

# POISON VENT

## Simple Mechanical Trap

A metal box in the wall filled with a poisonous liquid which turns into a gas when exposed to air. It is closed off with a metal cover which is attached to a wire. This trap is most effective in narrow hallways and corridors.

### TRAP INFO

Detail	Description
Trigger	Tripwire
Area	10ft. sphere
Duration	1 minute
Save	Constitution (DC 14)
Effects	3d4 Poison damage, Poisoned (half damage on save)

### DETAILED INFORMATION

**Trigger.** A tripwire attached to another object or anchor. When it is disturbed it pulls the cover from the vent. The poison gas then spreads out in a 10ft. sphere. Every round the vent is open it disperses poison gas in this 10ft. sphere.

**Effects.** This poison irritates the skin, eyes and lungs. The first time a creature comes into contact with the poison cloud and every time they start their turn in the poison cloud, they have to make a Constitution saving throw (DC 14). On a failed save they take 3d4 Poison damage and are considered Poisoned for the next 10 minutes. On a successful save they take half damage.

### SPOTTING AND DISARMING

A creature may spot the vent(s) in the walls or the tripwire running across the area. When inspecting the trap they may see how a little bit of tension would open the vent. They may also be able to discern the harmful contents of the metal box because the metal is corroded. Use the following phases and ability checks to determine successes or failures.

### DISARM INFO

Phase	Ability Check
Detection	Perception (DC 14)
Analysis	Investigation (DC 10)
Solution	Sleight of Hand (DC 8)

*A successful Analysis lowers the Solution DC by 2*

**Solution (Sleight of Hand).** read the following text when a character successfully disarms the trap using a Sleight of Hand check.

You use a blade to carefully cut the tripwire without putting any tension on it. The rope slacks and the metal cover it is attached to in the wall stays closed.

### OTHER COUNTERMEASURES

When the poison vent has been opened it may be counteracted in the following ways. You can use the Analysis DC to determine if a creature can discern this information.

**Intelligence.** Neutralizing the poison that is still evaporating from the vents with a neutral liquid compound such as water. The poison cloud lasts for 1 round after the poison in the vent has been neutralized.

**Wisdom.** Covering the vent or pushing the cover shut manually. The cover falls open again when released. The poison cloud last for 1 round after the poison vent has been covered. If it opens again it lasts for an amount of rounds equal to 10 - the amount of rounds it has already been active.

**Nature.** Dispersing the cloud using wind or air. The poison cloud needs to be dispersed continuously for a minute for the trap to fully run out of gas.

