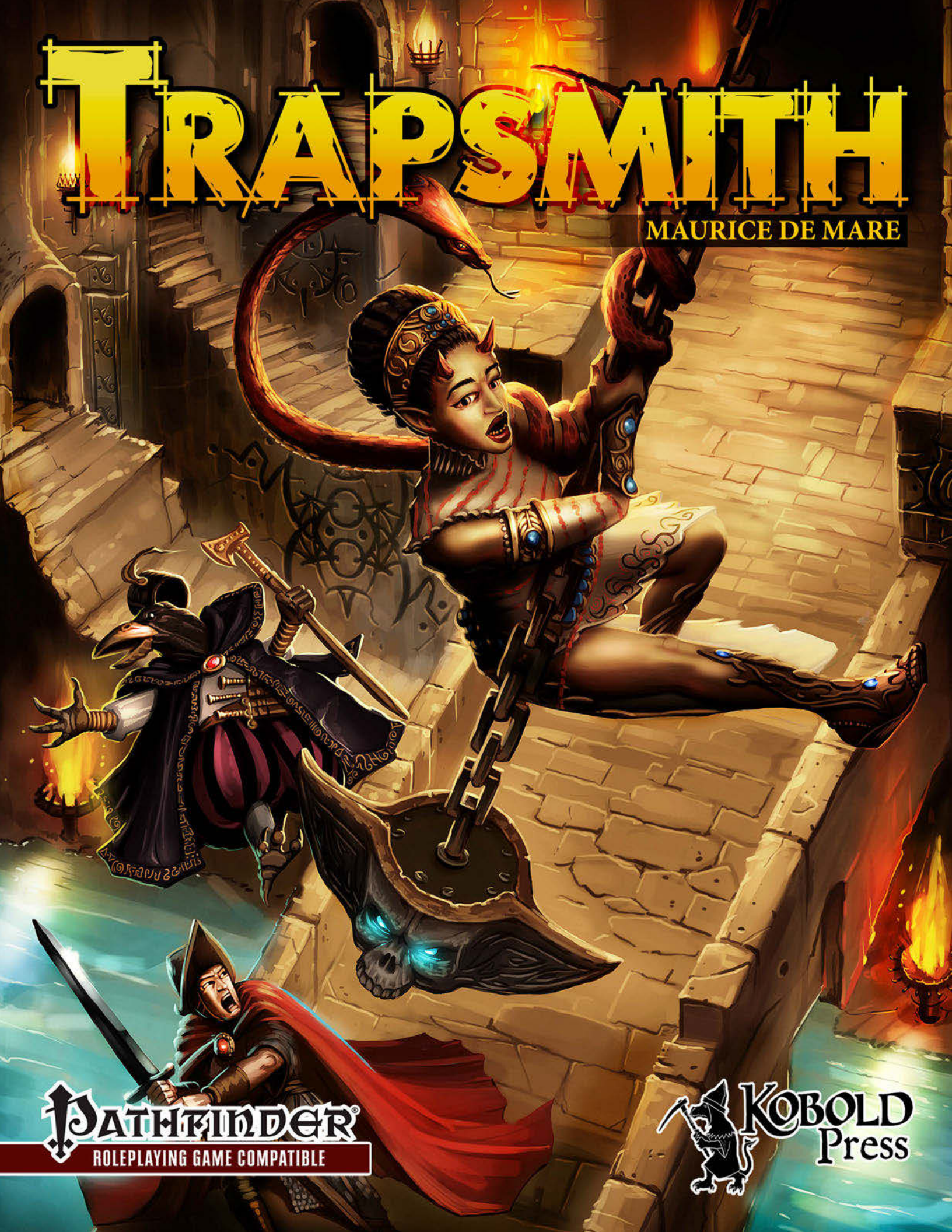


# TRAPSMITH

MAURICE DE MARE



**D&D** **DATHRINDER**  
ROLEPLAYING GAME COMPATIBLE

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## INTRODUCTION

Challenging your group (and your group's trapfinder) can be a challenge in itself. Whether you're looking at a dungeon that you want to dress up or seeking to give your party's rogue more time in the spotlight, you'll find something in this book to help you accomplish these goals and more!

Within these pages, you'll find a wide variety of traps that you can use in your Pathfinder roleplaying game either as a GM or as a player who plays a character skilled in crafting traps. Further, to help you adjust traps to better suit your needs, you'll find some useful guidance for how to make them less dangerous—or more! Some of the traps are set up to be themed areas, and others follow the exploits of Gavin, who frequently creates traps on the fly

as he deals with his own enemies or projects. His traps serve as an example of how players can use what the GM provides to come up with some inventively deadly devices.

Additionally, several locks within these pages can help you stymie rogues in other ways (or allow characters to better protect their own belongings), and you can add some items to your campaign to bolster roguish characters while also providing some further story lines to the campaign. Finally, you'll discover a 6th-level adventure that utilizes some of the traps within the book. (This latter section is for a GM's eyes only!)

So, take a look at what lies within these pages and start planning where you want to feature each of these traps, locks, or rogue items.



# A TAXONOMY OF TRAPS

A trap's purpose is clear: It prevents intrusion in one way or another. Although all traps share a common purpose, trapsmiths classify traps using a simple taxonomy.

The first distinction that trapsmiths make is whether a trap is active or passive. Active traps usually injure or debilitate a target, whereas passive traps do not actively try to injure their targets. Damage may occur, but usually not as a direct result of tripping them.

Active traps are further classified as having a support role or in being an eliminator. Traps with a support role aid other guardians, including other traps. For example, zombies could receive the assistance of a magic trap that unleashes negative energy. The negative energy is beneficial to the undead and often detrimental to adventurers. The eliminator is the most common type of trap: Its sole purpose is to end any further intrusion, permanently. Some of these traps deal so much damage that those seeking to intrude simply die.

Passive traps can be protective or provide an obstacle. As the diagram indicates, protective traps serve as alarms or wards. The *alarm* spell and an activated thunderstone are good examples of traps that alert nearby adversaries. Traps using *antipathy*, *forbiddance*, or *glyphs* and *symbol* spells are good examples of traps that ward an area. A prime example of an obstacle is the open pit trap. It can injure intruders only when they foolishly try to overcome it. In essence, obstacles delay further intrusion.

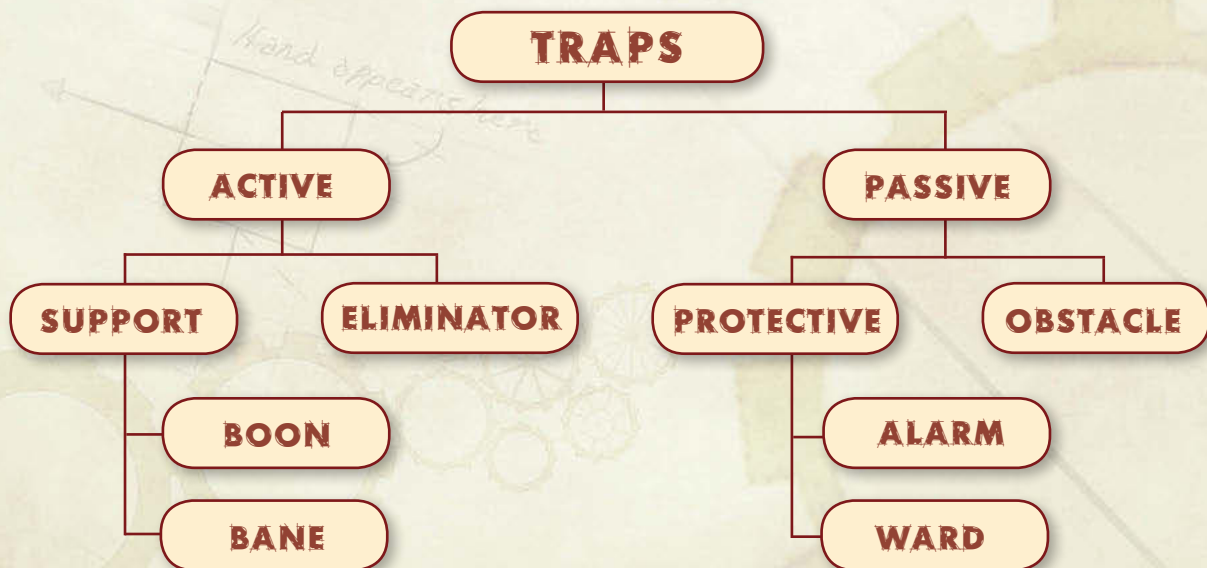
Sometimes traps can fulfill more than one function, too. This is fine. If you need to determine a primary function, think about the trap's purpose in being placed where it is. Otherwise, it simply falls into more than one category of trap.

