraiths**

Setting: At the end of each round, reinforcements arrive, clawing up from the ground or floating through the walls.

5–6 **Death Magic**. A spellcaster commands an army, their eyes fixed on conquest.

Level 1–2: **priest** with 1d8 **bonespawn**
Level 3–4: **high priest**, **mage**, or **necromancer** with 3 or 4 **skeletons** or **zombies**

Level 5–10: **archmage, forgotten god, or vampire mage** with 3 or 4 **ogre zombies**

Level 11–16: **archmage, archpriest, or adult black dragon lich** with 1d4 + 1 **wraiths**

Level 17–20: **lich** with 4 **ghosts** or **shadow demons**

Setting: The area glows with the arcane runes. A creature can use an action to make an Arcana check (equal to the spellcaster's DC) to deactivate a rune. When the spellcaster is reduced to half its hit points or less, all destroyed undead creatures return to full health unless all runes have been deactivated.

7–8 The tomb is cleansed only if you complete a powerful spirit's unfinished work. Roll 1d6: 1–2 deliver a message, 3–4 take revenge on a killer, 5–6 recover a piece of stolen burial treasure

Tomb: Minor Treasure

1 Burial mask with value appropriate to tier (tier 0 or 1: 50 gp, tier 2: 500 gp, tier 3 or 4: 5,000 gp)

2 *Spell scroll* containing a spell appropriate to the area's tier (tier 0: cantrip or level 1 spell, tier 1: level 2–3 spell, tier 2: level 4–5 spell, tier 3: level 6–7, tier 4: level 8–9)

3–7 Coins or jewelry worth an amount appropriate to the tier (tier 0: 25 gp, tier 1: 75 gp, tier 2: 750 gp, tier 3: 7,500 gp, tier 4: 75,000 gp). 25 percent chance that the item is an easily identifiable crown, signet ring, or other item associated with a historical figure or family

7 1d6 vials. Roll 1d6: 1–3 *potions of healing*, 5–6 *potions of greater healing*

8 Magic weapon or shield appropriate to tier (tier 0 or 1: +1 item, tier 2: +2 item, tier 3 or 4: +3 item)

9 Bulky grave goods (gilded furniture, ewers, fine clothes, masterwork weapons, etc.) with value appropriate to tier (tier 0 or 1: 100 gp, tier 2: 1,000 gp, tier 3: 10,000 gp, tier 4: 100,000 gp)

10 Prayer scrolls. Studying one grants a cleric or paladin a new rare spell or a spell not on their normal spell list

11 A magic potion that changes your type and appearance to undead for 24 hours

12 A diamond worth an amount appropriate to tier (tier 0 or 1: 300 gp, tier 2: 500 gp, tier 3: 25,000 gp, tier 4: 25,000 gp)

Tomb: Treasure Hoards

Dungeon Level 1–2

Valuables: 1d4 × 100 gp in jewelry
Magic (30 percent chance): +1 *breastplate*, +1 *scale mail*, or +1 *weapon*

Dungeon Level 3–4

Valuables: 2d4 × 100 gp in silver and gold coins or jewelry
Magic (40 percent chance): *pipes of haunting* or *spirit lantern*

Dungeon Level 5–10

Valuables: 1d6 × 1,000 gp in gilded grave goods, jeweled masterwork weapons or instruments worth 500 gp each, or artworks
Magic (50 percent chance): *dimensional shackles* or *sword of life stealing*

Dungeon Level 11–16

Valuables: 1d4 × 10,000 gp worth of gold and platinum coins, jewelry such as crowns, scepters, and necklaces, or gems
Magic (60 percent chance): *mace of terror* or *Emperor's blade*

Dungeon Level 17–20

Valuables: 1d4 × 100,000 in gold coins, hundreds of pounds of golden statues and furniture, or jeweled weapons and implements worth 10,000 gp each
Magic (70 percent chance): *holy avenger* or *scarab of protection*

Tomb: Passage Scenery

- 1 Dusty floor criss-crossed by skeletal footprints
- 2 Skulls mortared into the walls
- 3–4 Alcoves contain inanimate skeletons
- 4 Bones or inanimate mummies heaped against the walls
- 5 Necromantic runes carved into the walls and floor
- 6 A bas relief of skeletons, angels, or tormented souls
- 7 Shovels and a dirt-filled wheelbarrow
- 8 Everburning torches in wall brackets
- 9 Bloodstained floors and walls
- 10 An ice-cold draft

Small Room Scenery

- 1 Antechamber filled with uncomfortable pews intended for mourners and other visitors
- 2 Dusty, abandoned chapel
- 3 Chapel under the influence of the *hallow* spell
- 4 Unholy chapel with a bloody stone altar, lit by candles in skulls
- 5 Jars containing knucklebones, for use in divination magic
- 6–8 Crypt containing 1d6 sarcophagi
- 9 Crypt containing niches filled with bones
- 10 Crypt containing caskets and a dusty pipe organ
- 11 Dozens of empty graves dug into the earth floor, each with a pile of dirt next to it. Shovels nearby
- 12 A guardroom with musty beds and an altar to the god of death

Tomb: Large Chamber Scenery

- 1 Room contains mirrors, scrying pools, and other ritual divination equipment
- 2 Skulls carved in bas relief; a ritual circle is etched into the floor

- 3 Canopic jars sealed with symbols of death. One jar contains a Minor Treasure
- 4 The room is ringed by a balcony accessible by stone steps. Dozens of inanimate skeletons stand atop the balcony
- 5 A giant-sized statue of a deity or mortal hero stands in the middle of the room. Atone coffins are arranged along the walls
- 6 Square stone slabs set into the walls, each with a name and date. Behind each is a niche containing bones
- 7 A dozen glass-walled tanks of brine, each containing a perfectly preserved corpse
- 8 A dozen open sarcophagi containing inanimate mummies, each wearing a death mask
- 9 A funeral barge too big to fit through the door. On the deck is an inanimate mummy and a Minor Treasure
- 10 A life-sized equestrian statue. The statue can be pushed across the floor, revealing a trapdoor leading to a tomb and a Treasure Hoard
- 11 Hundreds of unlidded pots, each containing the bones of an inanimate skeleton
- 12 Dozens of dusty wooden coffins, some splintered open and empty