DANGEROUS TRAPS & OBSTACLES
**Armor Dropping Axe**

A character who succeeds on a DC 13 Wisdom (Perception) check notices one of the rusty suits of armor has its poleaxe elevated in a hostile manner, as well as an obvious tripwire placed across the hall.

If the trap is triggered the poleaxe swings to the floor, quickly slashing through the air. It clanks to the floor and the suit of armor crumples around a small pedestal.

When triggered, any character in a 10 foot line from the armor must make a DC 18 Dexterity saving throw or take 22 (4d10) slashing damage, or half as much damage on a successful save.

**Blinding Light**

A blinding light fills this entire room, and it feels as bright as the sun. As the brightness overwhelms your senses, you could almost skip over the rancid smell of decay if it wasn’t so strong.

The floor to this room has large holes that are not noticeable while the light is shining blindingly at the entryway. The visual acuity of all adventurers is drastically impaired by the blinding light and/or afterimage of that effect.

Creatures in this room make all Perception checks with disadvantage. Creatures with darkvision are considered blinded while inside the room. A character who succeeds on a DC 14 Wisdom (Perception) check notices the massive holes in the floor. A failure in this check, or a failure to communicate the existence of the hole in the floor may result in one or more creatures falling into these pit traps.

If a character reflects the blinding light back into the room from a corridor, they will see the room is lined with light-refracting crystals. If the light is obstructed from the refracting crystals the room will become pitch dark.

**Blocked Path**

At Player Request: The adventurers may attempt to clear the rocky debris fairly easily in roughly 30 minutes. Every creature that takes part in this task must make a DC 25 Constitution saving throw or gain a point of exhaustion from moving so many heavy stones. For each additional creature involved in this task, the time required to complete it reduces by 5 minutes.
to a minimum of 5 minutes total, and the Constitution saving throw DC is reduced by 5 to a minimum of DC 5.

While clearing the corridor of rocks it is possible to trigger a rockslide, pummeling those working to move the stones with falling rocks. Once per this process, at the GM’s discretion, the target creatures must make a DC 12 Dexterity saving throw or take 7 (2d6) bludgeoning damage, or half as much on a passed save. A friendly creature may pass a DC 15 Intelligence (Nature) or Wisdom (Survival) check prior to the rocks falling to shout a warning, granting advantage on the saving throw.

**BOOK IN A BUBBLE**

If this tome is opened, a large magical bubble emerges as if being blown from the very pages of the ancient tome.

Whoever opens the book must succeed on a DC 20 Dexterity saving throw or become entrapped in a resilient sphere. This sphere is identical in every way to the spell of the same name, except it lasts for 1 hour. The tome is then rendered inert until the dawn of the next day, at which time it will cast the spell again. If a spellcaster is aware of how this item behaves, they may aim the Tome of Entrapment at a large or smaller creature and cast resilient sphere, using their own spell save DC without expending a spell slot, and the effect lasts 1 minute. The Tome of Entrapment then goes inert and cannot be used until the dawn of the next day.

**BROKEN DOWN TRAPS**

*The floor is dotted with poorly covered pitfalls. These traps seem like they would be quite deadly if the shambles were properly maintained.*

If a character wishes to repair and reset these traps, creating a treacherous battlefield or even a dangerous gauntlet for their foes, they may make a Wisdom (Survival) check. The result becomes the DC for an Intelligence (Investigation) check to uncover the traps.

**BURSTING LAVA MINES**

*On the walls there are sections that glow a deep red. These lumps shrink and swell with pulsing magma, the hot molten rock just behind the walls.*

The pockets can erupt spontaneously. The pockets will burst if the adventures bump the wall or disturb a lump through
magical or physical means. As they burst the pockets creatures in a 5 foot radius must make a DC 14 Dexterity saving throw, taking 5 (1D10) fire damage, or half as much on a successful save.

**CLOSING SPIKED WALLS**

*As you peer into this room you see spiked walls lining the walls. Upon entering the doors slam shut both in front of and behind you. The spiked walls grind and click mechanically as they begin closing in.*

A character who succeeds on a DC 25 Strength check can stop the crushing walls, breaking the mechanism designed to crush its victims. Lodging something sufficiently stout between the walls can also stop the walls. Other creative but plausible solutions will succeed at disarming the trap at the GM’s discretion. The walls move in at a rate of 5 feet per round.