## LAYERS OF PROTECTION

When protecting a site, trapsmiths place alarms at the perimeter. Tripping these traps may attract the attention of roaming guards. At certain rallying points, support traps are placed to either boost security or injure the intruders. Beyond that first layer of defense, obstacle traps are placed to delay further intrusion, giving the defenders valuable time to regroup and rout the intruders. The road to the inner sanctum is littered with eliminator traps, and powerful wards are the last line of defense.

## SCALING TRAPS

Providing the correct level of challenge to a group of stalwart adventurers is what gamemastering is all about. Challenging characters with traps beneath or above their level could lead to unsatisfactory results. In the worst case, you could wipe out an entire party with just



one trap. So, to prevent this or the calamity some call boredom, scaling traps up or down can be a key tool in your gamemaster's (GM's) toolbox.

### Core Concepts

When scaling traps up and down, you need to understand the core concept that drives the challenge rating of a trap. For traps that deal damage—almost all of them—the core concept is this: average damage.

**Per 10 points of average damage, a trap gains +1 CR; if a trap attacks multiple targets, you double the CR.**

Changing the amount of average damage that a trap deals to a target is the easiest and simplest way to scale traps up and down. This method of scaling also means that we disregard the other components that make up a trap: avoidability (Perception and Disable Device DCs) and effectiveness (attack bonus or Reflex saves).

### Examples of Scaling

To showcase how to scale traps up and down, we will use a generic trap from the *Pathfinder Roleplaying Game Core Rulebook*. The hail of arrows trap can attack multiple targets, and it deals a fair amount of average damage.

#### HAIL OF ARROWS TRAP

CR 9

**Type** mechanical; **Perception** DC 25; **Disable Device** DC 25

**Trigger** visual (*arcane eye*); **Reset** repair

**Effect** attack +20 ranged (6d6); multiple targets (all targets in a 20-ft. line)

#### Step 1: Determine Average Damage

The average damage for the trap is 21. Here's how we got there: Average damage for a d6 is 3.5. When you multiply 3.5 by 6, the total is 21.

#### Step 2: Determine the CR of the Damage Component

We know that the average damage is 21. Every 10 points of average damage is +1 CR, so the CR is 2 for a one-target trap. Because this trap deals damage to multiple targets, we need to double the CR derived from the average damage, thus the total damage-based CR of this trap is 4.

#### Step 3: Determine Scalability

Every trap needs to deal at least 10 points of average damage (+1 CR), so if the average damage CR is 4, then we can scale the trap down to CR 6 from CR 9 by dropping this damage to the minimum amount ( $CR\ 9 - (CR\ 4 - CR\ 1) = CR\ 6$ ). There is no limit for scaling up the CR, but increasing the average damage of the trap with no concern for avoidability and effectiveness will lead to a very poor end result since the trap is not as challenging in terms of Perception DC and attack bonuses.

### Scaling the Hail of Arrows Trap Down

We have several options for scaling down the hail of arrows trap.

#### Option 1: Decrease Average Damage

A hail of arrows trap that deals 6d4 damage and attacks multiple targets is a CR 8 trap.

A hail of arrows trap that deals 3d6 damage and attacks multiple targets is a CR 7 trap.

A hail of arrows trap that deals 2d6 damage and attacks multiple targets is a CR 6 trap.

#### Option 2: Single Target

A hail of arrows trap that attacks a single opponent is a CR 7 trap. At step 2 we learned that the trap had a damage-based CR of 4 because it dealt damage to multiple targets. Without that feature, its damage-based CR was 2. (So,  $CR\ 9 - 2 = 7$ .)

#### Option 3: Combinations of Options 1 and 2

Scaling down traps using the above method will always be slightly harder for the party to overcome. The traps will be harder to notice and avoid because no change is made to the Perception DC and attack bonuses. This is not a bad thing. Just be aware that the party will take a hit and adjust the adventure or next encounter accordingly.

### Scaling the Hail of Arrows Trap Up

There is no upper limit to a scaled-up trap's CR. Some actions to consider:

**Spread the Pain:** If the trap doesn't already attack multiple targets, then this is always a good first choice to increase the deadliness of a trap.

**More Pain:** Increasing the average damage is a good way to ramp up the deadliness.

**Undetectable:** If the trap's CR has been raised by 2, then, to keep the trap challenging, increase the Perception DC of the trap by 5. This increases the CR by 1.

**No Escape:** If the trap's CR has been raised by 2, then, to keep the trap challenging, increase the attack bonus or Reflex save DC by 5. This increases the CR by 1.

## CRAFTING SIMPLE TRAPS: A PRIMER FOR PLAYER CHARACTERS

The introduction of the trapsmith archetype and the quick trapsmith talent in the *Advanced Player's Guide* turns the rogue into a combat engineer—a sapper defusing difficult situations for the party and creating them for the opposition. The quick trapsmith talent also incorporates some GM fiat.

From the description of the talent in the *Advanced Player's Guide*, a trap set by the quick trapsmith talent must be built by the trapsmith setting it and its effect should be straightforward—not a combination of effects. Anything with an automatic reset is out of the question because automation is not simple. That leaves us with the manual, repair, and no reset options. Taking the simple concept a step further, a simple

trap should be a one shot affair—no reset. This reduces the cost and further reduces complexity. It also turns the simple trap into a quantifiable resource, like a potion, scroll, or item charge, all of which are expended when used.

## TACTICAL TRAPSMITHING

The quick trapsmith talent can be used to provide the following: fire support, massive damage (eliminator), obstacle creation, and protection. Fire support traps can cover the flank of a party during an encounter. Massive damage traps are great first strike weapons to use during ambushes and for supporting groups without spellcasters. Knowing when to run away is essential; obstacle creators help the party flee the encounter. Protection traps bolster the party's ability to survive the night, guard against ambushes, and deal with other similar woes.

Let's take a look at a few example traps that a character can use in the game.

### FIRE SUPPORT TRAP

At the base of the fire support trap is the common crossbow, a cheap and reliable death dispenser. The crossbow cannonade trap is an example of a fire support trap.

**Market Price:** The market price of the trap; crafting cost is 1/3 of the listed amount.

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#### CROSSBOW CANNONADE TRAP CR 1

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**Type** mechanical; **Perception** DC 20; **Disable Device** DC 16

**Trigger** location; **Reset** none

**Effect** crossbow bolts (attack +10 ranged, 1d4 bolts dealing 1d8 damage each)

**Market Price** 500 gp × CR

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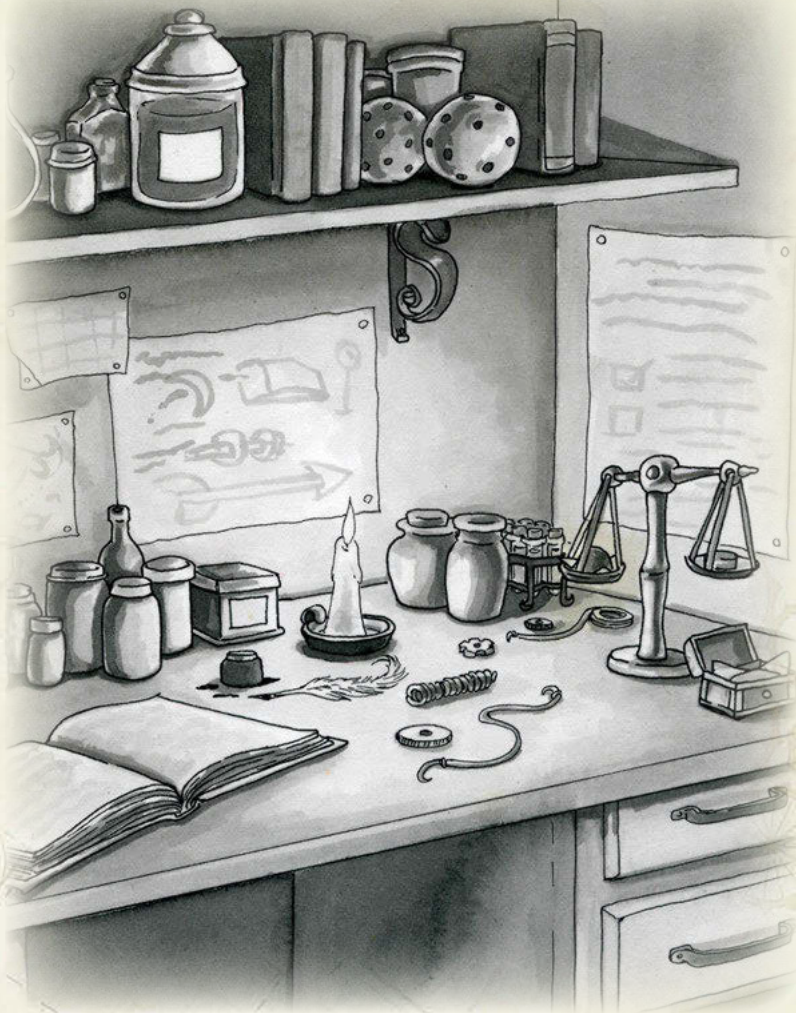
#### UPGRADES

**Quantity Has Its Own Quality:** Adding another 1d4 bolts to the effect increases the CR by 1. This upgrade can be added once.

