



DOOM'S
COMPENDIUM OF
PAIN



DOOM'S COMPENDIUM OF PAIN CAVERNS DEEP EDITION



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KEYS

Trigger: What activates the trap

Area of Effect: Meant as the base area of effect, set in 5th edition of the world's most popular roleplaying game size increments

Effect: The damage or detrimental effect delivered by the trap

Countermeasures: What it requires to safely disable the trap



HOLE FLOOR

A cleverly hidden floor pit trap that is formidable in its own way.

ONE TIME ZALTAR
WAS TRAPPED IN
A GREASED UP HOLE
FOR HOURS



TRIGGER

Stepping on a pressure plate

AREA OF EFFECT

10-ft square, variable depth

EFFECT

The triggering creature and any other creature on the space with them must make a DC 11 Dexterity saving throw. On a successful save the creature catches on the pit's edge or instinctively steps back. Otherwise, the creature falls into the pit and takes 4 (1d6) bludgeoning damage from the fall.

COUNTERMEASURES

A creature may notice the trap with a DC 11 Wisdom (Perception) check, and activate the pressure plate without being in the affected area.

TR-610

SURE
I COULD
HAVE
HELPED
BUT SOMETIMES
YOU HAVE TO RESPECT
THE DEVIOUS & GENIUS
OF MAKING A SIMPLE TRAP
HORRIFYINGLY
AGGRAVATING
WITH JUST A LITTLE
ELBOW GREASE



XXX OR WAS IT KNEE GREASE

GIBBERING MOUTHER PIT

A horrifying visage of mounds of flesh, teeth, and eyes covers the ground, gnashing and crying out. Is it crying in ecstasy, or in agony?

MAKE IT STOP
MAKE
IT
STOOOOOPPPP



TRIGGER

Stepping on a pressure plate (if hidden)

AREA OF EFFECT

10-ft square

EFFECT

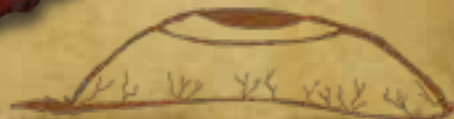
Any creature that comes within eye-sight of the pit (within 10 ft.), must succeed on a DC 11 Wisdom saving throw or be lost to its maddening gibbering. On a failure, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during its turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction.

On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

TR-608

As the mounds of flesh writhe and moan, the floor they occupy acts as rough-terrain, as well as the walls of its pit.


To escape the space requires consecutive DC 13 Strength saving throws to trudge through the space. Every round spent in the affected space causes the mouths to attempt to digest the creature within its space. It will attack a creature, using the attack listed. If the damage done is enough to kill a creature, they are absorbed into the mouter form.



GIBBERING MOUTHER PIT, CONT.

MOUTHERS SURE HAVE AN INTERESTING BIOLOGY

DID YOU KNOW

THEY CAN EVEN SOAK IN 
SOME OF THE ABILITIES
OF THOSE THEY ABSORB

XXX



BITE

Melee Weapon Attack:

+2 to hit, reach 5 ft., one creature.

Hit: 11 (3d6) piercing damage.

COUNTERMEASURES

Outside of destroying the mouters within the square, there is no other disarm available. A silence spell allows creatures to automatically succeed against the pits gibbering effect.

SEEING A
SHRIEKING

MASS OF FLESH

CAST A SPELL
IS A RARE SIGHT

XXXXX AND I HOPE
TO SEE ITS

MAJESTY

AGAIN SOMEDAY



BUG PIT

The bug pit is teeming with vicious dermestids who wish to do nothing but devour those who fall inside

I JUST LOVE BUGS
AND CREEPY CRAWLIES
SOME HAVE POISONOUS NEEDLES
SOME HAVE ACIDIC
SECRETIONS



TRIGGER

Stepping on a pressure plate

AREA OF EFFECT

10-ft square, 15-ft deep

TR-602

SOME CAN LEECH BLOOD
SOME CAN EVEN CHARM YOU
INTO STANDING PERFECTLY STILL WHILE THEY
EAT YOU ALIVE
XXX WISH I WAS A BUG



EFFECT

The triggering creature and any other creature on the space with them must succeed on a DC 13 Dexterity saving throw, or fall into the pit. A creature who falls into the trap has their fall ended by the bugs and they suffer no damage from the fall. However upon coming in contact with the bugs, they immediately attack dealing 5 (1d8) piercing damage. Any creature inside then takes an additional 4 (1d6) piercing damage for each round spent within the pit. A creature may attempt a DC 13 Strength (Athletics) ability check to escape the pit.