**ELECTRIC DISCHARGE**

*When the piles of riches are disturbed a high-pitched, whirring sound begins followed by a loud pop as the adventurers feel electricity pulse through their bodies. The winds through this section of Catacombs whip at a furious pace. Then the intricate metal spire at the back of the room starts ionizing the air. It releases energy in electric pulses that hit the surrounding walls in powerful blasts.*

Each creature touching the floors or walls of this room must succeed on a DC 15 Dexterity saving throw or take 5 (1d8) lightning damage, or half as much damage on a successful one. Creatures wearing metal armor make this save with disadvantage.

After a loud pop, the powerful whirring begins again. The trap is recharging to deliver another 5 (1d8) lightning damage, which it will continue to do every two rounds. The charge conducts into any adjacent room with metallic surfaces.

**ELEMENTAL SHRINE PUZZLE**

*In center of this room there are four stones marked with runes laid forth before an altar. At each corner of the room are four smaller altars, one bearing a brightly burning torch, one a basin of water, one with piles of intricately stacked, mossy rocks, and one bearing a patch of tall grass, swaying as if outdoors on a windy day.*
At The Player’s Request: A character that succeeds at a DC 14 Intelligence (Arcana) check deciphers each of the runes to be representative of one of the four elements: fire, water, earth, and wind.

At The Player’s Request: A character that succeeds at a DC 16 Intelligence (Religion) check will realize that the stones bear finely chiseled elemental runes, representing the 4 elements.

Placing each stone at the altar that corresponds with its elemental rune will cause a door to unlock, or a secret to reveal itself.

**ENCHANTED DINNER**

In the center of this room is a grand table covered in the finest delicacies and treats you ever seen, presented on solid silver platters with matching table settings of tarnished silver.

Once a creature consumes any food or drink from the table, they are magically compelled to sit and continue to consume the spread of food and drink until it is all gone. For one creature, completing this task would take 8 hours. At the end of the first hour, the character must succeed on a DC 5 Constitution saving throw or gain one level of exhaustion and must continue eating. For each additional hour, the DC increases by 5. For each additional creature that eats at this table, the time to consume all the food on the table is reduced by half, to a minimum of fifteen minutes.

**EXPLOSIVE GEM PILE**

A 5 by 5 foot mound of precious gemstones lies before you. You can make out emeralds, amethysts, sapphires, rubies, even a few diamonds. They glimmer beautifully in the torchlight.

A character who succeeds a DC 16 Intelligence (Investigation) check while examining the pile of precious gemstones will take note of an errant wire that leads to the center of the mound. This is clearly a trap!

If any of the gems are removed, any creature within 30 feet of the mound must succeed on a DC 15 Dexterity saving throw, as the explosive embedded within detonates, sending gemstones flying as dangerous shrapnel across the room. A creature who fails this saving throw takes 25 (10d4) piercing damage, or half with a successful save. A creature who is within 15 feet of the mound when it explodes takes 28 (8d6) fire damage as well, a successful saving throw also halves this damage.
EXPLOSIVE MINES

A character who succeeds on a DC 13 Wisdom (Perception) check notices that there are scattered mounds of slightly upturned earth all over this chamber. These can be avoided easily enough if noticed, but the mines will detonate if stepped on. Any creature in a 5 foot radius when the mine detonates must make a DC 15 Dexterity saving throw or take 16 (3d10) bludgeoning damage, or half as much on a successful one.

FALLING CAGE

If a creature enters below the cage, they must make a DC 15 Dexterity saving throw or be caught in the cage dropped from the ceiling.

If the cage is set off, a group of bandits will come into the room within two rounds, demanding the party give up their valuables.

FALLING ICICLES

Any heatsource or significant amount of noise or vibration in this room will cause large icicles to begin raining down from the ceiling. All creatures in the path of one of these falling icicles (GM’s choice) must make a DC 13 Dexterity saving throw to attempt to dive out of the way. A failed save results in a creature taking 4 (1d8) bludgeoning damage and 2 (1d4) cold damage, being knocked prone in the process.