**Deadeye:** Changing the trigger to visual (*arcane eyes*, Perception +20) allows the crossbow cannonade to target flying creatures. This increases the CR by 1.

**Hard-Hitting:** Add 5 to the ranged attack roll; this increases the CR by 1. This upgrade can be added twice.

**Corridor Clearer:** The trap can engage multiple targets. This doubles the CR of the trap.



### MASSIVE DAMAGE TRAP

Alchemy is the great equalizer; it rivals magic in pure destructive power. It can be lobbed, swung, or sprung into action, eliminating its target's threat.

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#### ALCHEMICAL BOUQUET TRAP CR 1

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**Type** mechanical; **Perception** DC 19; **Disable Device** DC 17

**Trigger** location; **Reset** none

**Effect** alchemical concoction (2d10 damage); DC 15  
Reflex save for half damage; multiple targets (all targets within a 10-ft. burst)

**Market Price** 500 gp × CR + alchemical concoction cost

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#### UPGRADES

**Bigger Boom:** Increase the damage to 4d10. This increases the CR by 2. The range of the burst is increased by 5 feet.

**Deliverer of Doom:** Increase the Reflex DC by 4. This increases the CR by 1. This upgrade can be selected three times.

**Silence Is Golden:** Changing the trigger to sound (Perception +15) could give a tactical advantage; no change to the CR of the trap.

## ALCHEMICAL CONCOCTIONS

The alchemical concoctions used in traps are bulkier than standard alchemical items, but they can still be used as a splash weapon with a 5-ft. range increment.

Name	Weight	Cost
Acid	3 lbs	30 gp
Blessed cold	5 lbs	100 gp
Bright fire	3 lbs	90 gp
Clinging conflagration	4 lbs	80 gp
Fire	3 lbs	60 gp
Stinging steam	3 lbs	40 gp

**Acid:** Acid deals 2d10 acid damage on a direct hit. It deals 2 acid splash damage to every creature within 5 feet of where it lands.

**Blessed Cold:** This alchemical concoction deals 1d10 cold damage on a direct hit; undead and evil outsiders are dealt 1d10 extra damage. Affected creatures must succeed on a DC 13 Reflex save or be entangled for 1 round by the icy water.

**Bright Fire:** This concoction functions like alchemist fire but deals 2d10 fire damage on a direct hit. It deals 2 fire splash damage to every creature within 5 ft. of where it lands. Every creature within 10 ft. must succeed on a DC 13 Fortitude save or be dazzled for 1 round.

**Clinging Conflagration:** The clinging conflagration concoction functions like alchemist fire but deals 2d10 fire damage on a direct hit. It deals 2 fire splash damage to every creature within 5 ft. of where it lands. Extinguishing the flames requires a DC 20 Reflex save due to glue added to the concoction.

**Fire:** This concoction functions like alchemist fire but deals 2d10 fire damage on a direct hit. It deals 2 fire splash damage to every creature within 5 ft. of where it lands.

**Stinging Steam:** Stinging steam deals 1d10 acid damage and 1d10 fire damage on a direct hit. All creatures within 5 ft. of where it lands must make a DC 13 Fortitude save or be blinded for 1d3 rounds.

## OBSTACLE CREATORS

Flee, you fools! Obstacle creators can destroy a bridge, fell a tree, or bring down the house. A trapsmith knows how to pause pursuit when it matters.

---

### PURSUIT PAUSING TRAP

CR 1

**Type** mechanical; **Perception** DC 15; **Disable Device** DC 20

**Trigger** timed (1d3 rounds delay); **Reset** none

**Effect** demolition (4d4 damage); DC 17 Reflex save for half damage; multiple targets (all targets within a 10-ft. square)

**Effect** rubble generation (creates 2d4 connecting squares of difficult terrain)

**Market Price** 500 gp × CR

## UPGRADES

You can apply the following upgrades to the pursuit pausing trap.

**Fallout:** This creates 4d4 connecting squares of difficult terrain. Increase the CR by 1.

**Shaped Charge:** Increase the damage to 8d4. This increases the CR by 2 and increases the area of effect to 2 adjoining 10-ft. squares.

**Too Close for Comfort:** Changing the trigger to a proximity trigger increases the CR by 1.

## PROTECTION

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### SOUND SECURITY TRAP

CR 1

**Type** mechanical; **Perception** DC 19; **Disable Device** DC 20

**Trigger** touch; **Reset** none

**Effect** sonic boom; DC 15 Fortitude negates or be deafened for 1 hour; multiple targets (all targets within a 10-ft. radius)

**Effect** sunshine (sunrod is activated)

**Market Price** 250 gp × CR + 52 gp

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### UPGRADES

**Camouflaged:** Add +5 to the Perception DC of the trap. This increases the CR by 1. This upgrade can be added three times.

**Combined Security:** Combining the sound security trap with the crossbow cannade trap enhances your campsite security even further.

# TRAPS

Whether a trap does outright damage and seeks the total destruction of a target, as with the eliminator traps, or serves to support the maker of the trap in some manner, such as by interacting with dungeon denizens or enhancing other traps, active traps are the most common among traps created and used. That said, passive traps have their roles in a trapsmith's arsenal, and you'll find plenty of those in this section as well.

## BALL OF TENTACLES

*The corridor you have been following opens up into a large square room. In the middle of the room, a large circular shaft with a diameter of 20 ft. extends downward. Another corridor connects to the room, much wider than the one you followed, and it rises upward at a low angle. The corridor has eight alcoves, four on each side, spaced 10 ft. apart. The first alcoves are 5 ft. from the corridor's edge. After 65 ft., the corridor narrows to a width of 10 ft.*

The dotted section on the map indicates where the trap's trigger is located. After the trap is triggered a large boulder is released.

*A low rumbling noise, accompanied by tremors and a shower of dust, signals the arrival of a huge boulder . . .*

The boulder appears at the edge of the smaller corridor as indicated on the map; it moves on a 7 initiative.

The player characters (PCs) might think they can easily evade the boulder by moving to the edge of the corridor or into one of the alcoves, but that indicates that they underestimate the cruelty of trapsmiths.

As the boulder exits the smaller corridor, it sprouts ethereal tentacles that extend 20 feet from the boulder's edge.

Treat the ethereal tentacles as a *black tentacles* spell. The boulder moves 60 ft./round, and at the end of the second round, it drops into the shaft. As it moves, the ethereal tentacles try to grab all creatures in their path. If successful, the tentacles violently drag their victims away with them while squeezing the life out of them.