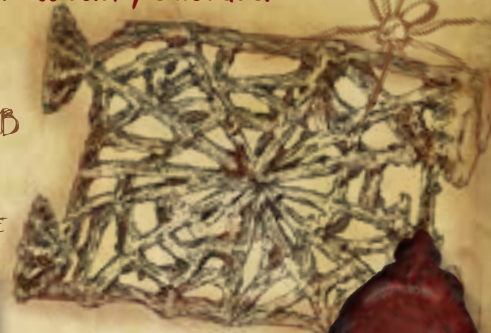
COUNTERMEASURES

A DC 13 Wisdom (Perception) check notices the chittering of the bugs and the off color to the floor. A creature can then activate the pressure plate without being in the affected area.

MAGNETIC SPIDERWEB

A blockade of webbing prevents any creature attempting to move through it to be stalled within its sticky embrace.

APPARENTLY THERE ARE SOME BREEDS OF SPIDER THAT SECRETE A TOXIN ON TOP OF THEIR WEB TO MIX A PARALYTIC WITH ALL THE STICKY STUFF



TRIGGER

Interaction with the web

AREA OF EFFECT

10-ft to ceiling
AC: 13 / HP: 20
Damage Vulnerabilities:
Fire damage
Damage Immunities:
Bludgeoning and Piercing from non-magical weapons

TR-604

EFFECT

If a creature attempts to pass through the webbing, they must make a DC 14 Dexterity saving throw. On a failed save, they immediately suffer the restrained condition. A creature can attempt to escape with a DC 16 Dexterity (Acrobatics) check or attempt to break the webs with an attack, made at disadvantage. While thin, the tensile strength of the web is tough, and requires great strength to bypass.

COUNTERMEASURES

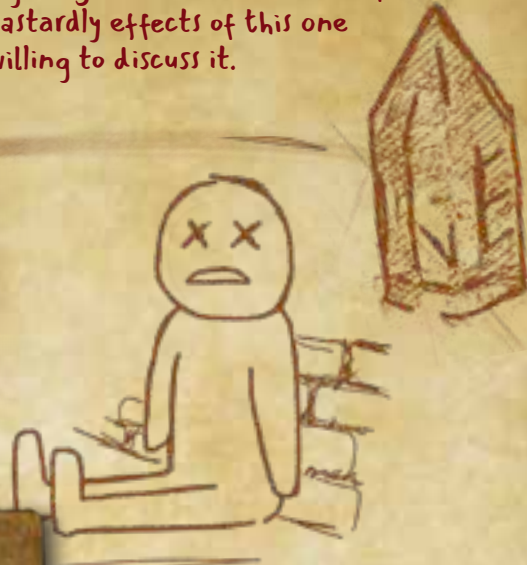
The destruction of the web allows for safe passage



REAL NASTY EXPERIENCE
IF YOU GET CAUGHT IN IT
XXXXXX ZALTAR
CERTAINLY NEVER FOUND
THIS OUT BY ACCIDENT
XXX HE TOLD ME TO WRITE IT THAT WAY

MAGNETIC CHAINED CRYSTAL

A spellcaster is used to this sight: a pulsating crystal shard, chained to a runic circle, breathing a magical glow to its area. Few of them have experienced the dastardly effects of this one and still felt willing to discuss it.



TRIGGER

Coming within 15-ft directly in front of the crystal activates its effect

AREA OF EFFECT

*dependent on effect

EFFECT

The crystal starts with 3 charges in its chamber to use on the effects listed below. It must expend all of the charges it has accumulated each time it is activated.