GIANT CHASM

This room is divided by a great chasm approximately 40 feet across. You cannot see the bottom when you look down in the dim light.

The bottom of the chasm is only 30 feet deep, with an unnaturally black stone floor restricting vision. The sides of the chasm are made of crumbling sand that looks impossible to climb up.

GIANT SAW-BLADES

The spinning saw blades in this room are operated by a system of non-magical pulleys, belts, and ropes that wrap around large rotating cogs exposed on the walls,
and can be rendered useless if any one part of the mechanism is damaged or jammed.

To avoid the spinning blades, a creature must succeed on a series of three DC 15 Dexterity saving throws, taking 28 (8d6) slashing damage on a failed save and avoiding damage altogether on a successful one.

**GRABBING VINES**

A character who succeeds on a DC 15 Intelligence (Nature) check recognizes these as Grabbing Vines, or Grabvines, a dangerous predatory plant species. They thrive in more arid and dark environments by encapsulating prey within their rolled up vines and using hairlike needles to begin to drain the prey of all its water and nutrients.

Large plant, unaligned

**Armor Class** 12  
**Hit Points** 104(11d10 +44)  
**Speed** 0 ft.

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**Saving Throws** STR +7, CON +7  
**Skills** Athletics +7, Stealth +5  
**Damage Vulnerabilities** fire, radiant  
**Damage Resistances** necrotic, psychic; bludgeoning, piercing, and slashing from nonmagical attacks  
**Condition Immunities** blinded, charmed, exhaustion, prone  
**Senses** blindsight 30 ft.  
**Languages** -  
**Challenge** 6 (2,300 XP)  

*Voracious Vines.* The Grabvines have advantage on all Strength (Athletics) checks when grappling.

**Actions**

*Multiattack.* The Grabvines make two attacks both with its Vine Tendrils, against different targets if possible. One of these attacks may be replaced by a Feed attack, but only if the Grabvine has the target grappled at the start of its turn.

*Vine Tendril.* Melee Weapon Attack: +7 to hit, reach 15 ft., one target. Hit: 11(2d6 +4) bludgeoning damage. The target must pass a DC 15 Strength saving throw or be grappled and restrained by the Grabvines’ tendril, being pulled up to fifteen feet toward the mass of writhing vines.

*Feed.* Melee Weapon Attack: +7 to hit, reach 5 feet, one target. Hit: 14(4d6) necrotic damage, the Grabvines restore hit points equal to half of the damage done this way plus six.
Hot Steam Jets

As you enter the space you immediately feel sweat begin to condense on your body. You can see the floor through a translucent fog, and notice patterned square tiles across the room. The air is heavy with moisture, and sudden jets of hot steam spurt into the open room. You get the impression that there might be another entrance at the other side of the room, but you cannot be sure.

With a DC 15 Intelligence (Investigation) check, a character will notice that the steam jets are on a reliable timer, activating once every 6 seconds (once per round), and then deactivating for 6 seconds. A character that chooses to may wait for the optimal time to attempt to run across the heavily obscured, steamy room, which is 55 feet across. Upon their arrival they notice a pull-chain in the opposite doorway, dangling about six feet above the floor. Pulling this chain will deactivate the steam, allowing safe passage. Any creature that enters into this room without attempting to time the piping hot jets of steam that erupt from the floor takes 7 (2d6) fire damage per round until they leave this room or the jets are deactivated.

Illuminated Lure

If the orb is followed, it will remain just out of reach, dodging deftly from any abilities that might make its capture plausible. Once a character reaches the second bend of the hallway they find themselves standing in a viscous, black fluid approximately 2 feet deep. When a character is sufficiently stuck into the fluid, it begins to retract, restraining the character. A creature can free itself with a successful DC 15 Strength (Athletics) or Dexterity (Acrobatics) check. For each turn a creature is restrained by this living trap they must take 7 (2d6) slashing damage and 7 (2d6) acid damage per round until the creature is pulled free or completely digested.

