



TRAPPED!

by Matthew Sernett ♦ illustrations by Ryan Barger

WHAT DUNGEON would be complete without a few devious devices? Unfortunately, traps have a nasty habit of reducing the dungeon run to a crawl. The new edition of the game fixes that by making traps more interactive and giving many traps multiple attacks, but you still need to put traps in the right setting to make their inclusion fun and keep them from dragging down your game.

TOP 10 TRAPS TO AVOID

10. **Traps without cause.** Traps should guard something specific or be useful to their makers in combat. Traps that have no apparent reason for being there can annoy players.
9. **Traps out of scope for the trap setters.** If the stone-axe-wielding grimlock warren has a repeating cross-bow trap, there had better be a good explanation the PCs can discover.
8. **Too many traps in expected places.** If you put a trap on a treasure chest three adventures in a row, you can expect the PCs to take the next treasure chest they see and toss it down a stairwell to make it open. The same goes for statues and doors. Use traps on common objects sparingly to avoid having them get stale.
7. **Traps that counter PC preparations.** The frost giant's palace of ice had better not have fire traps. Maybe you can justify it, but instead of explaining why you're making the players unhappy, why not make them feel smart and reward their preparations for cold by giving them exciting ice traps?
6. **Traps in unexpected places.** It might be "realistic" or effective to put a trap in a surprising place like the middle of an otherwise unremarkable hallway, but putting traps in places players take for granted means they can't do so anymore. Testing every square before they walk on it is going to slow your game to a crawl.
5. **Traps designed to defeat the rogue.** If your players devote resources to defeating traps, don't punish them by making traps more difficult to overcome. They'll be a lot happier if their choices are meaningful.
4. **Traps that make a PC sit out of the fight.** The greased pit trap in the final encounter room is just going to make the poor player whose PC falls feel bored during what should be the best encounter in the adventure.
3. **Traps without countermeasures.** A trap without countermeasures is about as fun as fighting a monster you can't damage. Give the PCs multiple means of defeating the trap.
2. **Traps that don't give experience.** It might feel like the PCs didn't earn it when they circumvent a trap with a single roll or a clever idea, but not giving XP would be like not giving the players XP for those combats that end in a single round. Sure, they were lucky, but it felt like a great success to them. Allow them to enjoy it.
1. **Deadly traps.** It might make a trap more fearsome to make it cause a lot of damage, but the unseen trap that kills a PC is about as fun as coming home from work to find that your house has been struck by a meteor.

TOP 10 WAYS TO MAKE YOUR TRAPS MORE FUN

10. **Reward the PCs with treasure.** Perhaps the last victim's skeleton is still impaled on the spear trap, including his belt pouch.
9. **Reveal a world detail.** Perhaps the falling block from the ceiling reveals the ghoulish carving that represents the true deity of the temple.
8. **Have an encounter with the trap keeper.** The PCs can discover information about later traps (assuming the clever trap keeper doesn't figure out a way to deceive them).
7. **Give an adventure tip.** The iron portcullis that drops down to seal the PCs in the hall of spinning blades has a representation of the dungeon complex in the pattern of its iron bars. It's a map!
6. **Give the players something to learn.** If removing the green gem set off the statue's trap, stepping on the green mosaic in the floor sounded the alarm, and turning the green-handled crank made the bridge turn sideways, the PCs might think twice about opening that giant green door.
5. **Reveal a new section of the dungeon.** The spiked pit might have an access tunnel so that bodies and valuables can be retrieved without a risky climb into the pit.
4. **Team it with other traps.** The trapped chest is a bit more interesting when it sits on the lap of a fire-breathing statue in a room where poison darts shoot from the wall.
3. **Give the PCs control.** The PCs reset the trap and trick their foe into stepping into it.
2. **Provide ways for every PC to contribute.** Maybe the wizard can make an Arcana check to reveal a panel hidden by an illusion. Perhaps the fighter can try to hold the trap open with a Strength check.
1. **Combine it with combat.** The room with pit traps is a lot more interesting if the PCs can push monsters in the pits.

For more advice about how to use traps, check out this article: <http://www.wizards.com/default.asp?x=dnd/ru20050810b> Although its traps are designed for the third edition of the game, much of the advice in the article remains useful.

DESIGNING YOUR OWN TRAPS

Think of all the advice below as guidelines rather than rules. Like many elements of 4th Edition design, a fair amount of art is mixed in with the science.

