

STATUE UPGRADE

In this trap, we are upgrading the original statue to include various types of effects that the statue may contain. Using a mixture of these traps will set up a very intricate encounter.

WHAT DOES IT LOOK LIKE?

The statue can be in the shape of anything that you choose, although I would recommend making it something easy that you will remember if you are using different versions. *

HOW IS IT ACTIVATED?

This trap is activated once an intruder steps on one of the hidden plates.

The players will notice this with a perception check (DC 16-19). On a perception check of 20 or higher, they are also able to tell what version of the statue is in front of them. A spell or other effect that can sense the presence of magic, such as detect magic, reveals an aura of evocation magic around the statue.



Credit: CoolClips

"I don't like the look of this, maybe we could just turn back?" - Fizzy

TYPES OF STATUES

It can take a great toll on even the strongest of mages to create such traps, but the outcome is worth it.

FIRE-BREATHING STATUE

The trap activates when more than 20 pounds of weight is placed on one of the pressure plates, causing the statue to release a 30-foot cone of fire. Each creature in the fire must make a DC 17 Dexterity saving throw, taking 4d6 fire damage on a failed save, or half as much damage on a successful one.

Once the trap has been activated, the statue turns 90° in a direction of your choice.

Wedging an iron spike or other object under the pressure plates prevents the trap from activating. A successful dispel magic (DC 17) cast on the statue destroys the trap. On a critical failure, the statue overloads and spins 180° in a direction of your choice while releasing a 30-foot cone of fire, attacking all creatures within its range.

STATUE OF SICKNESS

The trap activates when more than 20 pounds of weight is placed on one of the pressure plates, causing a ray of sickening greenish energy to lash out towards a creature within range. The statue makes a ranged attack (+5 to the attack roll) against a creature within line of sight (up to 30 feet). On a hit, the target takes 4d6 poison damage and must make a Constitution saving throw. On a failed save, it is also poisoned until the end of its next turn.

Once the trap has been activated, the statue turns 90° in a direction of your choice.

Wedging an iron spike or other object under the pressure plates prevents the trap from activating. A successful dispel magic (DC 17) cast on the statue destroys the trap. On a critical failure, the statue overloads and spins 180° in a direction of your choice and attacks a target within line of sight.

HADAR'S STATUE

The trap activates when more than 20 pounds of weight is placed on one of the pressure plates, causing tendrils of dark energy to erupt from the statue and batter all creatures within 10 feet of it. Each creature in that area must make a Strength saving throw. On a failed save, a target takes 4d6 necrotic damage and can't take reactions until its next turn. On a successful save, the creature takes half damage, but suffers no other effect.

Wedging an iron spike or other object under the pressure plates prevents the trap from activating. A successful dispel magic (DC 17) cast on the statue destroys the trap. On a critical failure, the statue overloads and makes an attack against all creatures within 30 feet of it.

STATUE OF TIME

The trap activates when more than 20 pounds of weight is placed on one of the pressure plates, causing time to alter for up to 3 creatures in a 40-foot cube within range (60 feet). Each target must succeed on a Wisdom saving throw (DC 15) or be affected by this spell for 1 minute. An affected target's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn. If the creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted. A creature affected by this spell makes another Wisdom saving throw at the end of its turn. On a successful save, the effect ends for it.

Wedging an iron spike or other object under the pressure plates prevents the trap from activating. A successful dispel magic (DC 17) cast on the statue destroys the trap.