Living Roots

The entirety of the room is overgrown with knotted and gnarled roots, creating difficult terrain.

A character that succeeds on a DC 13 Wisdom (Perception) check notices the roots around your feet are moving, crawling their way up their legs in attempt to grapple them.

A creature that starts their turn standing on the floor or near
the walls of this room for more must succeed on a DC 17 Dexterity saving throw or be grappled by the roots. A character that is aware of the grasping roots has advantage on this saving throw.

**Magical Binding**

The floor before you is a circle etched in magical runes, they glow with a dull, green hue. A creature that enters into this circle must succeed on a DC 15 Wisdom saving throw, or immediately undergo metamorphosis, transforming into a gaseous form just as the spell describes, with the exception of its head and face and the effects of the spell do not revert when the creature reaches 0 hit points. They may be kept in a jar until restored. Only the wish spell, or a powerful celestial, archfey or fiend may be able to reverse the effects of this magical binding.

**Mugger's Net**

A character who succeeds on a DC 19 Intelligence (Investigation) or Wisdom (Perception) check finds a tripwire in the middle of the crossway, as well as a weighted net suspended from the ceiling.

Once the tripwire is triggered, the weighted net will fall upon the creature that tripped it and any creature in a 10 foot by 10 foot space, as shown on the card.

A creature must make a DC 12 Dexterity saving throw or be caught in the net. A creature caught may remove it with a successful DC 18 Strength check.

Once the adventurers pass the center of the cross-tunnel or the trap has been sprung, the sound of a bird whistle echoes down the tunnel. A veritable warband of five thugs, keen on relieving the party of their valuables come down the tunnel. If Thieves' Cant is spoken in a compelling way, they will release the party and leave them alone.

**Mystery Door**

This door is locked at a DC 20. When the door is opened, roll a d6 to determine the contents of this closet-sized room.
### D6 Table

<table>
<thead>
<tr>
<th></th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>The creature that opens this door must pass a DC 18 Constitution saving throw or become petrified until restored magically.</td>
</tr>
<tr>
<td>2</td>
<td>The creature that opens this door must pass a DC 18 Intelligence saving throw or suffer from the effects of a <em>feeblemind</em> spell until restored magically.</td>
</tr>
<tr>
<td>3</td>
<td>The creature that opens this door must pass a DC 18 Wisdom saving throw or forget the events of the last twenty-four hours, as if under a modify memory spell.</td>
</tr>
<tr>
<td>4</td>
<td>The door opens to reveal finery and riches equal to roughly one-hundred fifty gold.</td>
</tr>
<tr>
<td>5</td>
<td>The door opens to reveal a random uncommon magic item.</td>
</tr>
<tr>
<td>6</td>
<td>The door opens to reveal a random rare magic item.</td>
</tr>
</tbody>
</table>

The GM may decide that a roll is sufficiently high or low so as to reveal more or less about what can be inferred through these mystery doors.

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**PICK A CHEST**

*The first thing you notice about this room is that it features three identical chests. In fact, that is the only thing of note about this room other than the drab interior of the Catacombs and an occasional scattering of bones.*

When a chest is opened, roll a d3 to determine the results.

1 = Auto-encounter
2 = A plume of poisonous gas* erupts from the chest
3 = A cache of 1d4 +1 lesser healing potions.

Once one chest is opened the other two dissolve in thin air.

*Each character within 15 feet of the chest must make a DC 17 Constitution saving throw. On a failed save, it takes 14 (4d6) poison damage and is poisoned for the next hour. On a successful save, it takes half damage and is not poisoned.*

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**PILE OF DEATH**

A character who succeeds on a DC 12 Wisdom (Perception) check will notice there are remains of a species matching each member of the party. These piles appear to be free of any armor or weapons.

At The Players’ Request: A character who succeeds on a DC 17 Wisdom (Medicine) check realizes the skeletal remains have been stripped, bleached and dumped here not long before the characters were.
POISONED DART STATUES
The smooth stone-carved walls of this room have a ribbon of bas-relief sculptures carved into them about 4 feet above the floor. Lining the center of the room are two rows of marble-carved statues of humanoids. In order their hands are low to the ground, palm-up, each gradually raising their palm progressively upward to the end of the row. If any of the arms on the statues are lifted or raised, that particular statue will shoot poisoned arrows out from the mouth of the creature.

