

DUMP STAT TRAPS

Looking for ways to trip up those pesky, over-powered characters that are stomping through your campaign? The traps detailed in this series focuses on effects that require specific saving throws.

Our first entry is a wind bridge trap. The trap is designed to target characters who have poor Strength scores. Not only does it require a Strength saving throw while crossing, but to climb the wall on the far side, one must pass a Strength (Athletics) check. Plus, the lever on the far side can disarm the trap, but it, too, requires an awesome Strength score.

WIND BRIDGE TRAP

Simple trap (level 1-4, dangerous threat)

A wind bridge trap is fairly simple in its design. A narrow bridge lacking any sort of support spans a large pit or canyon that's thirty feet deep. On either side of the pit are large, stone faces with gaping mouths. The mouths blow powerful gusts of wind that attempt to knock creatures into the pit below.

Climbing out of the pit is easy enough—there's a staircase. Unfortunately, the staircase leads back to the same side the characters started on. The opposite side is a sheer climb, requiring a DC 20 Strength (Athletics) check to scale without a rope.

Trigger. Whenever a creature reaches the half-way point of the bridge, the mouths start to blow. They continue to blow for 1 minute or until they are disabled.

Effect. When the trap is triggered, the statues blow a *gust of wind* similar to the spell of the same name. Each creature that is standing on the bridge when the trap is triggered and each creature that starts its turn in the line must succeed on a DC 10 Strength saving throw. On a failed saving throw, a creature falls 30 feet into the pit below, taking 10 (3d6) bludgeoning damage from the fall. Refer to the *gust of wind* spell in the PHB for additional effects.

Countermeasures. On the other side of the pit is a switch that disables the wind. Unfortunately, the lever is rusty. A character must succeed on a DC 15 Strength check to switch it to the off position and disable the gusts of wind.

UPPING THE DANGER

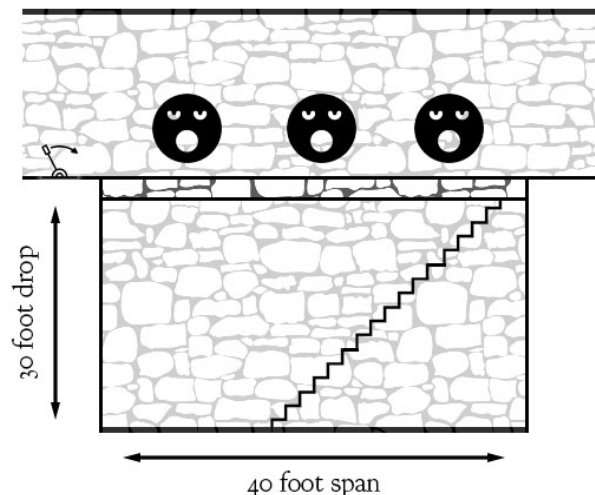
There are ways to make this trap even more dangerous and troublesome. Here are a few suggestions.

Fake Lever. The lever on the far side of the pit is nothing more than a red herring. Or worse, it increases the power of the wind coming out of the statues' mouths (from DC 10 to DC 20).

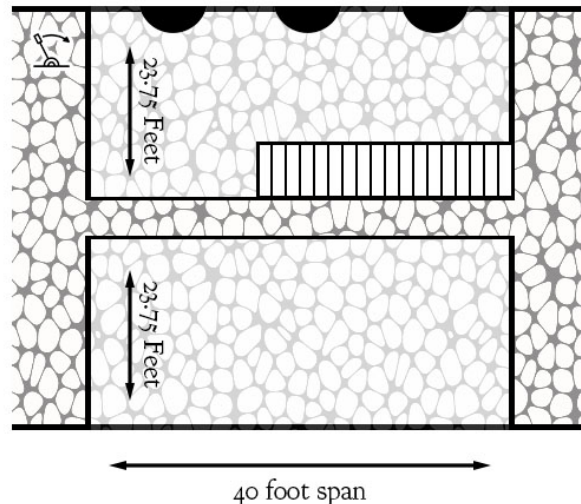
Monsters. Place monsters at the bottom of the pit. Swarms of creepy crawlers, such as **swarms of poisonous snakes**, **quippers** (in water), or even **insects**, are especially effective. The swarms are easy enough to avoid so long as no one stays in the pit for too long.

Power Up. Each turn, the wind blowing out of the statues' mouths becomes more and more powerful. On initiative count 20 (losing initiative ties) the DC for the Strength saving throw to avoid falling into the pit increases by 1 to a maximum of 20.

Wind Bridge Trap Side View



Wind Bridge Trap Top View



No Turning Back. The side that the characters start on has no exit. Plus, the walls may even be pushing toward the pit, shifting 1 foot at the start of each round on initiative count 20 (losing initiative ties) until they move 5 feet, effectively removing the platform. If the characters fail to get across in time, they could find themselves trying to figure out the trap from the bottom of the pit. A character can make a DC 15 Strength check to jam an object into the wall such as a dagger to stop it from moving.

Silence. The entire room is enchanted with a *silence* spell. That means that the characters—and by extension the players—are unable to communicate verbally. They will have to use hand signals or write instructions down in order to overcome the trap.

Slippery Bridge. The bridge is coated in thick grease. A creature that walks onto the bridge or ends its turn there must succeed on a DC 13 Dexterity saving throw or fall prone onto the bridge. If the creature fails its saving throw by 5 or more, it falls into the pit and takes the normal damage.