When setting out to design a trap for your game, consider basing it off the traps you already have available to you. If you're thinking about a gauntlet of shuriken-spitting statues for an 8th-level party, you can probably use either the spear gauntlet or poison dart wall from the *Dungeon Master's Guide*. Just use the trap as a base and replace the numbers for DCs, attack bonus, and damage using the tables below. That's going to be a lot easier and faster than designing from scratch.

You can also use the tables to raise or lower the level of a trap that you already have available. Maybe you like one of the traps in this article but its level is too high. Just consult the charts below and adjust it. If the existing trap doesn't match the numbers for its level in the charts, compare the numbers the trap has to the numbers the table has and then eyeball a proportional difference based on the numbers for the level you want.

You can even take a trap and "re-skin" it to your needs without changing any numbers. Perhaps you want to fill an area with deadly but random arcs of lightning. Take the pendulum scythes trap from the *Dungeon Master's Guide* and make it deal lightning damage instead of normal damage. Instead of slots, there are hidden lightning generators. Your players have what feels like a very new trap experience, and you didn't have to do a lot of work.

If no existing trap serves your needs, you can design one using the tables below with other traps as your guide. When setting out to design a trap for an encounter, don't get hung up on whether it's a trap or hazard, or if it qualifies as a blaster, lurker, obstacle,



or warder. These terms exist to provide mental cues that suggest the uses of traps. You already know how you want to use your trap.

Step 1: Choose the trap's level. This is probably the level of the PCs or the level of the adventure you're working on. The level determines the trap's numbers as described in the tables below. You can deviate from these numbers, but you should have good reason to do so. Your players aren't likely to realize small changes in difficulty (a point or two up or down), and noticeable changes in the numbers can cause the trap to become either too easy or too hard for the XP it provides, which likely translates to less fun at the table. If you look at the numbers and want the trap to be more dangerous, consider making a higher-level

trap. When setting the DCs for disabling or delaying a trap using the Thievery skill, consider rudimentary traps, such as concealed pits or tripwire triggers, to be of moderate difficulty, while a more complex trap should use DCs appropriate for a hard challenge.

Step 2: Determine how the trap is a danger to the PCs. A trap that attacks once and is done should have different numbers than one of the same level that attacks multiple times. Similarly one that attacks a large area or many PCs functions very differently than one that endangers just one PC. Use one of the types below to suss out what numbers you should use.

Single-Shot Traps: Single-shot traps attack once and are done. A trap that resets might still be a single-shot trap if a PC must choose to do something active to set

it off. Being shot at as long as you stand in a square is not a single-shot trap because the PC could be paralyzed there or forced to fight in that square, but getting shot every time you open a specific door would qualify. Sure the trap resets whenever the door is closed, but the PC could leave it open or not use the door again.

Use the Limited Damage Expressions table. For a single target, use the medium damage. For an area assault, use the low damage numbers. For an elite, use the damage expression one step up (low turns to medium, medium turns to high).

Ongoing Attack Traps: These traps continually attack the PCs while they are in the area.

Use the Normal Damage Expressions table. For a single target, use the medium damage. For an area assault, use the low damage numbers. For an elite, use the damage expression one step up (low turns to medium, medium turns to high).

Area-Assault Traps: Both single-shot and ongoing-attack traps can be area assaults. Consider any trap that is likely to affect two or more PCs an area-assault trap and use the advice in the tables below to modify the numbers.

No-Damage Traps: Traps that deal no damage use all the other numbers in the tables below and somehow otherwise harm the PCs (blocking their movement, making them weakened or slowed, and so on). In a noncombat situation, a no-damage trap probably isn't much of a threat, but in a combat encounter, that trap can be just as tough to deal with as a monster. You're firmly in the realm of art when designing a no-damage trap, so don't be afraid to change the XP you give for it based on the difficulty of the encounter when you play.

Stress Traps: A stress trap is like a no-damage trap except that it threatens damage and might eventually follow through on that promise if the PCs fail to take the necessary actions. The room filling with

water or with a slowly descending ceiling is a stress trap. This kind of trap might work better as a skill challenge, but consider the room-filling-with-water and compactor-room traps in this article. They both use statistics relevant for elite, ongoing-attack, area-assault traps of their level.

Step 3: When assigning XP for a trap, you need to know its level and type (single shot or ongoing, standard or elite). Single-shot traps should be considered minions. Ongoing and other traps should give the XP for standards or elites.