Arrow Trap: Ranged Weapon Attack  +6 to Hit, Range 30 ft. one target. Hit: 7 (1D6+4) piercing damage, in addition to 3 (1D6) poison damage, and must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour.

POISONED MUSHROOMS
A creature that succeeds on a DC 12 Wisdom (Perception) check notices that there is a corpse of an Elf lying half decayed in the center of a thick patch of the fungus. The cadaver has small mushrooms sprouting on top of it. If the check succeeds by 5 or more, they will also notice a faint green mist hovering in a 10-foot cloud around the mushrooms.

A creature that succeeds on a DC 15 Intelligence (Nature) check knows these to be Veil's Kiss, a deadly variety of predatory fungus. It is known to release a cloud of damaging and paralyzing spores whenever it detects prey within 10 feet of an exposed cap.

Veil's Kiss. Whenever a creature enters within 10 feet of a cluster of these toxic mushrooms, they release a noxious, paralyzing cloud. Each creature within 15 feet of the Veil's Kiss must make a DC 16 Constitution saving throw or suffer 16 (3d10) necrotic damage, and become paralyzed for 1 hour. On a successful save, the creature takes half damage and is not paralyzed. The Veil’s Kiss repeats this attack once at the top of every round, as if in combat, until there are no longer creatures within range that are not paralyzed.

POISONED WELL
An exposed metallic pipe leads from a hole in the floor to a dripping tap. There is a puddle forming around the baseboard the wall below the spicket is discolored. If turned to the left, water will spill forth from the tap in a messy sputtering fashion.

This watersourse has been poisoned by a nefarious entity! A
creature that drinks from this water must succeed on a DC 13 Constitution saving throw or take 22 (4d10) poison damage and are considered Poisoned until they complete a long rest. A creature who succeeds takes half damage and is not poisoned.

**PUZZLE DESK**

Before you lies an intricate contraption: a mechanical wheel carved from stone is divided into quadrants and decorated with multicolored gemstones. A large, silver orb hovers over the center of the wheel. The wheel is connected by wires and tubes to the 5 candles on the adjacent desk. Lighting the candle in the middle before all of the other candles are lit causes the silver orb in the center to violently sputter and spit electric energy, dealing 7 (2d6) lightning damage per round to all creatures within 15 feet of the desk until the flame is doused.

If the other 4 candles are lit in any order, each of the quadrants will mechanically click upward, its gemstones glowing brightly. Once the 4 quadrants are active, lighting the middle candle will activate the center orb, which directs electrical charge into a locked door*, causing it to open.

*Could be an elevator, doomsday device, or anything else!

**REVERSE GRAVITY**

The floor to this room is uneven and rocky. As soon as you enter you feel your organs realign as the force of gravity reverses and all your unstowed gear falls toward the 30 foot metal-grate ceiling.

All characters that breach the threshold of this room must make a DC 18 Dexterity saving throw to grab hold of the irregular, rocky ground and prevent themselves from falling upward, taking 10 (3d6) bludgeoning damage from impacting the 30-foot ceiling on a failed save.

For all intents and purposes, this is an upside-down pit that is 30 feet deep. The enchantment takes up the entire room, but not the narrow corridors on each end. The walls of this room are smooth stone.

**RIGGED FLAMETHROWER**

A character who succeeds on a DC 14 Intelligence (Investigation) check discovers that the tiles just beyond the secret door are depressed slightly, indicating a possible trap. If the check succeeds by 5 or more, the character also notices that there are brass canisters propped against the wall, poised to propel gas through a
series of lit torches. Each torch has a snuff hanging by a fine chain from its shaft that can easily be reached by a Medium or larger creature.

When a creature steps within 15 feet of the rigged flamethrower, they must make a DC 18 Dexterity saving throw or take 16 (3d10) fire damage. When this trap is triggered flame spews from gas canisters positioned around the newly-revealed passageway.

