

PLANAR TRAPS

The Githyanki trusts out a strangely colored gemstone larger than his fist. It pulses with light and you feel yourself begin to slip away to another place.

Here are six deadly traps for high level characters themed around the planes of existence. They are very dangerous and should only trigger have a character fails a Charisma saving throw to avoid the effect entirely.

The Endless Fall

You appear in an endless storm only illuminated by cracks of lightning. Rocks are hauled around in the storm and whizz past you. Before you can gather your surroundings, you began to plummet down into the abyss below.

Every round a creature spends in the air they must roll a DC 19 Dexterity saving throw taking 8d8 lightning and 8d8 bludgeoning damage or half as much on a success. The storm is 6000 feet high and 30000 feet wide. Roll a d6 to determine how far a character is away from the top or bottom of the storm. If a character gets out of the storm, they will fall 2000 feet before hitting the ground and taking 20d6 bludgeoning damage.

The Great Eye

A massive whirlpool of furious whitewater crashes against you. All you can see before the water pulls you down is a vast ocean and a vertical tunnel of twisting water.

A character caught in the whirlpool must make a DC 22 Strength check or be pulled down 60 feet. If they succeed the saving throw, they are pulled down 30 feet. If they fail by 5 or more, they are pulled down 90 feet. They are submerged in water after 100 feet and will die at 500 feet.

The Burning Fields

Before you stretches an endless field of magma and columns of fire that burst from the ground. Ash and smoke cloud your vision and you struggle to breath.

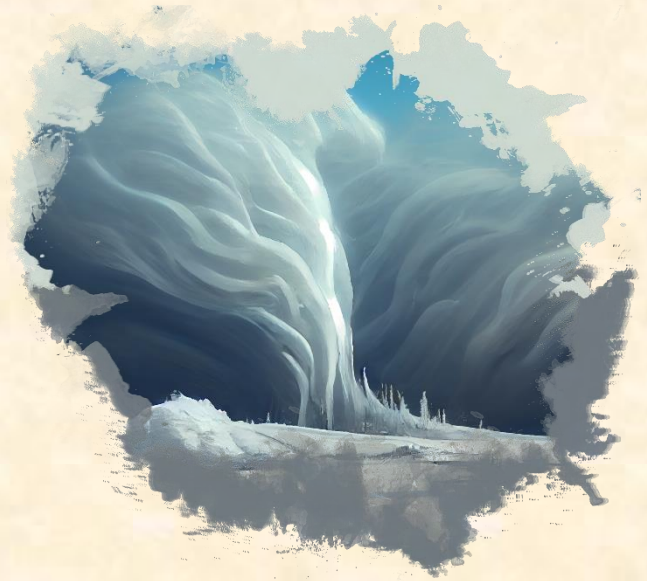
The first time a character starts their turn in the fields they take 8d8 fire damage. If they are in contact with the ground at the end of their turn, they take an additional 8d8 fire damage. For every turn, they spend in the fields, roll a d6. On a 1, a character must make a DC 18 Dexterity saving throw or hit with a column of fire dealing 10d10 fire damage or half as much on a successful saving throw.



The Ice Storm

The storm cannot be escaped except by creating cover. Any creature that starts their turn in the storm takes 4d6 bludgeoning damage and must make a DC 20 Constitution saving throw or take 8d6 cold damage and gain a level of exhaustion. No effect on a successful saving throw.

The storm cannot be escaped except by creating cover. Any creature that starts their turn in the storm takes 4d6 bludgeoning damage and must make a DC 20 Constitution saving throw or take 8d6 cold damage and gain a level of exhaustion. No effect on a successful saving throw.



The Enchanted Forest

Strange, brightly colored trees are all around you and you hear a faint song carried by the wind. Plants grew from the ground before your eyes, releasing clouds of gas and pollen.

A character that starts their turn in the forest must roll a DC 22 Wisdom saving throw or be charmed. While charmed in this way, they are paralyzed. They can repeat the saving throw every ten minutes. The effect ends if they leave the forest.

The Rotting Pit

Tall, jagged rock walls rise up all around you. The smell of rotting flesh and waste is rich. The air is unusually humid and hot. Bodies of broken creatures lay all around you and you see something move in the darkness.

There is an *Arasta* (without any legendary or mythic actions) lurking waiting to attack any creature that enters her lair.