### BALL OF TENTACLES TRAP

CR 15

**Type** magical and mechanical; **Perception** DC 37;  
**Disable Device** DC 37

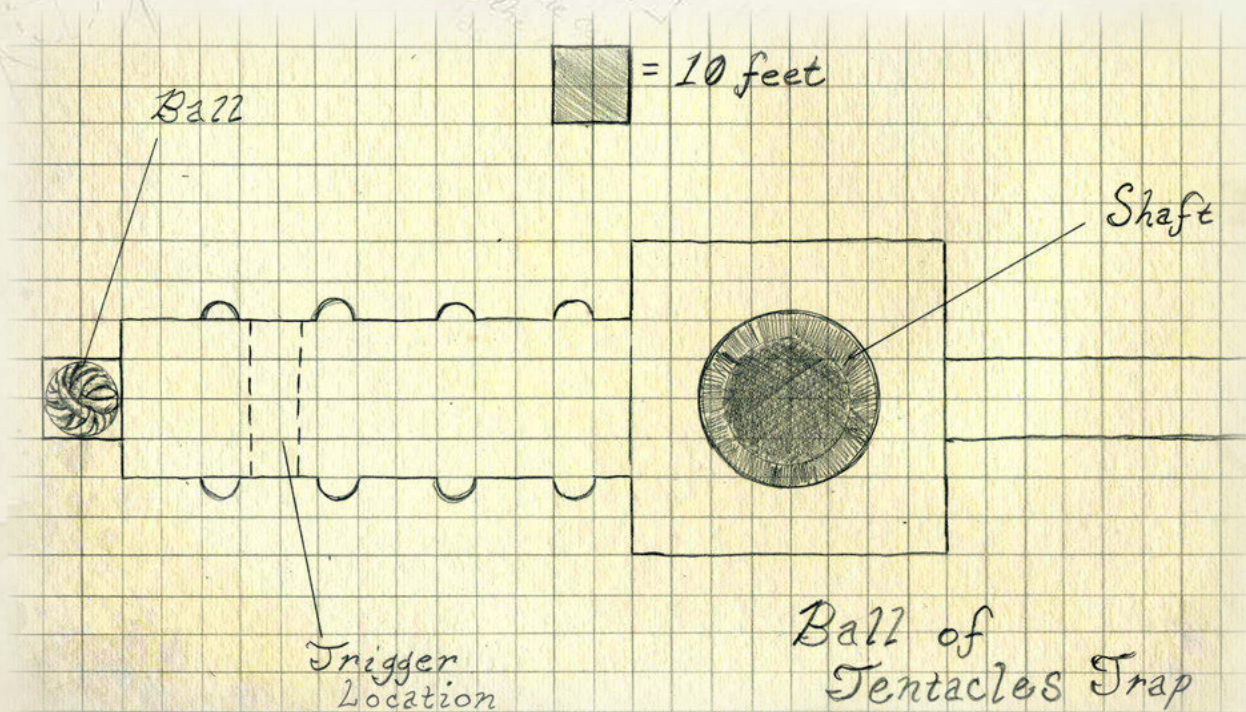
**Trigger** location; **Reset** manual

**Effect** attack +15 melee (6d6); multiple targets (all targets along the boulder's path)

**Effect** spell effect (*black tentacles*, CMB +20); multiple targets (all targets within 20 ft. of the boulder)

**Effect** dragged along by tentacles (3d6 nonlethal damage); multiple targets (all targets held by the *black tentacles* spell)

**Effect** fall into shaft (6d6 falling damage); multiple targets (all targets held by the *black tentacles* spell)





The *black tentacles* spell lasts for 15 rounds and the walls of the shaft require a Climb check (DC 20).

## BLADE TRAPS

Trapsmiths obsess over dismemberment and decapitation, always imagining better ways to cut into the flesh of interlopers. Two standard designs are the scything blade and wall blade trap.

---

### SCYTHING BLADE TRAP

CR 3

**Type** mechanical; **Perception** DC 24; **Disable Device** DC 20

**Trigger** location; **Reset** automatic

**Effect** attack +8 melee (1d8/×3)

The main drawback of the scything blade trap is that the blade used is not a scythe. It also lacks effectiveness; a +8 attack bonus is rather weak. A good point of the trap is that only those with the trapfinding ability can find it.

---

### WALL BLADE TRAP

CR 4

**Type** mechanical; **Perception** DC 22; **Disable Device** DC 22

**Trigger** touch; **Reset** automatic; **Bypass** hidden switch (Search DC 25)

**Effect** attack +10 melee (2d4/×4)

The wall blade trap does feature a scythe and is designed to be placed in areas where access is restricted but not forbidden. It is also very well hidden; only an experienced or very careful rogue has a chance to spot it.

---

### DANCING SCIMITAR TRAP

CR 1

**Type** mechanical; **Perception** DC 22; **Disable Device** DC 18

**Trigger** location; **Reset** automatic

**Effect** attack +5 melee (1d8/18–20); multiple targets (1d3 attacks on each target in 3 adjacent 5-ft. squares)

Once triggered, the scimitar launches into a deadly slashing routine, targeting multiple foes.

By increasing the number of attacks and sacrificing some effectiveness, we should see more hits on a single target, which slightly increases the lethality.

---

### MOUNTED BLADE TRAP

CR 4

**Type** mechanical; **Perception** DC 15; **Disable Device** DC 29

**Trigger** touch; **Reset** automatic; **Bypass** hidden switch (Search DC 25)

**Effect** attack +14 melee (2d4+4/×4)

Typically used to ward restricted areas, these traps are barely hidden. They present a clear warning to intruders: leave. Meddling with the trap usually results in its activation, with potentially deadly results.

## Design Notes

The bypass indicates that the trap's owner wants to access the area. If that is true, then the trap becomes more of a guardian and less of a hazard. Guardians need to be seen to deter intrusion, so this is a good reason to lower the Perception DC, giving us a –1 CR modifier, which is used to make the trap very hard to disable. If triggered, the trap hits hard: It deals on average 9 damage.

## BONE-CRUSHING BOULDERS

*We heard it before we saw it—a low rumbling, like thunder. I never knew my father, but I thank the gods he was an elf because I saw the boulder before my companions did. I was already running when it entered Majet's flickering circle of torchlight. Even with that head start, I would not have made it if it were not for Hakak. The poor orc-kin stumbled and fell, slowing the boulder just enough for me to make it around the corner.*

A massive boulder chasing frightened adventurers is a classic scene and is usable in any campaign.

---

### BONE-CRUSHING BOULDER TRAP

CR 2

**Type** mechanical; **Perception** DC 20; **Disable Device** DC 15

**Trigger** location; **Reset** none

**Effect** attack +13 melee (4d6); multiple targets (1 attack on each target in the path of the boulder; boulder follows corridor or a straight line for 200 ft.)

---

### DEADLIER BONE-CRUSHING BOULDER TRAP

CR 7

**Type** mechanical; **Perception** DC 25; **Disable Device** DC 20

**Trigger** location; **Reset** none

**Effect** attack +15 melee (8d6); multiple targets (1 attack on each target in the path of the boulder; boulder follows corridor or a straight line for 200 ft.)

## BOULDERS AS NPCs

Sometimes, a chase scene is more exciting than just rolling to hit. Consider giving the bone-crushing boulder a speed of 30 ft. as it chases the PCs. The boulder double-moves every round, and as soon as it connects with a PC, it makes an attack roll. Hit or miss, decrease its speed by 5 ft. to reflect the lost energy. If confronted by a T-intersection, the boulder can turn either way, without losing speed. Some boulders go faster than others and have a higher initiative.

## BOX OF BROWN MOLD

A small subset of the trapsmithing community looks at nature for inspiration. One of the early successes was the development of the box of brown mold.

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**BOX OF BROWN MOLD** CR 2

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**Type** mechanical; **Perception** DC 22; **Disable Device** DC 16

**Trigger** touch (opening the box); **Reset** automatic

**Effect** 5-ft. cold aura (3d6 nonlethal cold damage)

The trap is ingenious; nothing is as effective as a trap triggered by the victim's curiosity. The average damage dealt makes this barely a CR 2 trap. To make the box more effective, let's use what we already know of brown mold.

---

**BOX OF BURSTING BROWN MOLD** CR 2

---

**Type** mechanical; **Perception** DC 24; **Disable Device** DC 15

**Trigger** touch (opening the box); **Reset** none

**Effect** 5-ft. cold aura (3d6 nonlethal cold damage); multiple targets (all creatures within 5 ft. of the 10 ft. square area covered by the bursting brown mold)

As always, fire is a trapsmith's friend. A flask of alchemist's fire bursts open when the box is opened. This immediately increases the size of the brown mold to 10 ft. in diameter; everyone within 5 ft. of that area suffers 3d6 nonlethal cold damage.

Disabling the box of bursting brown mold means that the flask of alchemist fire fails to open when the box is opened. If disabled, treat the box as a standard box of brown mold.

### Design Notes

By making this a one-shot trap (no reset), we can reduce the cost of the entire trap. The multiple targets should increase the CR by one, but the low DC of the Disable Device check compensates for that.

The box of brown mold trap proved quite successful, and this led to the creation of several other traps founded on the principle of biological warfare. The slime-slinging trap is one these creations.

---

**SLIME-SLINGING TRAP** CR 5

---

**Type** mechanical; **Perception** DC 24; **Disable Device** DC 29

**Trigger** location; **Reset** automatic

**Effect** attack +5 ranged touch (green slime); multiple targets (1d4 attacks on every target in a 10-ft. square)

Spinning spoons, made from stone, dip into a reservoir of green slime, flinging gobbets at every target in a 10-ft. square. Multiple hits do not increase the effects of green slime.

## CAGEFIGHT TRAP

After entering a corridor, a portcullis drops in front and also behind the unfortunate trespasser. One round later, 1d3 girallons are summoned into the impromptu cage.

---

**CAGEFIGHT TRAP** CR 7

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**Type** mechanical and magical; **Perception** DC 31; **Disable Device** DC 31

**Trigger** location; **Reset** none

**Effect** two portcullises drop to create a 10-foot wide and 40-foot long section

**Effect** spell effect (*summon nature's ally VI*, summons 1d3 girallons)

## CAMOUFLAGED SPIKED PIT TRAP

This hidden pit trap is a tried and true method of ensuring that intruders have a hard time of it.