TR-605

LET THIS BE A LESSON
FOR ANY WOULD BE
ADVENTURER

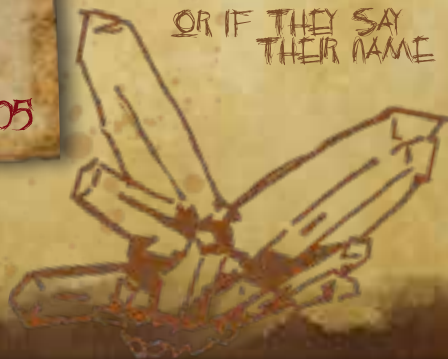
DONT TRUST ANY OBJECT

CARVED

IN A CIRCLE
WITH CRYSTALS

ESPECIALLY PULSATING ONES
XXXXX

OR IF THEY SAY
THEIR NAME IS HAL



MAGNETIC CHAINED CRYSTAL, CONT.

After expending the charges, the crystal begins to recharge on the round following activation.

The recharge function happens at the end of Initiative count 10, at which point it can be set off again. Choose from one of these options:

1. Arcane Beam:

Any creature within 15-ft of the crystal must make a DC 14 Dexterity saving throw. On a failed save, creatures take x d6 damage, where "x" is the number of charges it has at activation, to a maximum of 3d6. Additionally, any creature within the line who has spell slots available to them must make an additional DC 13 saving throw, or have a spell slot stolen from them, where the level of spell is equal to the "x". This saving throw is based on the caster's main casting ability (Int for Wizard, Wis for Cleric, etc.). Half damage on a successful saving throw, and they keep their spell slots.

2. Cone of Explosion:

Any creature within a 15-ft cone of the crystal must make a DC 14 Dexterity saving throw. On a failed save, creatures take x d6 fire damage, where "x" is the number of charges it has at activation, to a maximum of 3d6. Additionally, any creature within the cone who fails their save is pushed back 10 feet, and is knocked prone. Half damage on a successful saving throw and the creature remains stationary.

COUNTERMEASURES

Dispel Magic can cancel the charge of the crystal for 1 minute. A DC 14 Intelligence (Arcana) check ends the enchantment permanently, as you unbind the magic that holds it together.



FAERIE RING

A Faerie Ring brings with it the ideas of frolicking with the sprites and fey friends of youth. This is wildly naive, and does not account for the many chaotic possibilities that reside within the Feywild.

TRIGGER

Stepping more than 5-ft. into the circle, or standing in it for more than one round.

AREA OF EFFECT

15-ft radius

EFFECT

Once inside the ring, roll a d6 (or by DM's choice) and consult this chart as to what happens while within the circle:

1. Polymorph Effect:

DC 15 Wisdom saving throw.

Any creatures within the ring at the start of this effect must succeed on the Wisdom saving throw or be under the influence of the polymorph spell. The form chosen is one of four options: toad, pig, elk, or butterfly.

2. Modify Memory Effect:

DC 15 Wisdom saving throw.

Any creatures within the ring at the start of this effect must succeed on a Wisdom saving throw or be under the effects of the modify memory spell. It is cast as a 7th-level spell, so the event changed can be from the last 7 days.

TR-609



BOY

THE FAERIES SUURE
ARE FULL OF
THEMSELVES



3. Faerie Thrall:

DC 15 Charisma saving throw.

Any creatures within the ring at the start of this effect must succeed on a Charisma saving throw or be under the effects of the planar binding spell at its base level for the next hour. This effect works on any creature within the circle, regardless of the type of creature.

You are under the influence of the fairy clan that presides over this ring. You must follow their instructions for the duration of the effect, but are allowed to attempt to twist or warp the instructions as you wish as long as it still completes the task.

This ring counts as being within the Feywild, and as such you are bound to that plane. Any teleportation spells used within the circle will take you to a destination within the Feywild, and you cannot step outside of the ring.

4. Planeshift Effect:

DC 15 Charisma saving throw; Any creatures within the ring at the start of this effect must succeed on a Charisma saving throw or be under the effects of the plane shift spell. The plane chosen is always the Feywild.



FAERIE RING, CONT.



WHO KNOWS
WHAT ELSE
THEY ARE CAPABLE OF
GIVEN THE RIGHT
MOTIVATION?