TRAP STATISTICS BY ROLE*

	Standard	Elite
Initiative bonus	+2	+4
Attack vs. AC**	Level + 5	Level + 7
Attack vs. other defenses**	Level + 3	Level + 5

*If you want to derive statistics such as defenses and AC, use the Damaging Objects section in the *Dungeon Master's Guide*.

**Reduce the attack bonus by 2 for powers that affect multiple creatures.

TRAP DIFFICULTY CLASS AND DAMAGE BY LEVEL

DIFFICULTY CLASS	(DC) VALUES			NORMAL DAMAGE EXPRESSIONS			LIMITED DAMAGE EXPRESSIONS			
	Level	Easy	Moderate	Hard	Low	Medium	High	Low	Medium	High
1st-3rd	5	10	15	1d6 + 3	1d10 + 3	2d6 + 3	3d6 + 3	2d10 + 3	3d8 + 3	
4th-6th	7	12	17	1d6 + 4	1d10 + 4	2d8 + 4	3d6 + 4	3d8 + 4	3d10 + 4	
7th-9th	8	14	19	1d8 + 5	2d6 + 5	2d8 + 5	3d8 + 5	3d10 + 5	4d8 + 5	
10th-12th	10	16	21	1d8 + 5	2d6 + 5	3d6 + 5	3d8 + 5	4d8 + 5	4d10 + 5	
13th-15th	11	18	23	1d10 + 6	2d8 + 6	3d6 + 6	3d10 + 6	4d8 + 6	4d10 + 6	
16th-18th	13	20	25	1d10 + 7	2d8 + 7	3d8 + 7	3d10 + 6	4d10 + 7	4d12 + 7	
19th-21st	14	22	27	2d6 + 7	3d6 + 8	3d8 + 7	4d8 + 7	4d10 + 7	4d12 + 7	
22nd-24th	16	24	29	2d6 + 8	3d6 + 8	4d6 + 8	4d8 + 8	4d12 + 8	5d10 + 8	
25th-27th	17	26	31	2d8 + 9	3d8 + 9	4d6 + 9	4d10 + 9	5d10 + 9	5d12 + 9	
28th-30th	19	28	33	2d8 + 10	3d8 + 10	4d8 + 10	4d10 + 9	5d10 + 9	5d12 + 9	

ELITE AND SOLO TRAPS

You might want the trap to be an elite so that it takes up more space in an encounter, but it's probably a lot more fun to just add another trap. Don't fall prey to thinking that elite equates to more fun or danger. It can mean those things, but the trap the PCs fail to circumvent and that deals a lot of damage to them could just as easily be less fun than a standard trap. As for solo traps, it's better to think of them as skill challenges and design one of those. Your players might have a lot more fun engaging with the crazy trap that makes for a whole encounter than a surprise event that takes out one or more PCs.

If you want to make your trap elite, you're once again in the realm of art rather than science. Use the traps in this article and the *Dungeon Master's Guide* as examples. Options include increasing attack bonus by 2, increasing damage, increasing number of attacks, and increasing area. The Trap Statistics by Role table accounts for these changes except for increased damage and number of attacks.

EXPERIENCE POINT AWARDS

Level	Standard	Minion	Elite
1	100	25	200
2	125	31	250
3	150	38	300
4	175	44	350
5	200	50	400
6	250	63	500
7	300	75	600
8	350	88	700
9	400	100	800
10	500	125	1,000
11	600	150	1,200
12	700	175	1,400
13	800	200	1,600
14	1,000	250	2,000
15	1,200	300	2,400
16	1,400	350	2,800
17	1,600	400	3,200
18	2,000	500	4,000
19	2,400	600	4,800
20	2,800	700	5,600
21	3,200	800	6,400
22	4,150	1,038	8,300
23	5,100	1,275	10,200
24	6,050	1,513	12,100
25	7,000	1,750	14,000
26	9,000	2,250	18,000
27	11,000	2,750	22,000
28	13,000	3,250	26,000
29	15,000	3,750	30,000
30	19,000	4,750	38,000
31	23,000	5,750	46,000
32	27,000	6,750	54,000
33	31,000	7,750	62,000
34	39,000	9,750	78,000
35	47,000	11,750	94,000
36	55,000	13,750	110,000
37	63,000	15,750	126,000
38	79,000	19,750	158,000
39	95,000	23,750	190,000
40	111,000	27,750	222,000

EXAMPLE TRAPS

The following traps were created using the guidelines above. Each has an Encounter Uses section that offers some ideas to make the trap more fun.