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**CAMOUFLAGED SPIKED PIT TRAP** CR 8

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**Type** mechanical; **Perception** DC 25; **Disable Device** DC 20

**Trigger** location; **Reset** manual

**Effect** 50-ft.-deep pit (5d6 falling damage); pit spikes (attack +15 melee, 1d4 spikes per target for 1d6+5 damage each); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

## COLLAPSING CORRIDOR TRAP

Trapsmiths take only two levels of security into consideration while working on a project: adequate and excessive. Experienced rogues can attest that excessive is the most common level of security.

*Two adamantine doors seal off a long corridor.*

The adamantine doors are locked and barred (hardness 20; 80 hp; break DC 32). The lock is of superior quality (Disable Device DC 40).

Merely touching the door sets off the collapsing corridor trap.

*A loud crumbling noise, originating at the start of the corridor, signals your mistake. The floor itself falls away into nothingness.*

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**COLLAPSING CORRIDOR TRAP** CR 14

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**Type** mechanical; **Perception** DC 39; **Disable Device** DC 39

**Trigger** touch; **Reset** none

**Effect** 100-ft. pit (10d6 falling damage; Reflex DC 25 avoids fall); multiple targets

Immediately, a 10-ft. square of the corridor floor falls away. On successive rounds, the floor will fall away at an increasing pace: On the first full round after the trap is set off, an additional 20 ft. of the corridor falls away; on the second round, an additional 40 ft. falls away; on

the third round, the remaining sections of the corridor fall away. The trap acts on initiative count 12.

As long as there is still a portion of the corridor remaining to escape to, PCs can avoid falling down the 100 ft. drop (Reflex DC 25 avoids).

Quick PCs might escape this trap by jumping to safety (Acrobatics DC increases each round): DC 10 clears the 10-ft. section in first round and DC 30 clears the 20 ft. section in second round. PCs can also escape the effects of the collapsing corridor by climbing (Climb DC 25).

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#### ADEQUATE COLLAPSING CORRIDOR TRAP CR 8

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**Type** mechanical; **Perception** DC 29; **Disable Device** DC 29

**Trigger** touch; **Reset** none

**Effect** 60-ft. fall (6d6 falling damage; Reflex DC 20 avoids fall); multiple targets

The “adequate” version of this trap features standard, locked iron doors (Disable Device DC 30) with a 60-ft. pit.

## CORRIDOR OF REMEMBRANCE TRAP

Music, like death, is forever. The chords of sorrow are universal. Ancient cultures believed this, and their traps incorporate this aspect of their culture. A corridor of remembrance is a trap a party will not soon forget, and indeed, it is one they may never leave.

*Faint murals cover a long corridor.*

---

#### CORRIDOR OF REMEMBRANCE TRAP CR 3, 6, OR 9

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**Type** mechanical; **Perception** DC 15; **Disable Device** DC 29

**Trigger** proximity; **Reset** automatic

**Effect** sorrowful tune (fascinated or confused, Will DC 20 avoids); multiple targets (up to 6 creatures)

A Knowledge (religion) check (DC 20) reveals these murals belong to an ancient burial tradition. A Perception check (DC 15) reveals that the corridor’s murals harbor many tiny tubes that seem to lead to a mechanism of sorts. The corridor of remembrance activates only when creatures try to leave the tomb; entering the tomb is quite safe.

When the PCs try to leave the tomb, their movement forces air through the tiny tubes, creating an ethereal, sorrowful tune that tries to lure them back into the tomb. Treat this as a bard’s fascinate ability. The trap can fascinate up to 6 creatures at a time.

The corridor is a difficult trap to escape, but trying to disable the trap is where the true danger lies. Although the tiny tubes can be plugged, if one is not careful, the attempt changes the trap’s notes and it plays a more dangerous tune as a result (see table).

**Disable Device check is failed by...**

Difference	Result	CR
5–9	<i>lesser confusion</i> (CL 10th)	3
10–14	<i>confusion</i> (CL 10th)	6
15 or more	<i>insanity</i> (CL 10th)	9

Failing a Disable Device attempt can make the trap far deadlier. The base CR of a corridor of remembrance is CR 3.

### Circumventing the Trap

A bard can shine here by using the countersong ability or a well-placed *silence* spell. Putting candle wax into your ears provides a +2 bonus to the Will save.

## CREATE PIT TRAP

If the PCs defeat the mundane version of a pit trap, then it might be interesting to see how they handle the magical version. Wily trapsmiths often place this trap directly behind an obstacle trap such as a mundane pit trap.

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#### CREATE PIT TRAP CR 3

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**Type** magical; **Perception** DC 27; **Disable Device** DC 27

**Trigger** location; **Reset** manual

**Effect** spell effect (*create pit*), a DC 13 Reflex save avoids falling 30 ft. into the pit. A fall deals 3d6 damage.

## CRUSHING ICEBALL TRAP

Rolling boulders are a dungeon staple, and their only drawback is that they are a one-shot deal: Once evaded they lose their effectiveness. Magic can be used to upgrade the basic design. This trap could be even better if the boulder could actively pursue its targets.

The crushing iceball trap fulfills that dream: It pursues, engulfs, suffocates, freezes, and crushes all intruders. It does that all with a cool efficiency that warms a trapsmith’s heart.

The crushing iceball trap is usually placed in long, 10-foot wide corridors. Particularly merciless trapsmiths employ portcullis traps behind and in front of the PCs to ensure that there is no escape and that death is inevitable.

Triggering the trap summons an aqueous orb in front of the PCs. The orb will roll forward and try to engulf the PCs. All PCs in its path take 2d6 nonlethal damage, and those who fail a DC 16 Reflex saving throw are engulfed by it and are carried along by it. These poor souls must hold their breath while inside the watery orb. At the beginning of each round, those inside the aqueous orb take 2d6 nonlethal damage. While the aqueous orb remains watery, a captured PC can attempt a DC 16 Reflex saving throw to escape the orb.

If the aqueous orb is successful in capturing one PC or more, the second part of the trap triggers. A freezing sphere strikes the aqueous orb. All within a 40-ft radius of the orb take 11d6 cold damage; a DC 19 Reflex save halves this damage. The freezing sphere also freezes the aqueous orb to a depth of 6 inches. Those seeking to escape the orb now require a DC 25 Strength check. After the orb is frozen, it can no longer engulf creatures, but it can crush them! Creatures in its path can attempt a DC 16 Reflex saving throw to avoid taking 4d6 crushing damage. The aqueous orb moves at a speed of 30 ft. and remains active for 11 rounds.

---

**CRUSHING ICEBALL TRAP** **CR 9**

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**Type** magical; **Perception** DC 31; **Disable Device** DC 31

**Trigger** sight (true seeing); **Reset** automatic

**Effect** spell effect (heightened *aqueous orb*, DC 16 Reflex save negates)

**Effect** spell effect (*freezing sphere*, DC 19 Reflex save for half damage)

**Effect** crushing iceball (4d6 damage, DC 16 Reflex save negates; multiple targets)

### Design Notes

Adding a portcullis to the crushing iceball trap should raise the CR of the entire encounter by 1 or 2.

## CRYSTAL CHANDELIER TRAP

The crystal chandelier trap is an exquisite piece of artistry. With a simple command word, each separate crystal of the chandelier lights up as if affected by a *continual flame* spell, turning the entire chandelier into a dazzling fountain of light.

This is not the chandelier's only function, however, for by touching a specific panel on a nearby wall, the crystal chandelier drops 5 ft., causing several crystal vials of acid to launch from the fixture at 10 predetermined squares, all within a 20-ft. radius of the crystal chandelier. The shattered crystal vials act as caltrops, further hindering any surviving opponents.

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**CRYSTAL CHANDELIER TRAP** **CR 3**

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*The scintillating light of the crystals reflects throughout the room as it drops. With a jerk, it stops, and crystal vials shoot out from the fixture.*

**Type** mechanical; **Perception** DC 21; **Disable Device** DC 19

**Trigger** touch; **Reset** manual; **Bypass** hidden switch

**Effect** attack +10 ranged touch (1d6 acid damage plus 1 acid splash damage to each creature within 5 ft. of target); multiple targets (10 separate 5-ft. squares within 20-ft. radius of the chandelier)

## DEADLY DECORATIONS

A trap's purpose in the dungeon can be very clear: It can prevent intrusion. When placed in a home, a trap's purpose changes: It can provide security, possibly in support of hired guards. Allowing traps to maim or kill one's honored guests is a breach of etiquette, so these traps should activate only when their owner wants them to activate. Unchanged is the fact that an effective trap needs to stay hidden. Traps placed in homes often lie disguised as furniture, art, lamps, and other household items, becoming deadly only whenever their master wishes it.