**ROOM OF NARCOLEPSY**

*Fine tapestries hang from the walls, and luxurious pillows cover the floor from wall to wall. The air is lightly scented with expensive-smelling oils and perfumes.*

Any character who stops to rest, or even momentarily enjoy the comfort of this room must succeed on a DC 17 Wisdom saving throw or be unable to resist the lavish comfort before them and fall asleep in a matter of seconds.

Those that become victim to the magically comfortable room of luxury will easily fall prey to the monsters that inhabit this chamber, beneath the layer of pillows. The magical sleep is instantly dispelled upon a character taking any damage.

**ROOT COVERED PIT**

*Traveling through these corridors you can see this area connects in many directions. Like many of the tunnels under the Forest of the Dead, the floors are lined with the same roots which cover the walls.*

A character that succeeds on a DC 18 Wisdom (Perception or Survival) check notices the roots in the crux of the passage are unhealthy and brittle, primed to drop unsuspecting adventurers into the pit below.

If more than 1 Small or larger creature enters this room at the same time, the roots give way, plummeting the adventurers to the bottom of the pit 20 feet below, taking 7 (2d6) bludgeoning damage from the fall and xdx piercing damage from the jagged roots at the bottom.

A character that succeeds on a DC 14 Dexterity saving throw deftly maneuvers across the roots before they collapse and avoids falling into the pit.
The pit is 20 feet deep with a jagged floor composed of roots and hardened vines jutting out at varying angles. If the floor of the pit is explored, a humanoid skeleton is sprawled out with the tattered remnants of a bag beside it.

**Sinking Pits**

*Before you get close to this room the stink of rotten bowels overtakes your senses. Toilet holes and flying bugs surround you as the odor penetrates your pores.*

When a player enters or begins its turn in this room they must make a DC 14 Constitution saving throw to prevent becoming violently ill, stunning them for a turn. Repeat this saving throw once per minute until exiting this room.

**Slamming Door**

If a creature attempts to turn the gem doorknob they quickly realize it is attached to a false door. It is 10 feet by 5 feet, carved from solid rock, and hinged at the floor. The door falls forward with all of its weight, landing on top of anyone in its path. Creatures in range must make a DC 16 Dexterity saving throw or suffer 2D8 bludgeoning damage, halving the damage on a successful check.

**Slippery Ice**

The floor in this room is difficult terrain. For every fifteen feet that a creature traverses, it must pass a DC 10 Dexterity saving throw or fall prone. Once a creature makes this saving throw once, pass or fail, it has advantage on subsequent rolls to maintain balance on this slippery floor. Each time a creature falls in this way they suffer 1d8 bludgeoning damage from the icicles falling from the ceiling onto their head.

**Snare on the Floor**

A character who succeeds on a DC 18 Intelligence (Investigation) check finds a looped rope, a snare trap buried just under the sand in the corridor that the adventurers did not enter through.

A Large or smaller creature that enters into this space must make a DC 18 Dexterity saving throw or be suddenly hoisted by
its ankles by the hidden rope, suspended and restrained them 3 feet off the ground.

**SPRING LOADED DOOR**

A successful DC 18 Intelligence (Investigation) check reveals that a five foot by five foot section of tile just inside the cell seems loose.

Players that trigger this trap must succeed on a DC 20 Dexterity saving throw to avoid being trapped from the spring-loaded door.

**SPIKED CEILING**

All creatures in the room must make a DC 13 Dexterity (Acrobatics) or Strength (Athletics) check to cross the room while avoiding being crushed by some spikes. On a failed check a creature receives 7 (2d6) piercing damage as it is jostled into the spiked ceiling.

**TELEPORTATION RING**

Upon stepping into the center of the ring, a yellow glow appears. Any creature Large or smaller that steps into this circle is immediately teleported to the location of your choice.

**THIN ICE**

Before entering this room, a successful DC 20 Wisdom (Survival) check reveals that the ice floor here is unstable and on the verge of collapse.

This ice has been chiseled out as a trap with a twenty foot fall to the pit floor below. When one large creature, more than one medium creatures, or more than two small creatures in any combination are on a section of the ice at the same time the ice begins to crack. Any creature wearing heavy armor counts as two creatures for this trap.