5. Forcecage Effect:

DC 15 Charisma saving throw. Any creatures within the ring at the start of this effect must succeed on a Charisma saving throw or be under the effects of the forcecage spell. The type of prison chosen will change the additional effects:

- Open Bar:** On the ceiling of the inside of the 10-ft high cage lies a force spear wall that slowly descends 1-ft per round. Melee Weapon Attack: +5 to hit, reach 5-ft, effects any creature in its area. Hit: 5 (1d8+1) piercing damage.
- Solid Wall:** Water begins to fill the 10-ft high solid cage at a rate of 2-ft per round.

WELL I DO

XXXXX BUT THAT
INFORMATION
WILL COST YA



6. Wall of Faerie Fire Effect:
DC 15 Dexterity saving throw;
Any creatures within the ring at the start of this effect must succeed on a Dexterity saving throw or face a blend of the wall of fire and faerie fire spells. The wall is always a ringed wall up to 20-ft in diameter, 20-ft high, and 1-ft thick. On activation, the wall of fire damages those that fail their saving throw, causing 5d8 fire damage, while half as much on a success and the creature may escape to 5-ft outside the ring. One side of the wall, selected by the DM when the effect is activated, deals 2d8 fire damage to each creature that ends its turn within 10-ft of that side or inside the wall. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The other side of the wall deals no damage. A creature who is within or passes through the wall, comes under the effects of the faerie fire spell.

COUNTERMEASURES

Dispel Magic will disable the ring from activating for the next 5 minutes; the destruction of any 5-ft square of this ring will permanently cancel its effects, but will also make permanent enemies with the faeries that reside over it. They will continue to try to eliminate the creature until recompense is made or the creature dies. Most of these attempts are by setting up situations that are of ill favor towards the creature, instead of outright battle.



WALL OF ICE

A sheet of thick ice, at least 8 inches, where a passage to the other side can be glimpsed through the white blue sheen.



YOU KNOWXXX
ARCHITECTURE IS
A FUNNY THING

COUNTERMEASURES

The trick to this trap is its multiple disarming methods. Creatures are allowed to choose one of the following methods, or whatever else they can think of.

Bludgeoning: Bludgeoning weapons break the ice quickly, but this method is unstable and imprecise. There is no delicacy with this method, they have to wear the wall down to 0 HP to pass through. Once the wall is broken, any creature standing within 5-ft of the wall must roll a DC 13 Dexterity saving throw or be struck by the falling ice. Each ice block does 4 (1d6) bludgeoning damage.

Slashing: Slashing weapons, even those without a serrated edge, allow smooth and methodical cuts at the cost of time. The creature is able to cut a single person doorway with this method, by making 3 consecutive DC 15 Strength ability check or a DC 13 Carpenter's Tools check.

Fire: Fire allows for unorthodox shapes and pathways to be carved, but takes the longest. For every 1 minute spent with a flame held against the wall melts 1 inch of the ice, with enough room for a single person.

TRIGGER

Wall glyph, natural occurrence

AREA OF EFFECT

(x)x(x)x(x)
AC: 16 / HP: 30
Damage Resistances: Piercing weapons

EFFECT

The wall is effectively just that: a wall. However, a creature may make a DC 13 Intelligence (Investigation) check to decipher the three methods available to them to break through.

CE-601

LOAD BEARING WALLS
CAN BE ANYWHERE
OR BE ANYTHING

MY COUSIN HAS BEEN A WALL
FOR ASMODEUS FOR THE PAST CENTURY
GOOD BENEFITS
BE A SHAME IF HE EVER FELL
AND BROUGHT THE WHOLE CEILING DOWN

DRIFTSTONE

This floating mass of stone seems stable and despite its otherworldly attributes is non-threatening to the casual eye. By stepping onto the stone, a creature learns quite the opposite is true of this rugged nightmare.

YOU EVER WONDER WHERE THESE THINGS CAME FROM LIKEXXXXXXXXX ARE THEY BABY ELEMENTALS A WIZARDS ABANDONED EXPERIMENT TEARS OF AN ANCIENT GOD WELL WHO CARES BECAUSE THEY LOOK SO COOL



OH GUD AND ADVENTURERS JUST CANT RESIST JUMPING ON THESE THINGS

TRIGGER

Physical touch of the stone.

AREA OF EFFECT

*dependent on effect

EFFECT

Choose one of the options below:

1. Discharge:

Once a creature steps upon this stone they must succeed on a DC 13 Dexterity saving throw, or be thrown by the concussive force expelled from the stone. They take 4 (1d6) force damage on a failed save and is pushed off the driftstone in a random direction; half damage on a successful save, and the creature remains on the driftstone.