**Effect** attack +0 melee (1 damage, caltrops); multiple targets (10 separate 5-ft. squares within 20-ft. radius of the chandelier)

## DASHING ACID TRAP

There is no rest for the wicked, but even the wicked need to sleep. The dashing acid trap, tastefully blending in with its surroundings, typically stands as a last line of defense against enterprising assassins or other roguish characters. Some variants of the dashing acid trap use figurines filled with holy or unholy water, alchemist fire, or even dust of sneezing and choking.

---

**DASHING ACID TRAP** **CR 7**

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*An elaborate showcase displays nearly a dozen multicolored glass figurines. As you come closer, the figurines stir and dash toward you!*

**Type** magical; **Perception** DC 31; **Disable Device** DC 31

**Trigger** proximity (alarm); **Reset** none

**Effect** spell effect (*animate objects*; 11 animated acid-filled figurines)

**Note:** An animated acid-filled figurine primarily uses its dash to crash ability, always dashing from foe to foe until destroyed.

---

**ANIMATED ACID-FILLED FIGURINE** **CR 1/2**

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**XP** 200

**N** Tiny construct

**Init** +2; **Senses** darkvision 60 ft., low-light vision; **Perception** -5

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**DEFENSE**

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**AC** 18, touch 14, flat-footed 16 (+2 Dex, +4 natural, +2 size)

**hp** 6 (1d10)

**Fort** +0, **Ref** +2, **Will** -5

**Defensive Abilities** hardness 1; **Immune** construct traits

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**OFFENSE**

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**Speed** 40 ft.

**Melee** slam +1 (1d3–2)

**Space** 2-1/2 ft.; **Reach** 0 ft.

**Special Attacks** dash to crash (1d6 acid damage), splash (1 acid damage to all within 5 ft.)

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**STATISTICS**

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**Str** 6, **Dex** 14, **Con** —, **Int** —, **Wis** 1, **Cha** 1

**Base Attack** +1; **CMB** +1; **CMD** 9

**SQ** faster

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**SPECIAL ABILITIES**

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**Dash to Crash (Ex)** An animated acid-filled figurine can smash itself upon its foe by succeeding on a melee touch attack with a +5 bonus. If successful, the figurine deals 1d6 acid damage and is destroyed. The animated acid-filled figurine needs to move at least 20 ft. to gain the necessary momentum to break open upon impact.

## DEADLY DAGGER TRAP

*A desiccated corpse slumps against the wall with his right hand still clasped around an adamantine dagger, as if refusing to surrender in a fight he already died in.*

The corpse's right hand has a tiny puncture wound (Heal or Perception check DC 30).

Whenever a wielder of a trapped deadly dagger deals more than 4 damage, a poisoned needle springs from the dagger's hilt, striking at the wielder. Succeeding on the Disable Device check renders the weapon safe.

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**DEADLY DAGGER TRAP**

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**CR 12**

**Type** mechanical; **Perception** DC 29; **Disable Device** DC 29

**Trigger** special; **Reset** automatic

**Effect** attack +20 melee (1 damage plus wyvern poison)

## DEVIL PIT TRAP

Water is essential to life. It nourishes plants and slakes thirst. But it also smothers with its icy embrace and boils flesh from bones. Never underestimate water.

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**DEVIL PIT TRAP**

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**CR 12**

**Type** mechanical; **Perception** DC 28; **Disable Device** DC 28

**Trigger** location; **Reset** automatic; **Bypass** hidden lock

**Effect** rushing water (bull rush, 30 rounds, CMB +28, CMD 45); multiple targets (all targets in corridor within 30 ft. of pit)

This obvious pit trap (20 ft. wide, 30 ft. deep) is centered in a narrow corridor, where one look at it typically sways adventurers to take a different path. A Perception check (DC 5) notices two flaps hanging down from either side,

as if the trap was already triggered; a second Perception check (DC 5) reveals that each flap has rows of small holes in it, each measuring about 2 inches in diameter.

A pressure trigger on the floor opens a stall of water, spilling its contents from the ceiling behind the targets and bull rushing them into the pit. After 5 rounds, the flaps on either side of the pit rise up (a full-round action), effectively sealing off any targets who fell in. The pit's walls are slippery and cascading with water (Climb DC 40).

The pit is constantly filling with water—both when the pit is open and when it's closed through the holes in the trapdoors—to a depth of 1 ft. of water/round. After 30 rounds, the water ceases, leaving those trapped to struggle and drown.

There's a hidden lock on either side of the pit, just underneath each flap, that opens the doors (Perception DC 25; Disable Device DC 30). There's another hidden lock on the floor of the pit trap (Perception DC 25; Disable Device DC 30), which will drain the water. After 24 hours, the trap resets. The water drains away and the doors open back up, ready to fool the next adventurers. The damp corpses of past victims remain at the pit's bottom.

## DROWNING POOL TRAP

From a ruined aqueduct, water drips down into a sizable pool of water, 30 ft. across. A Knowledge (engineering) check (DC 30) reveals that the aqueduct is an elaborate fake. The pool of water is 1 inch deep at its edges and 1 ft. deep at its center. While wading through the center of the pool, a 10-by-10 ft. area, victims are targeted by an extended *telekinesis* spell. The spell grapples targets with a CMB of +24. With a successful grapple, the spell will try to pin victims on subsequent rounds. The danger of the trap is not the grapple but being submerged in the water for a prolonged period of time.

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**DROWNING POOL TRAP**

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**CR 8**

**Type** magical; **Perception** DC 31; **Disable Device** DC 31

**Trigger** sight (*true seeing*); **Reset** automatic

**Effect** spell effect (extended *telekinesis*, CL 20th, CMB +24, CMD 38); spell effect (*create water*); a Knowledge (religion) check (DC 32) or Perform check (DC 30) will determine the proper hymn

### Drowning

You can hold your breath for a number of rounds equal to twice your Constitution score. Taking a standard or full-round action, however, reduces the remaining duration that you can hold your breath by 1 round. After this period of time, you must make Constitution check (DC 10) every round to continue holding your breath. Each round the DC increases

by 1. When you finally fail your Constitution check, your character begins to drown: falling unconscious (0 hp) in the 1st round, dropping to -1 hp and dying in 2nd round, and drowning in 3rd round.

(See *Pathfinder Roleplaying Game Core Rulebook* for additional rules on drowning, water dangers, and the environment.)

## FINAL WORDS TRAP

The best kind of trap is a trap that can hide in plain sight and perhaps even be on display:

*Upon a blackwood table stands a glass cylinder with something inside. Two everburning torches set behind the cylinder cause the object contained in the cylinder to cast a long shadow across the room. The shadow twists and turns as the object in the cylinder moves.*

If the PCs come closer:

*The glass cylinder, filled with a clear fluid, holds the severed, bobbing head of a female aasimar. A bronze plaque before the cylinder announces that the occupant is “Amara Truthspeaker.”*

Examining the cylinder closely:

*The head is transfixed in a slightly horrified expression; her mouth is sewn shut with silver wire, giving her an odd smile.*

The glass cylinder has 5 hp. *Detect magic* reveals that strong evocation magic leaks from the head’s mouth. If the silver wire is cut, Amara will say her final words.

