

The Chest Trap Scroll

5 trapped treasure chests for your players to loot



It's Locked...

A humble lock is all that stands between you and whatever riches must lie within the chest of glittering gold. Surely its inner workings are no match for you and your trusty lock picking tools.

{Melted Treasures} The charred wood that forms this chest gives off the faintest bit of heat. A failed check to pick its lock causes the chest to burst into flames and the DC to pick the lock increase by 2. Any creature that attempts to pick the lock while it's burning takes 1d6 {or more} fire damage, and any items inside the burning chest after 1d4 turns are magically melted. Successfully picking the lock snuffs out the flames.



{Crushing Chain} This chest is wrapped in lengths of iron chain. A creature that fails a check to pick the lock causes the chains to animate, and all creatures within 10 feet of the chest must make a DEX save or be Restrained by the chain and pulled up against the chest. A creature Restrained by the chain at the start of its turn takes 2d10 {or more} bludgeoning damage.



{Gravity Chest} A failed check to pick this twinkling chest's lock causes gravity to reverse in a 5-foot diameter around the chest. Any creature in this area that fails a DEX save to grab onto something "falls" 30 feet straight up into a vertical shaft concealed behind an illusory ceiling. The walls of this shaft then begin to close in, and any creature still in this shaft after d4 rounds is crushed to death.



{Insect Chest} This green and gold chest has the appearance of a large beetle whose wings casings form the lid. A failed check to pick the lock causes the chest to animate into a beetle construct {using the stats of an appropriate CR construct} that attacks the thief until they or it is destroyed. Once destroyed, the contents of the chest spill out of the de-activated beetle.

{Fragile Ice} This chest is cut from solid ice, and a failed check to pick its lock causes jagged icicles to form around it. Opening the chest while it's covered in this icicles causes them to explode outward in all directions, and all creatures within 30 feet must make a DEX save or take 3d8 piercing damage.