

A Malevolent Medley

50 NIFTY TRAPS AND TRICKS FOR USE IN ANY FANTASY SETTING



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INTRODUCTION

What follows is a collection of 50 nifty traps and tricks for inclusion in any *Savage Worlds* campaign using a “typical” fantasy setting. In some cases, they are original creations; however, in others, they have been converted from their original form into one suitable for use with *Savage Worlds*.

Obviously, the list is by no means extensive nor is it overly original. Complex traps and tricks have been avoided (for use in a later supplement).

The primary purpose of this document is to provide a varied selection of traps and tricks that will hopefully help to spark the GM's imagination and lead to the creation of some exciting new traps and tricks!

A MALEVOLENT MEDLEY

1. An illusory stairwell that obscures a 3" (18-foot) deep pit—characters falling into the pit suffer 2d6 damage—a successful Agility test at -2 allows the character to grasp the edge of the pit before falling.
2. A room, which when entered, turns everyone (including all their belongings) invisible as long as they remain inside the room.
3. Every 1d6 minutes a dank wind will blow and extinguish all of the party's torches and lanterns.
4. A room that is an illusion. A 2" (12-foot) wide section leading from the entry door to the exit door is real. Everything else conceals a 3" (18-foot) deep pit. As soon as someone “strays off the path” they fall into the pit and the illusion is dispelled. If you're feeling particularly nasty throw a couple of beasties in the pit. Those falling into the pit suffer 2d6 damage, but may halve the damage with a successful Agility roll.
5. A treasure chest, which cannot be opened no matter how hard anyone, tries; however, lifting it up from the bottom reveals a ladder that descends 4" (24-feet) to a circular landing and a set of stone stairs leading down.
6. The room the party just entered is a giant elevator. Once the last member of the group has entered the doors lock shut and the elevator goes up/down a level. The movement is slow enough that no one realizes what has happened unless they succeed with a Notice roll (at -4). When the room is done moving the doors open with a loud click.
7. A man-sized stone statue of a gargoyle with precious gems for eyes. If anyone attempts to pry the gems free the statue “comes alive”. The gargoyle is detailed in the *Fantasy Bestiary Toolkit*.
8. A door is actually a portal to another dimension, dungeon level, or location.
9. Several pairs of glowing eyes that remain about 10" (60-feet) to the rear of the characters. Whenever they attempt to move closer the eyes disappear.
10. A lever protrudes from the wall. Next to the lever are carved the words “Down to Inactivate”. Moving the lever up or down produces no noticeable effect, although it may affect something else deeper within the dungeon!
11. Opening a treasure chest activates a trap door that drops the character opening the chest down a metal chute. The chute drops the character onto a slide that transports him to the lair of the chest's guardian.
12. An anti-gravity room. When the last member of the group enters the door locks shut and everyone begins to rise (1" [6-feet] per round) to the roof some 3" [18-feet] above. When they reach the roof they are dropped and suffer normal falling damage (2d6). This happens only once (but will occur again if the party enters the room at a later time).
13. The ceiling slides away and all the characters are “vacuumed” up to a room filled with dirt, dust, and debris. The only apparent exit is a door set 2" (6-feet) up on the wall.
14. The floor of the room is littered with skeletons. Once the last member enters the door locks and several holes in the floor spew forth water. In 5 rounds the water is waist high and the skeletons begin to animate (2 per round for a maximum of 10—unless you're feeling particularly evil). In 10 rounds the water is chest high. A Guts check is required, and those that fail are Shaken. The water will rise no higher and will begin to drain once the last skeleton is defeated. The water will completely drain and the doors will unlock one minute after the last skeleton is dispatched.
15. The party enters a circular room with many small alcoves spaced around its perimeter. Each alcove contains a small (6" tall) golden statue of an animal or monster. Removing the statue

causes a "real" animal or monster to materialize in the room's center. If the creature is defeated then its statue (worth about \$500) can be safely removed from the room. Once a creature has materialized returning the statue to the alcove has no effect.

16. Fresh blood smears cover the floor. They may be followed to a section of wall that has several bloody handprints on it. The wall is not magical and there is no secret door. The smears and handprints will always appear fresh—even if the party returns to the area hours later. If anyone places both their hands over the handprints then a stone deadfall trap is triggered. If the character fails an Agility test he suffers 4d6 damage from falling debris; otherwise, he is able to leap out danger in the nick of time.
17. When a character steps on a certain area of the floor a great rumbling sound is heard in the distance and appears to get louder as it gets closer. The sound diminishes as the party runs away.
18. An illusory spear pit trap. The character falls 3" (18-feet) and is impaled on several sharp spears. The character will be incapacitated until his comrades figure out that the trap is only an illusion. Once they do this they may "awaken" him and let him in on the fact that he's not really dead. The affected character awakes Shaken and may make an immediate Spirit roll to recover.
19. Booby-trapped bodies of some unfortunate dungeon delvers who came before the characters. Maybe they're infected with rot grubs (stats provided at the end of this document), maybe their money pouches have had poison smeared on their clasps, or maybe they're not really dead (they rise as zombies when disturbed—use the zombie stats in the *Savage Worlds* rulebook).
20. After the first member of the party passes through a portal or arch it disappears. The unfortunate character may be found bound and gagged at some point later in the adventure.
21. A rusty chain secured to a metal hoop set into the wall secures a wolf. The chain is not long enough to allow the wolf to reach the characters if they "hug" the opposite wall when passing through the room. After the third character passes the wolf, the chain snaps!