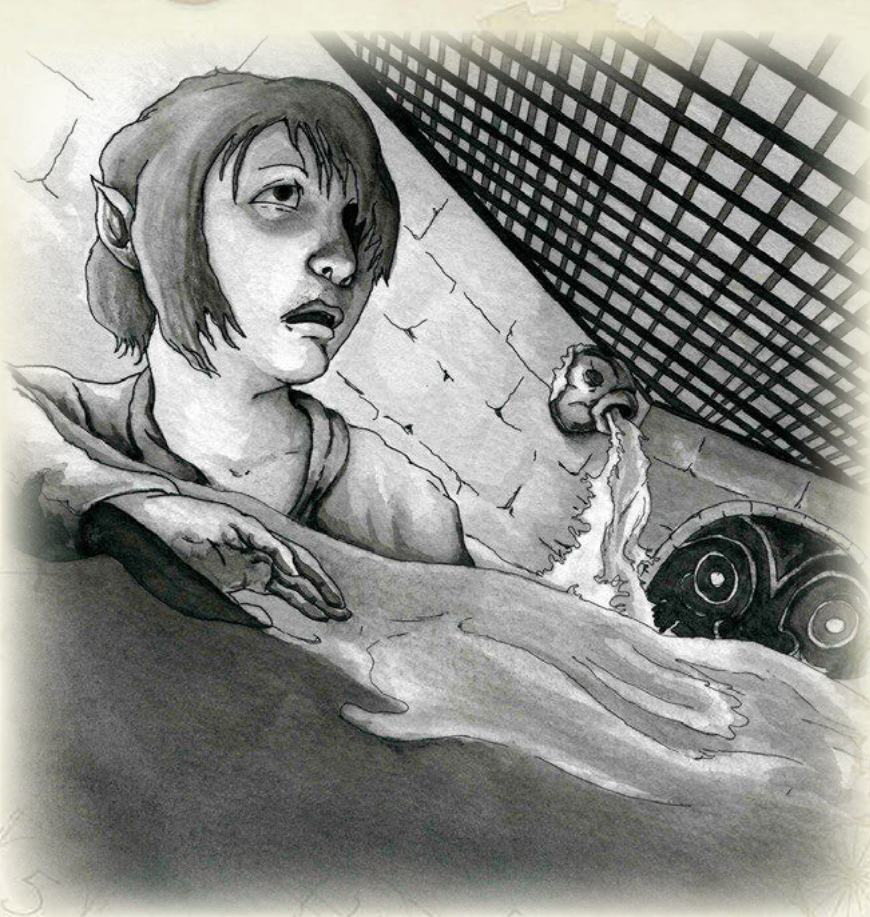
### FINAL WORDS TRAP

CR 10

**Type** magical; **Perception** DC 32; **Disable Device** DC 32  
**Trigger** special (cutting of the silver wire); **Reset** none  
**Effect** spell effect (*blasphemy*, DC 20 Will save negates); spell effect (*dictum*, DC 20 Will save negates); multiple target (all creatures in a 40-ft.-radius spread)

## FIRE ENCLOSURE TRAP

It is vital to know your enemy. What drives a tomb-robbing band of adventurers? Money, excitement, and friendship are the usual answers, and a good trapsmith knows how to exploit them all.



Playing on friendship in trap, in trap designs can be terribly effective. A good trapsmith knows how to pull the strings that lead from friendship to death, understanding the intricacies of “divide and conquer.” Among the greatest tools for this work is misdirection. Misdirection to a trapsmith is like a feint to a duelist: absolutely necessary to win the fight. Let tomb robbers fear what they see and die from what they do not.

*Ahead is a small square room, branching in three directions. Various sigils, possibly arcane, decorate the stone floor.*

### FIRE ENCLOSURE TRAP

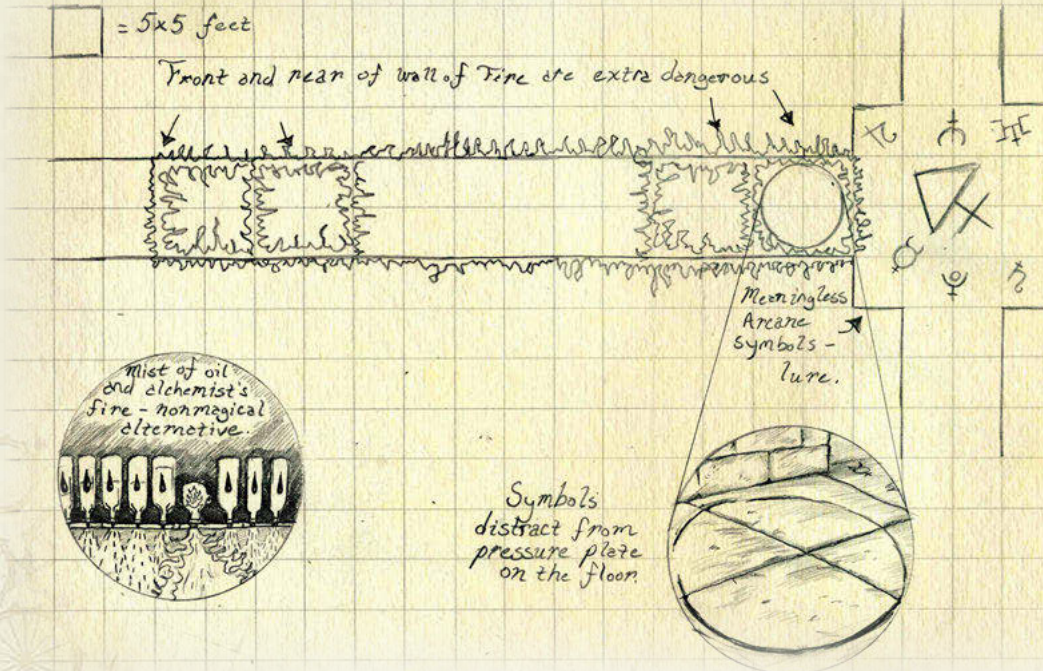
CR 5

**Type** magical; **Perception** DC 29; **Disable Device** DC 29  
**Trigger** location; **Duration** 7 rounds; **Reset** none  
**Effect** spell effect (*wall of fire*); multiple targets (all targets trapped by *wall of fire*)

Perhaps the inquisitive nature of the intruders urges them to investigate the sigils further, but the sigils have no magical meaning and amount to gibberish (Knowledge (arcana) check DC 18). (The circle on the diagram is the location of the trap’s trigger.)

After the trap is triggered, it invokes a *wall of fire* effect that lines the walls of the corridor, doubling back on itself and forming an enclosure; the boundaries of the wall

## Fire Enclosure Trap



of fire are set by the corridor. Everyone within the trap's area of effect suffers 4d4 fire damage each round with the following exceptions: due to their proximity to multiple walls, creatures in one of the 4-square groupings on either end of the enclosure are dealt 6d4 fire damage and creatures in one of the more interior groupings are dealt 5d4 fire damage. Passing through the wall of fire deals 2d6+7 fire damage.

A mechanical variant for the wall of fire trap is the hellish oil-mist trap (see page 19).

## FLARING FIRE TRAP

Faith must be tested! It is not enough to say the words and perform the proscribed rituals. Lip service is not faith. A true test of faith requires that the believer suffers, or so some trapsmiths and their clients believe. For this reason alone, trapsmiths have developed an extensive portfolio of faith-testing traps.

Most of these traps are located in temples, where they guard the inner sanctums from blasphemers and test the strength of the chosen's faith.

And what are these traps are composed of? Well, fire and the domain named for it are good starting points. Present in the first gathering of primitive creatures around a bonfire to the working of steel, fire has served to help grow civilization, though upon occasion fire also destroys it. Its role in the Fire and Community domains is why faiths with access to both domains use it in their tests of faith.

The trap below has some example visual elements that could help the viewer either find or avoid the trap (GM discretion). Each of these elements is based on the Community and Fire domains. (GMs can tweak the various DCs of the Knowledge skills based on campaign needs, or adjust the various trap DCs if he or she wishes to reward those who use their faith wisely to try to bypass the trap.) Otherwise, the prompts mentioned might serve only to add some interesting visual details to the trap before it goes off—or after the characters have fallen prey to the trap.

### Community

The doctrine of Community mandates that unity prevails. Where one might fall, the group will prevail. A DC 18 Knowledge (religion) check reveals this information. Prompting this check is a set of runes: one indicates danger and the other represents the blessings of unity.

### Fire

Fire cleanses and purifies, but fire always burns. As the fire adept grows in power, his or her soul becomes purer so the flames find less to feed upon. This simple truth of the Fire doctrine requires a DC 15 Knowledge (religion) check. The prompt for this check could be an illustration above the bishop's private chambers.

The flaring fire trap is one of the favorite tests of faiths of the Community and Fire domains. Once triggered, the trap will try to catch as many targets in its effect as possible, thus fulfilling the precepts of the Community-minded worshippers. Woe to the lone trespasser who triggers it.