Kissing Maiden TrapLevel 4 Lurker
XP 44

When a square is entered, a section of floor slides aside and a stone post levers up to hit the creature in the square, pushing it back. The stone post then swings back down to reset the trap as long as the square is empty.

Trap: A square hides a post that deals damage and pushes a PC. The post provides cover while the creature is in the square.

Perception

- ◆ DC 12: The square has a portion that slides aside.
- ◆ DC 17: A portion of the floor sinks when pressed on. It might be a trapdoor or pressure plate.

Trigger

The post swings up when a creature enters the square.

Attack

Opportunity Action **Melee**

Target: The creature that triggered the trap.

Attack: +7 vs. Fortitude

Hit: 1d10 + 4 damage, and the target is pushed 2 squares in the direction the trap is set to push.

Countermeasures

- ◆ A character standing in the square of a triggered kissing maiden that missed can keep it from resetting by jamming an object in the way of the post or the sliding section of floor that hid the post, requiring a DC 12 Thievery check.
- ◆ An adjacent character can delay or disable a kissing maiden with a DC 17 Thievery check.

Encounter Uses

- ◆ Pair kissing maidens with other area triggered traps, such that a pushed PC lands in another trapped square.
- ◆ Pair kissing maidens with giant steps that the PCs have to climb and enemies that cling to the walls rather than the floor. Imagine a titan stairway shrouded in spider webs with PCs getting knocked back down a step after climbing up or getting a softer landing in an immobilizing spider's web. Deathjump spiders work great for PCs of about 4th level.

- ◆ Place several kissing maidens around a room and team them with creatures that don't trigger them, such as flying creatures with hover.
- ◆ Put several kissing maidens in an area with enemies that can push the PCs into the triggering squares, such as a dwarf hammerer.

Falling Iron Portcullis TrapLevel 7 Obstacle
XP 75

When a pressure plate is stepped on, a hidden iron portcullis drops from the ceiling into the center of 2 squares, blocking the hallway.

Trap: A portcullis drops into 2 adjacent squares when a 2-square wide pressure plate is stepped on. A secret panel hides the winch that raises the portcullis.

Perception

- ◆ DC 14: The ceiling has a 2-inch wide slot packed with gray dirt and small stones. It's clearly meant to camouflage something.
- ◆ DC 19: A portion of the floor sinks when pressed. It might be a trapdoor or pressure plate.
- ◆ DC 14: A secret panel in the wall beyond the pressure plate hides the winch that raises the portcullis.

Trigger

A portcullis falls when a creature steps on a pressure plate, blocking the passage.

Attack

Immediate Reaction **Area** 2 adjacent squares

Targets: Creatures in affected squares.

Attack: +10 vs. Reflex

Hit: 3d10 + 5 damage, and the target is immobilized and knocked prone until escape.

Miss: Half damage and slide 1 (roll a d20: 1-10 slide forward, 11-20 slide back).

Countermeasures

- ◆ A character who has found the winch can crank it up with a DC 8 Athletics check.
- ◆ An adjacent character can delay or disable one portcullis or pressure plate with a DC 19 Thievery check.
- ◆ Immobilized characters can use the escape action against DC 14 to free themselves, moving 1 square but still prone.
- ◆ A character not immobilized by the portcullis can force it open with a successful DC 19 Strength check.

- ◆ A character can attack a portcullis bar (AC/Reflex 8, Fortitude 8, hp 45). Destroying a bar grants enough room for a Small or Medium creature to squeeze through with the escape action against DC 14. Destroying two bars allows a Large creature to squeeze through (DC 19), and Small and Medium count the square as difficult terrain.

Encounter Uses

- ◆ Place the pressure plate a few squares after the portcullis so that it's likely to divide the party. Then have the fall of the gate summon the guards, release undead from the walls, or otherwise start a combat encounter. You can hit the PCs from both sides or attack one group while the other struggles to move through the portcullis.
- ◆ Use a portcullis falling ahead of the PCs to direct their travel. If they're exploring, the falling trap attracts them like a moth to a flame. If they're running from an enemy, the trap redirects their travel to an easier route.
- ◆ Use several of the traps in an area with creatures that aren't hindered by them, such as monsters with phasing.

Water-Filling Chamber Trap

Level 8 Blaster
XP 350

When a character moves onto a central square in the room, reinforced iron doors crash down over the exits, and a face carved in the wall opens its jaws to spew water into the room. Each iron door can be opened as a safeguard against accidental entrapment, but each door release has three locks.