2. Shocking Surface:

Once a creature steps upon this stone they must succeed on a DC 13 Constitution saving throw, or be shocked by the electrostatic field within the stone.

TR-612 / TR-613

MASSIVE STONE DOOR

A giant stone slab fashioned on hinges, that seems to be a better option than a giant hole in the wall.

EVERY TIME WE COME TO A DOOR ZALTAR ASKS ME TO OPEN IT FIRST NOW ME BEING THE HUMBLE SERVANT I AMXXX I FOLLOW THROUGH



BUT I SWEAR TO ALL THE DARK POWERS I POSSESS

TRIGGER

*see Effect

AREA OF EFFECT

10-ft / AC: 16 / HP: 25

Damage Vulnerabilities:

Adamantine weapons

Damage Resistances:

Slashing and Piercing weapons

EFFECT

This seemingly basic stone door has a unique mechanism within its handle. A DC 17 Intelligence (Investigation/Nature) ability check reveals an inset button to be depressed while turning the handle. If this button is not pressed before turning the handle, the door collapses on top of any creature standing within 5-ft of it. The creature must succeed on a DC 14 Dexterity saving throw or take 12 (3d6) bludgeoning damage and be restrained under the door.

DR-614

The door is exceptionally heavy, and requires a DC 15 Strength ability check to be able to lift it up enough to escape. Each round after it falls spent under this door cause an additional 4 (1d6) of bludgeoning damage.

COUNTERMEASURES

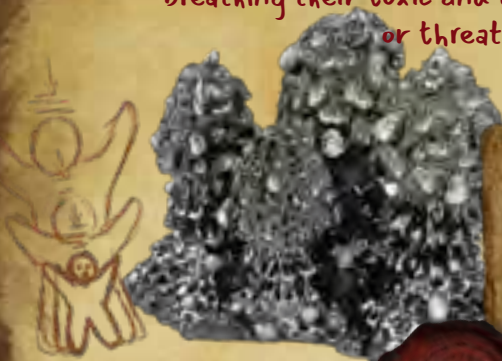
Press the button, or break the door

IF ANOTHER DOOR BLOWS UP IN MY FACE

OR PARALYZES ME IN A STASIS FIELD XXXOR SPRINGS A SPEAR TRAP BELOW ME HELL WAKE UP TO MORE THAN JUST COW DUNG IN HIS BED EVERY MORNING

MUSHROOM CLUSTERS

Clusters of mutated fungus with an almost hive mind mentality, breathing their toxic and dangerous spores upon contact or threat of expulsion.



TRIGGER

Proximity to the cluster.

EFFECT

If a creature comes within 5-ft of these mutated mushrooms, a noxious cloud of fungal spray is expelled from them. The area covered by the spray changes based on the size of the cluster:

Small: 5-ft radius spray
Medium: 10-ft radius spray
Large: 15-foot radius spray

Once activated, any creature within the affected area must make a DC 14 Constitution saving throw. On a failed save, the creature suffers one of the effects listed below. The clusters effects is chosen either by the DM or at random:

FE-601 / FE-628 / FE-629

1. Shrink:

A creature affected by this spray will open their eyes to see they, and anything they were in possession of at the time, have shrunk 2 size categories! This effect lasts for 1 hour, at which point the subject and anything they were carrying when originally shrunk will grow back to its original size. While in this shrunken state the creature's Strength score drops by 4 points (unless otherwise stated by magical items or effects such as "gauntlets of ogre strength") and their Speed is halved, which are both recovered when they grow back to their original size.

2. Delay:

A creature who fails their saving throw by this poison suffers no effect for an hour, but is aware that they failed the throw. If the poison has not been neutralized before then, the creature must make an additional Constitution saving throw, taking 36 (9d6) poison damage on a failed save, or half as much damage on a successful one.

3. Truth:

A creature subjected to this strain becomes poisoned for 1 hour. Additionally, the poisoned creature can't knowingly speak a lie, as if under the effect of a zone of truth spell, but is not required to speak.