22. The first person to open a door is struck by a 3d6 fire bolt. If anyone tries to open the door again history repeats itself.
23. After half of the party passes through an arch or a portal the way is blocked by barrier of ice/metal/stone/plant (like the *barrier* power) with a Toughness of 10.
24. Further passage down this corridor is blocked by what appears to be thick metal bars. They may be bent or broken by making a Strength roll and at -2. If a raise is scored then they are broken, rather than bent, and the poison gas that was within them is released! Any character within a medium burst template of the bars must make a Vigor test or be incapacitated for 1d6 minutes. The gas will dissipate in one turn.
25. The standard "air propelled darts from the wall" trap (e.g., Indiana Jones). A section of the floor 5" (30-feet) long is trapped so that anyone walking on it releases a series of dart traps hidden within small holes in the wall (about thigh level). These holes will be noticed if the character makes a Notice check at -2. Each 1" (6-feet) section has its own trap. If a character decides to "run the gauntlet" (i.e., what Jones did on his way out of the temple) he must have a running Pace of 10" or better (i.e., he needs to have a base Pace of 6" and roll a 4+ on his running die); otherwise he will be struck by the darts that are coated with a strong hallucinogen (effects left to the vivid imagination of individual GMs).
26. The floor beneath the party gives way dropping them onto an oiled metal slide that rapidly transports them to another location. The oil on the slide prevents the characters from climbing up the slide. Unless the characters carefully clean the oil from their hands and weapons (a task that requires at least 10 minutes) any result of 1 while attacking or defending in melee indicates that the weapon slips from their grasp and lands 1d4" (6-24 feet) away. The oil remains until cleaned off.
27. A simple portcullis falls from the ceiling and bars any further passage. It connects with a locking mechanism in the floor and can be lifted with a successful Strength roll if the lock can be disarmed (requiring a Lockpicking roll); otherwise, a Strength roll at -2 is required to bend the bars sufficient to allow the passage of a single character (that removes all armor and equipment) before trying to squeeze through).

28. When this door is opened three crossbow bolts are loosed from the opposite end of the corridor and will strike eligible targets (randomly) for 2d6 damage. Only characters facing in that direction or those with the Danger Sense Edge are allowed to roll against Agility to avoid this trap—all others are automatically struck unless they make a Notice roll at -4.
29. Anyone passing through this portal (which emanates magic) will have a random Attribute lowered by one die for d4 minutes. The GM should not tell the characters which attribute was lowered—only that they feel “different” somehow. Linked skills and derived statistics are not affected.
30. Whoever opens this magical chest will be affected as if under the effects of the Puppet power. Assume the given command is “attack and kill your group”. This effect lasts for 1d6 rounds.
31. When this chest is opened all the characters in the room are affected as if they were the target of the Stun power (make a Vigor test at -2 or be Shaken). Immediately after the Vigor tests are made some relatively low-powered creatures appear from a secret door and attack the party.
32. A single scythe blade sweeps down from the ceiling and attacks the character that triggered the trap for 4d6 damage. A successful Agility roll reduces the damage to 2d6. With a raise, the damage is reduced to 1d6.
33. Like #32, except the entire corridor is trapped with swinging scythes set about 2" (6-feet) apart and swinging in opposite directions from one another. A successful Agility roll is required to pass each blade. Failure indicates the character is hit for 2d6 damage and must make another Agility roll to avoid being thrown into an adjacent blade and possibly suffering additional damage.
34. An illusory cave-in will force characters to run head on into an invisible Barrier. They will be incapacitated for 1d6 minutes until they regain consciousness—unless they successfully pass a Vigor test at -2.
35. The only way to cross the ravine is by way of the rope strung across it. The bottom of the ravine is covered in lava/acid/water/spikes and is about 12" (72-feet) below the rope.
36. As in #34, except a thin wire is stretched across the corridor at about throat level. Those failing a Notice roll at -2 will run into it and automatically become Shaken.
37. A statue turns towards the party as they enter the room and issues a warning of doom. If the party attacks the statue it will animate and attack (stats can be found at the end of this document); otherwise nothing else happens.
38. Eight doors lead into this chamber. The floor is laid out in a checkerboard design. To get to the other side the characters must move like the chess piece that corresponds to the door through which they entered the room. Any “illegal” moves trigger an electrical shock that does 1d6 damage for each illegal move the character has performed.
39. A gilded mirror is actually a teleportation device. Any character touching the mirrored surface is instantly transported to a location known only to the GM.
40. The “Leap of Faith” trick from Indiana Jones and the Last Crusade—an invisible bridge ½" (3-feet) wide spans an apparently bottomless chasm. Any activity on the bridge, other than carefully walking along it, requires an Agility roll at -2 to avoid falling into the chasm. The chasm is 10" (60-feet) deep.
41. A chasm appears in the corridor. It appears to be about 5" (30-feet) deep. A rope hangs from a metal loop set into the ceiling and appears to be the only way to cross the chasm. The rope, however, has been weakened so that the third player crossing the chasm has a 30% of causing it to break. Subsequent characters attempting to cross add 5% (cumulative) to this chance. Allow an Agility roll to catch the edge of the chasm; otherwise the character falls into the chasm. The chasm is 10" (60-feet) deep.
42. A door that is locked and cannot be picked. Anyone attempting to break it down with their body will hit the spikes set into the wall just behind the false door and suffer 3d6 damage.
43. False steps that collapse on contact and allow the character's foot to come in contact with the razor sharp blades hidden beneath. Suffer 2d6 damage per step. Every wound suffered reduce the character's Pace by 1".
44. A room that is kept continually dark (i.e., no light sources – magic or mundane - will work) by