Trap: The chamber seals off and fills with water when a pressure plate is stepped upon.

Perception

- ◆ DC 14: The face carved in the stone walls looks like it has a movable jaw.
- ◆ DC 19: A portion of the floor sinks when pressed on. It might be a trapdoor or pressure plate.
- ◆ DC 14: There's a hidden slot above each door. Something might fall out of it.

Initiative +2

Trigger

The trap is triggered when a creature enters the trapped square, typically in the center of the room. When triggered, the iron doors fall into place. Roll initiative. On the trap's initiative, the water begins to pour from the faces in the walls.

Attack

Standard Action Area the whole room

Targets: On the trap's initiative, the water level in the room rises. Raising the water has the following effects each round.

Round 1—No effect on Medium creatures. The room is considered difficult terrain for Small creatures.

Round 2—The room is difficult terrain for Medium creatures. Small creatures must swim.

Round 3—All creatures must swim.

Round 4—The room is fully filled with water. All creatures are considered to be swimming underwater.

Countermeasures

- ◆ An adjacent character can delay the trigger with a DC 14 Thievery check.
- ◆ An adjacent character can disable a falling iron door with a DC 19 Thievery check. This causes the room to fill with water in twice as many rounds, using the round 1 result on round 2, the round 2 result on round 4, and so on.
- ◆ An adjacent character can use a key to open one of the three locks on the iron door, assuming they have the right key.
- ◆ An adjacent character can open a lock on an iron door with a DC 19 Thievery check.
- ◆ An adjacent character can stem the flow of water into the room for 1 round by holding a carving's mouth shut with a DC 14 Strength check. For each round that the mouth is held closed, water still flows in but at a slower rate. For each round that the mouth is held closed, the water does not rise. For every 3 rounds of being closed that accumulates, the water raises one level as though a round passed.
- ◆ An adjacent character can attempt to break down a reinforced iron door with a DC 24 Strength check.
- ◆ An adjacent character can attack a reinforced iron door to break it open (AC 5; Fortitude 10; Reflex 5; hp 80).

Encounter Uses

- ◆ Don't worry too much about the physics here. This is about a cool scene, not the minutia of water pressure and cubic volume.
- ◆ You can alter this trap's difficulty by adding more locks to the door, shortening the rounds until the room fills, or adding more water-spewing faces that need to be held up to delay the PCs' watery doom.
- ◆ Add some monsters! Sharks could be neat, but given the level of this trap, sahuagin make a great choice. Distracting the PCs from the means of escape makes the rising water more frightening.

- ◆ Think about this room in dungeon design. Where does the water come from? Perhaps the PCs have another battle in a room with a huge pool that is set somewhere above the water-filling chamber.

Crushing Walls Room Trap

Level 11 Blaster
XP 600

When a character moves onto a central square in the room, reinforced iron doors crash down over the exits and two opposite walls begin to press inward. Each iron door can be opened as a safeguard against accidental entrapment, but each door release has three locks.

Trap: A square is a pressure plate that makes the walls press together.

Perception

- ◆ DC 16: Slight scratches in the floor and ceiling make it look like the walls can move inward.
- ◆ DC 21: A portion of the floor sinks when pressed on. It might be a trapdoor or pressure plate.
- ◆ DC 21: There's a hidden slot above each door. Something might fall out of it.

Initiative +2 **Speed** 1 (consider altering this based on the size of the room)

Trigger

The trap is triggered when a creature enters the trapped square, typically in the center of the room. When triggered, the iron doors fall into place. Roll initiative. On the trap's initiative, the walls move inward.

Attack

Standard Area the whole room

Targets: Each turn, each wall moves inward 1 square.

Creatures adjacent to the wall are automatically pushed 1. When the crushing walls are 1 square apart, they attack all creatures in the room until all are crushed to death and the walls press together.

Attack: +14 vs. Fortitude

Hit: 3d6 + 5 damage, and the target is immobilized (save ends).

Miss: Half damage.

Countermeasures

- ◆ An adjacent character can delay or disable the trigger with a DC 19 Thievery check.
- ◆ An adjacent character can disable a falling iron door with a DC 21 Thievery check.