WE ALWAYS WANTED TO HAVE
A PATHWAY LEADING
TO MY OWN DOMAIN



THEN I COULD SET UP
A LINE OF THESE BABIES

AND WATCH ANYONE
WHO APPROACHED
SUFFER A THOUSAND HARDSHIPS
BEFORE THEY EVEN
GET TO THE FRONT DOOR

THATS
HOW YOU KNOW WHO YOUR
REAL FRIENDS ARE



MUSHROOM CLUSTERS, CONT.

4. Gestate:

A failed save against this poison causes the creature's Constitution score to drop 2 points as the fungus collects within the subject's lungs. This drop is permanent unless treated with a DC 15 Wisdom (Medicine) ability check during a long rest or with a greater restoration spell.

5. Mind Control:

A creature subjected to this spray is charmed into protecting the clusters in the surrounding area as the collective hive mind pours into the creatures mind. The creature will attack anything the clusters deem a threat, and will not leave the immediate area. The creature may make additional Constitution saving throws at the end of their turn to resist the effects.

6. Toxin:

A creature subjected to these noxious spores takes 12 (3d6) poison damage, and must repeat the saving throw at the start of each of its turns. On each successive failed save, the character takes 4 (1d6) poison damage. After three successful saves, the poison ends. The successes needn't be consecutive.

AREA OF EFFECT

*dependent on mushroom size

COUNTERMEASURES

Can burn the fungus away, or remove it (which leads to activation of the fungus)

ARTIFICER'S STRONGBOX

This keenly crafted and mechanically whirring strongbox catches the eye quickly, but is tricky to open.



TRIGGER

Failure to unlock the box correctly

EFFECT

Each artificer is different, some kinder than others. The following options are chosen either randomly or by the DM if the creature fails to open the box:

1. Hand Vice:

A clamp lashes out at the hands of the would-be thief, pinning them in a tight grip against the chest. A creature must make a DC 16 Dexterity saving throw to pull their hands away in time. On a failed save, they are now grappled by the box and cannot use their hands for anything. A creature may attempt to wrench free with a DC 18 Strength (Athletics) check, but a Dexterity (Acrobatics) check to escape the grapple is impossible. Once escaped, the clasp resets within the box and can be activated again immediately.

FE-626B

I ONCE MADE A MANACLE
THAT HAD LITTLE SPIKES
ON THE INSIDE
TO SLOWLY PUNISH THE WEARER



ARTIFICER'S STRONGBOX, CONT.

I TRIED TO TRADEMARK IT WITH THE
BUREAU OF INFERNAL TORTURE AND
WOULDN'T YOU KNOW IT



THE NOTARY REPLACED
MY NAME WITH THEIRS

2. Gobble:

As the mechanism turns, the box moves with blinding speed and uncanny ability. The box transforms and grows to a Medium size, and if a creature is of a Medium size or smaller, they must succeed on a DC 15 Dexterity saving throw or be swallowed whole by the box. Once inside, the box locks itself, and immediately begins to suffocate the creature inside (as per the rules in chapter 8 of the Player's Handbook). A creature within the box cannot unlock the box from the inside.

To release the creature the box must either be unlocked from the outside, or broken. If broken, the box has an AC of 18, and 30 HP. All damage done to the box is halved (unless using adamantine weapons), rounded up, and the other half of that damage, rounded down, goes to the creature inside.

3. Acid Spray:

As the latch clicks, a sudden spray of caustic liquid sprays from the lock. A creature must make a successful DC 13 Dexterity saving throw or be sprayed for 16 (4d6) acid damage. Once this effect is used, it resets for the next unlock attempt.

AREA OF EFFECT

Size of box

COUNTERMEASURES

Succeed on a DC 19 Dexterity (Thieve's Tools) ability check or have the key. Casting a knock spell suppresses the traps inside, but requires an additional cast to open the box.

I NEVER FORGET A
TRANSCRIPTION
DISPATCHER JUST YOU WAIT

THORN WALL

A wall of beauty and pain, this rich verdure barrier is less of an impediment and more of an obstacle.