Once the ice begins to crack, a successful DC 14 Intelligence (Investigation) or Wisdom (Perception) check grants you the foresight to lessen the impact of this trap, granting a creature advantage on a DC 12 Dexterity saving throw. Succeeding this saving throw results in a creature taking half damage from the fall, a critical success results in a creature’s avoiding the trap altogether, leaping over the gap into the next corridor and taking no damage from the fall.
Thorny Bramble

The passage begins to narrow as the roots and vines lining the walls have thickened to the point where they are connecting in some areas.

Unless the party is cutting their way through, the roots will jut out to try to stab and ensnare those who attempt to pass. The roots have a sense of self-preservation. If blades are being swung in their general direction, they will relax and ease back to the edge of the wall.

Large plant, chaotic evil

**Armor Class** 12

**Hit Points** 66 (7d10 +28)

**Speed** 0 ft.

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**Saving Throws** STR +7, CON +7

**Skills** Athletics +7, Stealth +5

**Damage Vulnerabilities** radiant

**Damage Resistances** necrotic, psychic; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** blinded, charmed, exhaustion, prone

**Senses** blindsight 30 ft.

**Languages** -

**Challenge** 6 (2,300 XP)

*Thorny Grasp.* The Thorny Bramble has advantage on all Strength (Athletics) checks when grappling.

**Actions**

*Multiattack.* The Thorny Bramble makes two lash attacks, against different targets if possible. All creatures that are grappled are then subject to a Feed attack.

*Lash.* Melee Weapon Attack: +7 to hit, reach 15 ft., one target. Hit: 11(2d6 +4) bludgeoning damage and 8 (2d8) necrotic damage. The Tendril of the Veil may attempt to grapple the target as part of this attack.

*Feed.* Melee Weapon Attack: +7 to hit, reach 5 feet, one target. Hit: 14(4d6) necrotic damage, the Tendril of the Veil restores hit points equal to the damage done this way plus 10.

Three Hole Puzzle

This small room has three arm-sized holes about three feet off the ground.

In the event a creature inserts an appendage into any of the holes, they will feel a mechanical latch fasten their appendage painfully into place. This is also true for the second hole. The devices do not freely release any appendages unless the lever concealed within the third hole is activated, at which point both latches disengage, allowing any who were trapped by the mechanisms to go free unscathed.
**TILTING FLOOR**

As you continue, the floor tilt increases to an unbelievable incline and the searing heat greets your face as you peer into an exposed magma chamber through the open steel door. The floor wobbles on a fulcrum across the center of the room, the floor is also very slippery.

The weight of a medium or larger creature moving beyond the fulcrum point causes the slick floor to suddenly tilt forward. As this happens, they must pass a DC 18 Dexterity saving throw or risk being forced to the edge of the room. One small creature will not cause the floor to move.

**TOLL GUARD STATUES**

Entering this corridor you see three alcoves on each wall of this passageway, each housing a tall statue. Lying in front of the first statue is a skeleton on the floor. The bones appear to be broken, and some are even crushed into powder.

If a group of creatures attempts to pass this row of statues without placing a coin in each hand, they must pass a DC 15 Dexterity saving throw or suffer 1D8 bludgeoning damage per unappeased statue passed, halving the damage on a passed saving throw.

**TOXIC SPORES**

As you approach the corridor you can see a colorful reflection shimmering against the wall of the corridor. A sweet floral smell lingers in the air before you. The room is filled with brightly colored mushrooms and fungi that appear to be moving. They range from the size of a button mushroom to 3 feet in height.

Each creature that enters this room must succeed on a DC 14 Wisdom saving throw or be charmed by the cloud of fungal spores floating in the air. A creature that passes the saving throw is immune to the effects for 1 hour. Charmed creatures cannot help but walk toward the multicolored mushroom patch dominating the majority of this space. Creatures can repeat the saving throw at the end of each of their turns, ending the effect on a success.