magical means and has a ½" (3-foot) ledge running around its edge. The rest of the room consists of a 4" (24-foot) deep pit. Those falling into the pit suffer 2d6 damage.

45. A table sits on a well-made rug. On the table is a golden statue that is decorated with precious gems. Both the rug and the table are concealing a 3" (18-foot) deep pit beneath (they are held aloft by some form of levitation magic).
46. The corridor is actually a giant fulcrum. When the party passes a certain point the floor will begin to tilt and deposit them on the next lowest level. Characters must make an Agility roll to keep their feet—those that don't are not dealt a card at the start of the next round.
47. Party enters a square room, and stone doors seal the room at all entrances. Looking about, there is a button on the wall, beside a number dial (like on a gas pump) that counts down 10-9-8... If some bright soul presses the button, the dial resets to 10. If the button is allowed to reach '0' the stone doors will open. Increase tension by having the ceiling slowly lower or the walls move toward one another!
48. A circular opening in the ceiling (about ½" [3-foot] in diameter) with a rope hanging down. Because there is no lighting in the shaft the party cannot accurately judge the distance (it's about 15" [90-feet]). At the top of the shaft is an arched doorway leading into a horizontal corridor. Make a Vigor roll every 3" (18-foot) or the character falls (apply a -1 modifier to the roll for every 20 pounds of weight the character carries). If the rope is grasped and the word "Up" is spoken the rope will magically pull the character to the top of the shaft in 5 rounds.
49. In a room, they will find various potions, scrolls, etc... The first character to quaff a potion, read a scroll, sit in the chair, or whatever, has some kind of beneficial effect (temporary or permanent, GM's decision.) Anyone else doing the exact same thing will have a malignant effect happen (i.e., poisoned badly, blinded by scroll, etc...).
50. A room with three doors on the side opposite the one the party entered. Each door has a riddle inscribed on it. Answer the riddle correctly and the door opens. Answer incorrectly and the door disappears. If all the doors disappear the characters are teleported to a nasty location of the GM's choice!

Riddle One:

Turn us on our backs and open up our stomachs.

You will be the wisest of men, though at start a lummoX. (A book)

Riddle Two:

It occurs once in every minute, twice in every moment, and yet never in one hundred thousand years. (The letter 'M')

Riddle Three:

It has a golden head

It has a golden tail

It hasn't got a body.

(A golden coin)

CREATURE STATISTICS

ROT GRUBS

Attributes: N/A

Skills: N/A

Pace/Parry/Toughness: N/A

Special Abilities: Anyone touching an area infested with rot grubs is allowed a Notice roll to avoid their effects. Those that fail feel a sharp burning sensation as the rot grubs burrow into their skin. A *heal* or *greater healing* spell will kill the grubs as will immediate exposure to fire (applied as soon as pain is felt). Fire also deals damage normally. If the grubs are not killed within 5 rounds the target suffers a wound and must make a successful Vigor check at -2 in each subsequent round to avoid taking an additional wound.

STONE GUARDIAN

Use the stats for the Pawn of Mizridor (from *Evernight*). Damage is Strength+2 from fists rather than from a short sword.

END NOTES

I hope you enjoyed *A Malevolent Medley*. If not, don't worry—I plan on producing more supplements in the near future, so you're bound to find something useful eventually!

If you come up with any new tricks or traps, or have questions regarding the existing ones, drop me a line at jbittlefield@yahoo.com and I'll be sure to address your concerns in the next revision.

Until next time...Keep it Savage!

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