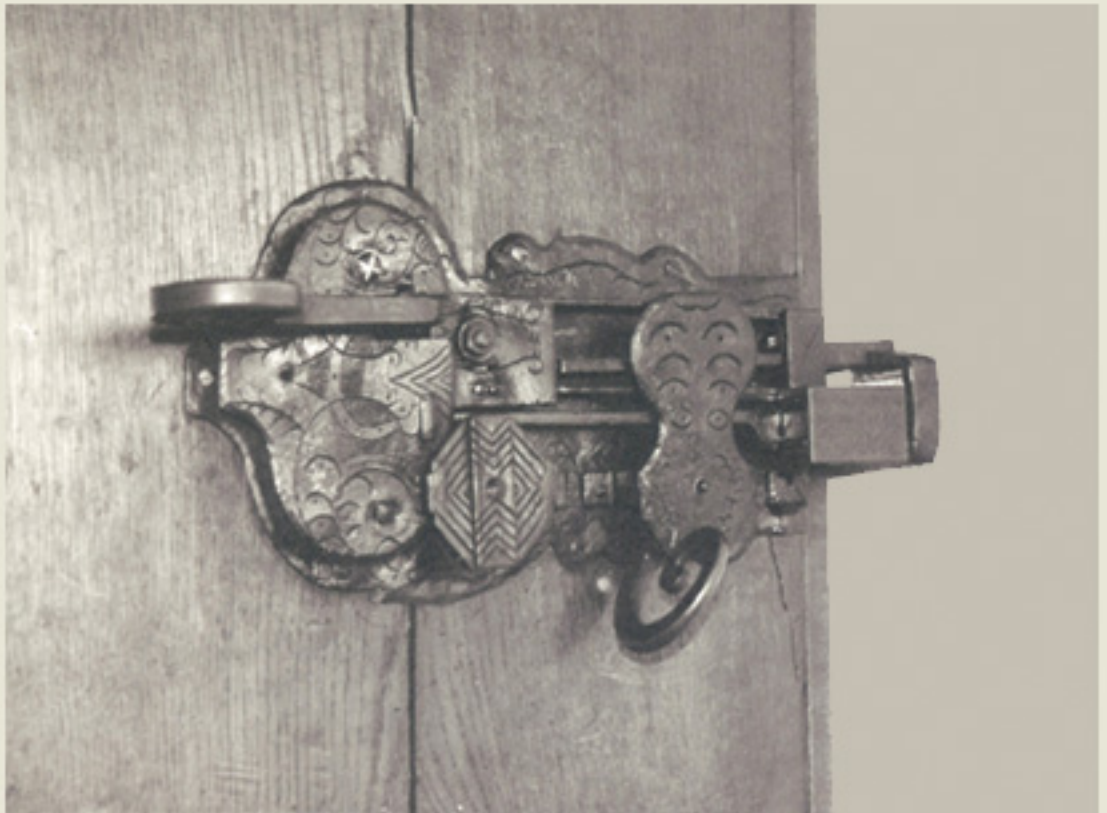


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TRAP CARDS

Challenge Rating 1



Developed by:
Coy Kissee &
Geoff Habiger

TG-0032

TG TANGENT GAMES
Taking games in a new direction

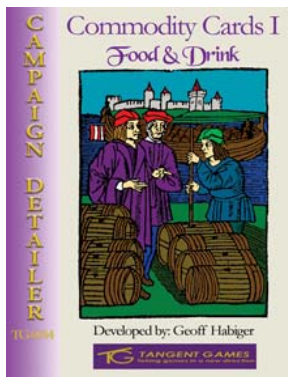
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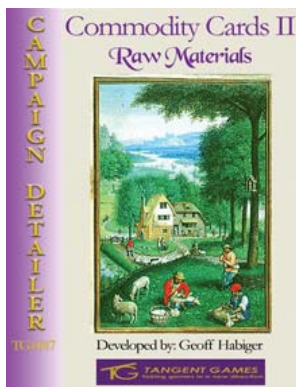
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Check out the other titles in the Campaign Detailer Series:



Commodity Cards I: Food & Drink (TG-0014): Sometimes a party will come across more mundane, yet still valuable, commodities that are bought and sold every day and help keep the world economies going. How do you determine what the value a barrel of wine should be?

To answer this question Tangent Games has created Commodity Cards. Commodity Cards can be printed out and used to determine the type, quantity, and value for different commodities. *Commodity Cards I: Food and Drink* contains **300 different commodities** for use in your game. No GM should be without Commodity Cards.