ZALTAR DOESN'T WANT THIS SECRET GETTING OUT. XXXX BLAST OUCH

BUT I JUST CAN'T LET IT GO UNSAID ANYMORE. OK HERE GOES. XXXX

ZALTARx EATSx PLANTSx

PHEW
NOW THAT SOMEONE ELSE KNOWS WE CAN FINALLY PUT AN END TO HIS MADNESS!!! XXXX



I DON'T CARE IF IT HAS SAVED HIS LIFE ONCE ITS JUST WRONG.

TRIGGER

Passing through the thorns

AREA OF EFFECT

(x-ft)x(x-ft)

DAMAGE VULNERABILITIES

Fire

EFFECT

Consider the options below while placing this wall in your adventurer's path:

1. Shred:

While a creature moves through the vines make a melee weapon attack against them.

Melee Weapon Attack: +5 to hit, 5 ft., one creature.

#hit: 8 (2d6) piercing damage

FS-604

2. Restrain:

Passage through the vines requires a DC 13 Strength saving throw, or the creature passing through it ends its movement there and is restrained.

A creature restrained in such a way can use its action to make a DC 14 Strength (Athletics) check, freeing itself on a successful check.

3. Assassin:

This variant is actually a strain of assassin vine disguising itself as a passageway. You can find the Assassin Vine listed within the "Tomb of Annihilation" creature index.

COUNTERMEASURES

Burning or cutting away the vegetation

LED TRIBAL TOTEM

The mask upon this totem evokes a horrid imagery of death and destruction. Most are used as a finalization of some ritualistic tradition, but some can even simply be used for subterfuge and misleading gullible adventurers.



BIG SCARY FACE ON A STICKx

TRIGGER

Either attempting to remove the mask, disabling the trap and failing, or a pressure plate

AREA OF EFFECT

*based on effect

EFFECT

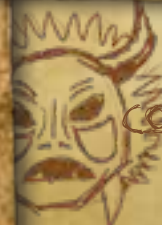
One of the following effects of the DM's choice occurs once the totem is triggered:

Shriek: The tribal totem lets out a ghastly cry, first alerting anyone within earshot of someone's presence. Second, any creature within a 40-foot radius of the totem must make a DC 13 Constitution saving throw. On a failed save, the creature takes 5 (1d8) sonic damage, and suffers from the deafened condition for the next 10 minutes. On a success, the creature takes no damage, and suffers no ill effects.

Flamethrower: A jet of flame escapes the open max of the tribal mask. Any creature within a 30-ft line of the mask must make a DC 14 Dexterity saving throw. On a failed save, the creature suffers 16 (3d8) fire damage, and any flammable objects that the creature is holding or carrying is immediately caught aflame. On a success, the creature takes half damage and nothing catches fire.

COUNTERMEASURES

There is a switch within the mouth of the totem that a creature can disable the trap with, with a successful DC 15 Dexterity (Sleight of Hand/Thieve's Tools) ability check. Additionally, you can attempt to destroy the trap by removing the mask, with a DC 17 Strength ability check, but on a failure the trap is sprung.



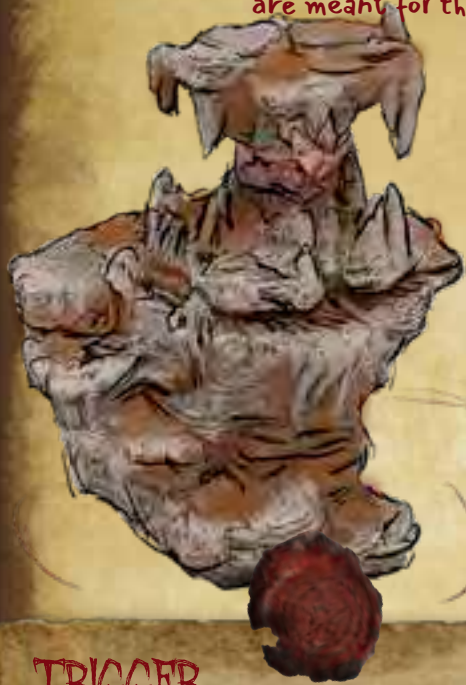
COULD I LOVE IT MORE YESx

BUT ONLY IF IT BIT ANYONE WHO TOUCHED IT

LE-606

LED RUNIC COLUMN

This massive column houses carved runes on its faces that grant it its otherworldly abilities. Some can be for protection, while others are meant for the completion of arcanist circles.