- ◆ An adjacent character can use a key to open one of the three locks on the iron door, assuming they have the right key.
- ◆ An adjacent character can open a lock on an iron door with a DC 21 Thievery check.
- ◆ An adjacent character can prevent a wall's inward movement with a DC 23 Strength check. If the walls are 1 square apart, the DC increases to 30. Characters can aid.
- ◆ An adjacent character can attempt to break down a reinforced iron door with a DC 30 Strength check.
- ◆ An adjacent character can attack a reinforced iron door to break it open (AC 5; Fortitude 10; Reflex 5; hp 80).

Encounter Uses

- ◆ The danger of this trap depends on the size of the room and the speed of the walls. If you want to be sure of how it might work out, make a copy of the PCs' character sheets and do a test run. That way you can be sure your version of this encounter is dangerous and fun before you run it.
- ◆ Change the trigger to something active. Maybe an NPC outside the room pulls a lever. This becomes even more interesting if the NPC is still engaged in the fight. Maybe the room has very high walls but an open top. Then the villain and henchmen can watch from above and attack the PCs. This also gives the PCs the option of trying to move out of the trap by going up.
- ◆ Pit the PCs against this trap and something with phasing. Trap haunts and wailing ghosts are appropriate to the trap's level. The phasing creatures move in and out from behind the crushing walls, taking advantage of the space behind the walls for refuge from attacks.
- ◆ Turn this room on its side and you have a crushing ceiling trap. If you want to make it interesting, combine it with the electrified floor trap from the *Dungeon Master's Guide*, but instead of electricity, think of the dangerous squares as squares of ceiling jabbing down spikes at random.

Giant Rolling Boulder Trap

Level 14 Blaster
XP 250

When triggered, a huge rolling boulder as wide as the passageway is released and crashes through a false wall. It begins rolling down the hall, crushing everything in its path.

Trap: A trigger you define releases a distant boulder that begins rolling toward the trigger area, and it rolls until stopped.

Perception

- ◆ DC 23: A check of this result allows a PC to realize that the trigger is in tension and that setting it off releases something.
 - ◆ DC 18: A PC near the distant false wall can determine that it is thin and that a large space is behind it.
- Initiative** +2 **Speed** 8 (consider altering this based on the length of the roll and the PCs' speeds)

Trigger

You decide the trigger. It might be an NPC pulling on a lever, a PC pressing the wrong button, or taking the gem from a statue's eye. When triggered, roll initiative. On its initiative, the boulder moves.

Attack

Standard Action **Area** trample attack in squares entered by the boulder

Trample: Each turn, the boulder moves its speed and enters enemies' spaces. This movement does not provoke opportunity attacks. The boulder can end its move in an occupied space. Creatures in the boulder's space at the start of their turn have cover and can act normally. When it enters an enemy's space, the boulder makes a trample attack. If a creature enters a square of the boulder's space, it makes a free trample attack.

Trample Attack: +17 vs. Reflex

Hit: 3d10 + 6 damage, and the target is knocked prone.

Miss: Half damage, and the target is not knocked prone.

Countermeasures

- ◆ A character adjacent to the rolling boulder can stop it with a DC 25 Athletics check. This provokes a trample attack, and the character's Athletics check fails if the boulder's trample attack hits.
- ◆ An adjacent character can delay the trigger with a DC 23 Thievery check.

- ◆ An adjacent character can disable the boulder with a DC 23 Thievery check. The character must have broken through the false wall first (AC 4; Fortitude 12; Reflex 4; hp 30).

Encounter Uses

- ◆ Put the boulder trap in a long hallway with the PCs in the middle and enemies strewn throughout. That way the PCs (and their enemies!) have to make choices between fighting or running from the boulder. This is particularly effective if you put some minions in front of the boulder early on. The players are sure to sit up and pay attention after seeing it mull some monsters.
- ◆ Consider how the boulder stops. Does it come crashing to a halt against constructed stops, smash through a wall into a heretofore unknown room, roll up a ramp and come rolling back, or go careening off a cliff to slam into structures far below?
- ◆ Put several boulder traps with ramps that send them back in a large open room. The PCs and their enemies can then try to use the pattern of the boulders' movement to their advantage, and the battlefield moves a lot as creatures use part of their turns to leap out of the way. 🌀

About the Author

Matthew Sernett has been a designer of 4th Edition, the Editor-in-Chief of *Dragon Magazine*, a pizza cook, an onion packer, and an assembly line worker in a spring factory. In 1999, while working for *Men's Health* magazine, he narrowly avoided being a wardrobe tracker in the male fashion industry. He feels very fortunate to now be employed as a writer for digital games R&D at Wizards of the Coast.