Commodity Cards II: Raw Materials (TG-0017): As parties of adventurers roam the globe in search of treasure, not everything they find will be gold, silver, or precious gems. How do you determine what the value of a bundle of animal hides, or a box of ore should be? If a party should 'liberate' a cargo of myrrh from a merchant ship, what price will they get when they sell it in the next port?

To answer this question Tangent Games has created Commodity Cards. Commodity Cards are cards that the GM can print out and use to determine the type, quantity, and value for different commodities. *Commodity Cards II: Raw Materials* contains **230 different commodities** for use in your game.

Check us out on the internet: www.tangent-games.com.

SEARCH DC
24

**CAMOUFLAGED
PIT TRAP**
(area trap) 

DISABLE DC
20

Type: Mechanical
Trigger: Location
Reset: Manual


Cost: 1,800 gp
Craft DC: 20

Effect:
10 ft. deep pit (1d6, fall). DC 20 Reflex save avoids. Pit (5 ft. wide, 5 ft. long, 10 ft. deep. Hewn stone: Climb DC 22.)

Description:
As you cross the <AREA>, the floor falls out beneath you.

CR 1

SEARCH DC
20

DEEPER PIT TRAP
(area trap) 

DISABLE DC
23

Type: Mechanical
Trigger: Location
Reset: Manual

Bypass: Hidden Switch,
Search DC 25.


Cost: 1,300 gp
Craft DC: 20

Effect: 20 ft. deep pit (2d6, fall). DC 15 Reflex save avoids. Multiple targets (1st target in each of 2 adjacent 5 ft. squares). Pit (5 ft. wide, 10 ft. long, 20 ft. deep. Hewn stone: Climb DC 22.)

Description:
As you explore the <AREA>, the floor falls out beneath you.

CR 1

SEARCH DC
20

PORTCULLIS TRAP
(area trap) 

DISABLE DC
20

Type: Mechanical
Trigger: Touch
Reset: Manual


Cost: 1,400 gp
Craft DC: 20

Effect: Attack +10 melee (3d6) Note: damage only applies to those underneath the portcullis. Portcullis blocks entrance. (Iron portcullis: hardness 10, 60 hp, Break DC 25.)

Description:
As you enter the <AREA> a large metal portcullis falls behind you, blocking the entrance.

CR 1

SEARCH DC
20

RAZOR WIRE TRAP
(area trap) 

DISABLE DC
20

Type: Mechanical
Trigger: Touch
Reset: Manual


Cost: 1,000 gp
Craft DC: 20

Effect:
Attack +10 melee touch (2, wire). Note: Usually stretched at ankle height. This trap is usually part of the trigger of another trap.

Description:
As you cross the <AREA>, your foot catches on a thin wire.

CR 1

SEARCH DC
22

RAZOR WIRE TRAP
(area trap) 

DISABLE DC
15

Type: Mechanical
Trigger: Location
Reset: No Reset


Cost: 400 gp
Craft DC: 20

Effect:
Attack +10 melee (2d6, wire). Multiple targets (1st target in each of 2 adjacent 5 ft. squares).

Description:
As you traverse the <AREA>, a thin wire catches you across the neck.

CR 1

SEARCH DC
21

**SWINGING BLADE
TRAP**
(area trap) 

DISABLE DC
20

Battleaxe

Type: Mechanical
Trigger: Location
Reset: Automatic


Cost: 1,500 gp
Craft DC: 25

Effect:
Attack +8 melee (1d8/x3, battleaxe).

Description:
As you explore the <AREA>, a battleaxe comes swinging out of a recessed panel in the floor. It then disappears back into the floor.

CR 1

SEARCH DC
21

**SWINGING BLADE
TRAP**
(area trap) 

DISABLE DC
20

Scimitar

Type: Mechanical
Trigger: Location
Reset: Automatic


Cost: 1,500 gp
Craft DC: 25

Effect:
Attack +8 melee (1d6/18-20, scimitar).

Description:
As you traverse the <AREA>, a scimitar comes swinging out of a recessed panel in the floor. It then disappears back into the floor.

CR 1

SEARCH DC
22

**SWINGING BLADE
TRAP**
(area trap) 

DISABLE DC
22

Scythe

Type: Mechanical
Trigger: Touch
Reset: Automatic

Bypass: Hidden Switch
Search DC 25

Cost: 2,500 gp
Craft DC: 25

Effect:
Attack +10 melee (2d4/x4, scythe).

Description:
As you explore the <AREA>, a scythe comes swinging out of a recessed panel in the wall. It then disappears back into the wall.

CR 1