RUNES RUNES

TRIGGER

Coming within the radius of effect of the column, or if the creature attuned to it is present they can spend an action to ignite its power.

AREA OF EFFECT

30-ft radius, additional effect at the 15-ft marker. AC: 14 / HP: 40

Damage Resistances:

Bludgeoning, Piercing, and Slashing damage from non-magical weapons.

LE-605

THE MAGICAL SCRIPT
THE MORE
YOU WRITE
THE MORE
YOU'RE GRIPPEDxxx



xxxBY A SUDDEN URGE
TO PUSH YOUR FRIENDS
IN A PIT

LED RUNIC COLUMN, CONT.

EFFECT

The runic column is a font for an arcane forger to draw from, and also to ward off would be adventurers from a casters home or temple. The column has two radius': one at 30-ft and one at 15-ft. When it is activated, the column empowers those that are attuned to it while within its 15-ft radius. Any creature who is not attuned to the column must succeed on a DC 15 Wisdom saving throw while within the 30-ft radius, or suffer the listed effect. The separate effects are listed below:

15-ft radius:

The creature attuned to this column is granted advantage on all ability checks and saving throws while within this radius. Additionally, the creature gains resistance to all bludgeoning, piercing, and slashing damage from non-magical weapons.



30-ft radius:

Any creature that is not attuned to the column and fails on their DC 15 Wisdom saving throw, suffers disadvantage on all ability checks and saving throws while within this radius. Additionally, if the creature comes into the 15-ft radius of the column, they must make another saving throw at the same DC and on a failed saving throw lose the ability to make bonus actions on their turn while still within that radius.

COUNTERMEASURES

Any creature attuned to the column must remain within the 15-ft radius to gain the benefit listed, and any removal from that space renders it void. A dispel magic spell is capable of purging the column of its powers until the following day. The column has a structural strength that can be broken, however tough that may be for the players.



LED ELDRITCH EYE

This stalk grows straight from the underground, soaking the nutrients of the earth to facilitate its unnatural life.

When a creature comes within its sights, it unleashes an energy from its physiology to fend off intruders.

TRIGGER

Stepping within its line of sight, a 60-ft cone centered on which direction the eye is facing

AREA OF EFFECT

*based on effect

EFFECT

A short beam of lightning streaks from the eye as it follows a creature. Make a ranged spell attack against any one creature of your choice that steps within the range of the Eldritch Eye. This attack is made with the statistics below, and on a hit, the creature then makes a DC 13 Constitution saving throw. On a failure, the creature is stunned for the next round

1. Eye Blast:

Ranged Spell Attack: +5 to hit, 50 ft., one creature.

Hit: 9 (2d6) lightning damage, plus if creature fails a DC 13

Constitution saving throw they are stunned for 1 round.

LE-613



2. Vertigo Cone:

Range: 30-ft cone. A wave of high frequency sonic vibrations ring out toward the creatures in the cone, disrupting their vestibular balance. Any creature within the 30-ft. cone must make a DC 14

Constitution Saving Throw.

On a failure, the creature has disadvantage on attack rolls and ability checks, and their movement is halved for the next minute as they stumble about, nauseous.



I WONDER IF ANYTHING
IS WATCHING US

THROUGH THOSE EYEBALLS
I KNOW IS TRY

TO DO THAT



3. Imprisoning Shot

Range: 15-ft, one creature.

A beam of amber energy rockets toward the target, disrupting its tether to the current plane.

A creature affected by this shot must make a DC 14 Charisma saving throw, or be banished from the current plane.

The creature is banished to a harmless demiplane and while there, the target is incapacitated. The maximum number of occupants the demiplane can hold is three.

Targets remain within the demiplane until either the Eldritch Eye is defeated or the Eye successfully traps a fourth prisoner, at which point the first affected creature reappears in the space it left or in the nearest unoccupied space if that space is occupied.

If a dispel magic or dispel evil and good spell is cast upon the Eye while holding prisoners, all prisoners are jettisoned from the demiplane into the room around it before the Eye is dispelled.

COUNTERMEASURES

The eye has a living quality to its powers, so defeating it will disarm its effect, but also a banishment or dispel evil and good will remove the creature from its spot.



LED ELDRITCH EYE, CONT.

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