If a creature moves within 2 feet of any of the mushrooms a toxic spore will be released into the air. This is a trap to create a meal for the creeping fungus in the room. Once any creature moves within 5 feet of the mushroom patch, it emits a spore
cloud with a 10 foot radius. Any creatures in the area of effect must succeed on a DC 16 Constitution saving throw or fall unconscious immediately. A creature that passes the saving throw is immune to its effects for 1 hour. A sleeping creature may repeat the saving throw at the end of each of its turns, awakening on a successful save.

If the adventurers fall prey to the living fungi, the large mushrooms that were moving will climb on top of the fallen bodies to start the decomposition process.

The creeping fungus deals 16 (3d10) necrotic damage per turn to each incapacitated target within 10 feet of the patch of mushrooms.

**TRAPPED CHEST**

The chest contains explosive dying powder to mark those who try to open it. A character that succeeds on a DC 15 Dexterity (thieves’ tools) check can unlock it. A colorful burst of powder will explode in a 5’ radius from the chest. Characters must succeed on a DC 18 Dexterity Saving Throw or be covered in the color. The dye will disappear after 24 hours but cannot be washed off with soap and water. Prestidigitation will easily remove the color.

**TREACHEROUS BRIDGE**

If more than four small, three medium-sized, or two large creatures are on the bridge at any given time their weight will cause the ropes to snap. Any creature that is on the bridge when the ropes snap must make a DC 13 Dexterity saving throw to grab on or be cast into the pit of icy spikes below. Each creature while crossing the bridge must make a DC 17 Intelligence (Investigation), Dexterity (Acrobatics) or Strength (Athletics) check to avoid putting their foot through a rotted board on the bridge.

Any creature unfortunate enough to fall into the ravine suffers 11 (2d10) piercing damage in addition to 10 (3D6) bludgeoning damage from the fall itself.

**TRIPWIRE**

At the Players’ Request: A character that succeeds on a DC 15 Intelligence (Investigation) check while inspecting any of the doorways in this room notices a thin, silver wire laid across each threshold.
If the adventurers do not see the tripwire a slight jingle will come from a bell the wire was attached to, notifying an NPC that someone has entered the room.

**TRIPWIRE WAGON**

*Entering into this room you see two large, yet clearly empty wagons. The wagons look very similar to one another, and are finely crafted with a fair amount of room to haul belongings.*

These carts are attached to a string that acts as a magical tripwire. If the carts are moved without disabling, it will set off a loud alarm throughout the area.

With a successful DC 12 Intelligence (Investigation) check the adventurer will see the tripwire, a successful DC 14 Intelligence (Arcana) reveals that an Alarm spell has been placed to protect these wagons.

If the tripwire is set off (Alarm spell is triggered) the wagons’ owner will arrive within three rounds, a group of hired goons will arrive after four rounds if not disabled.

**VATS OF BOILING OIL**

*At each bend in this room are large vats of oil, loosely fastened to the ceiling. A character who succeeds at a DC 15 Wisdom (Perception) check will notice a tripwire in middle of each bend that will tip the oil vat over, spilling its contents, and covering 80 square feet of the immediate hallway, as well as any creatures within 10 feet of the vat when it spills with the viscous, flammable fluid.*

Creatures in the oil must succeed on a DC 16 Dexterity saving throw for every 10 feet of movement or be knocked prone and become covered in oil. Creatures covered in oil make this save with disadvantage. Any creature that is knocked prone triggers the next stage of this trap, as a single spark is struck off and all of the oil-covered hallway bursts into flame. Any character in the hallway must make a DC 17 Dexterity saving throw or take 14 (4d6) fire damage, or half as much damage on a successful one. Creatures covered in oil ignite if they fail the save, taking 7 (2d6) fire damage at the start of their turn. Ignited creatures can use an action to douse the flame.
WEB COVERED PIT

The players can make a DC 13 Wisdom (Perception) check to notice:

*Around the edges of the room the dust seems thinner and the stony floor is more visible.*

If the adventurers walk across the center of the room, the webbing shakes and bounces beneath their weight. If more than one creature is on the webbing at one time it will tear revealing a thirty foot drop into a bare pit lined with smoothly worked volcanic stone.

With a successful DC 17 Dexterity (Acrobatics) or Strength (Athletics) check a creature is able to cross the pit in the middle with no repercussions.
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