Type magical; Perception DC 31; Disable Device DC 31

Trigger sight (true seeing); Reset automatic

Effect spell effect (flaring, maximized *scorching ray*, +10 ranged touch attack, 3 rays that deal 24 fire damage each)

Effect flaring fire (targets that are damaged by the scorching rays are dazzled for 6 rounds)

**Design Notes**

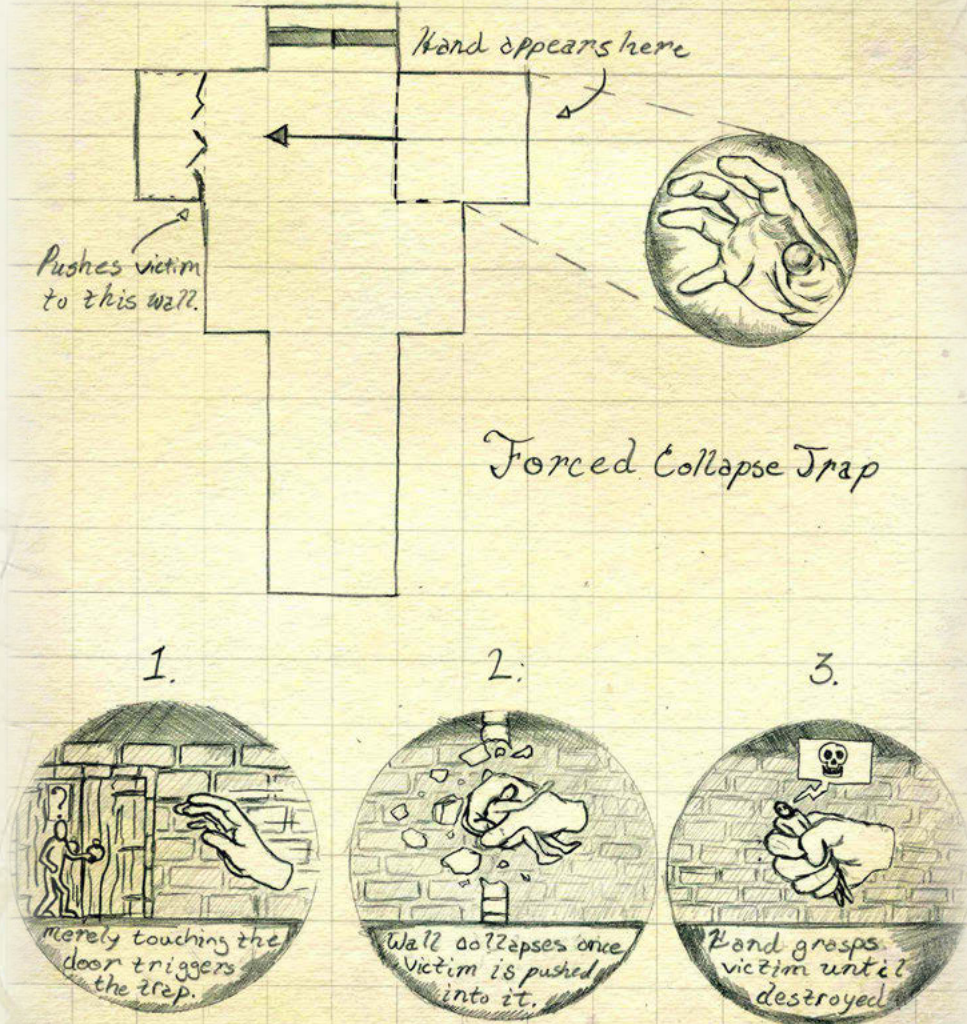
Those who are less interested in testing faith often order the flaring fire trap but let the trap fire on single targets only.

- Some want a location trigger; this reduces the CR to 8.
- Others want the trap to fire only once, going for a manual reset; this reduces the CR to 8 as well.
- A few cash-strapped folk go for the location trigger and the manual reset; this reduces the CR to 7.

**FORCED COLLAPSE TRAP**

Let us not forget when rocks fall.

Merely touching the door triggers the trap. A grasping hand appears (within area outlined by the dotted line on the diagram: Forced Collapse Trap) and bull rushes the target into the wall opposite it (the jagged line on the diagram). After the target is pushed against the wall, the wall collapses, dealing 9d6 damage. If the hand fails to push the target into the collapsing section on the first round, the target may attempt to escape by succeeding on a bull rush attempt against the hand's CMD of 41 or by destroying the hand. On the hand's next turn, it will try to finish its mission. After the wall collapses on the target, the hand will grasp the target and keep it in place until it is destroyed, or after 20 rounds have passed.





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**FORCED COLLAPSE TRAP****CR 10**

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*A pair of wooden doors blocks your progress.*

**Type** mechanical and magical; **Perception** DC 32;

**Disable Device** DC 32

**Trigger** touch; **Reset** none

**Effect** spell effect (*grasping hand*, 90 hp); bull rush into wall (CMB +31, CMD 41); collapsing wall (9d6 damage); grapple target (CMB +31, CMD 41)

## GIFT OF ANGELS TRAP

Trapsmiths trust in greed. Greed is what drives the adventurer into the dungeon, and greed is the thing that brings about their demise. The trap below might be placed in a location that serves as a gateway to later locations in a dungeon or keep. The inhabitants know not to approach the statue, but those who intend only to loot the place might find more than they anticipated. A statue of a kneeling angel stands in the room's center. The angel's arms are stretched out before it; the statue's hands hold a flask.

Anyone coming within 5 feet of the statue must succeed on a DC 13 Will save or feel compelled to take and consume the contents of the flask as per the *beguiling gift* spell.

---

**GIFT OF ANGELS TRAP****CR 3**

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**Type** magical; **Perception** DC 27; **Disable Device** DC 27

**Trigger** proximity (alarm); **Reset** none

**Effect** spell effect (heightened *beguiling gift*, DC 13 Will save negates)

The true danger of the gift of angel trap is determined by the gift it offers. Some suggestions are listed below. Each suggestion describes how the CR of the trap changes.

- The flask holds blinding sickness; increase the CR of the trap to 4.
- The flask contents are vile, resulting in filth fever. The CR of the trap remains 3.
- The flask is filled with a sweet concoction and imbibing it results in the shakes. The CR of the trap remains 3.
- The flask is filled with arsenic. The CR of the trap remains 3.
- The flask is filled with hemlock. Increase the CR of the trap to 5.

## GRUESOME GOUTERS

Gouters are gruesome weapons, begging to be used in traps. They cause such carnage that merely seeing the results of their work is usually enough to dissuade any intruder from pushing on. Made from sharpened hollow

reeds, wood, or even metal, these 1-ft. spikes fit into clubs, spearheads, and other weapons. Wielders attempt to drive the gouters into opponents. On a critical hit, a gouter detaches, becoming stuck in the target's flesh and forcing the wound open. The target bleeds profusely, since the gouter acts as a spigot, and takes 2 bleed damage/round until the gouter is removed for 1d8 extra damage (Heal check DC 20 negates).

**Cost** 5 gp; **Weight** 1/2 lb.; **Damage** same as base weapon; **Critical** same as base weapon plus 1d2/round until removed; **Type** piercing

(See "Whack Jacks and Harpy Nets" by Adam Daigle, Stefan Happ, Tim Hitchcock, and Michael Kortez in *Kobold Quarterly* #11 for more details on gouters.)

For goblins, putting filth upon the metal bits is an easy and cost efficient method of increasing the deadliness of the trap. The CR of the trap increases by 1 if a hit exposes targets to filth fever.

---

**PIT OF GOUTERS TRAP****CR 1**

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**Type** mechanical; **Perception** DC 18; **Disable Device** DC 17

**Trigger** location; **Reset** manual

**Effect** tripwire and shallow pit (Reflex DC 14 avoids); gouters (attack +10 melee, 2d3 gouters/target for 1d4 damage each)

Bugbears, in particular, really enjoy using gouters. Their milk-white eyes gleam whenever around one, and the twitching at the corners of their mouths threatens to break into a smile.

The pit of gouters trap is a classic design of bugbear origin, consisting of a pit only 1–2 ft. deep, usually concealed by branches or shrubbery, and filled with a dozen or more gouters. A wire rigged near the edge of the trap waits to trip adventurers, sending them face first into the deadly pit. The results are usually quite bloody.

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**SWINGING GOUTER-LOG TRAP****CR 4**

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**Type** mechanical; **Perception** DC 20; **Disable Device** DC 20

**Trigger** location; **Reset** none

**Effect** swinging log (4d4 damage, Reflex DC 15 avoids); gouters (attack +10 melee, 2d4 gouters/target for 1d6 damage each); multiple targets (all targets in two adjacent 10-ft. squares)

Wood simply doesn't deliver the same punch as stone does, but a rock can't hold anything while a swinging log can easily accommodate a bevy of gouters. A target can avoid a swinging gouter-log trap (Reflex DC 15), but if the log connects, not only are the targets hit by a large piece of wood, but they are also hit by 2d4 gouters, each dealing 1d6 damage.

## GUARDIANS OF STONE

The bond shared between dwarf and stone is well known, and even granite can be worked into a silky smoothness by an experienced dwarf sculptor. Dwarven statues depict their gods, heroes, and kings; having a dwarf sculptor erect a statue in your honor is truly a form of immortality.

Needless to say, such craftsmanship does not go unnoticed. Dwarf trapsmiths in particular favor statues in their designs, for the sheer number of statues used in a tomb or citadel makes it easier to hide the deadlier specimens.

---

### GUARDIANS OF STONE

CR 4

*Two statues, depicting dwarf warriors with their axes raised high in a defiant posture, guard a stout double door.*

**Type** mechanical; **Perception** DC 20; **Disable Device** DC 20

**Trigger** location; **Reset** automatic; **Bypass** hidden switch

**Effect** attack +13 melee (1d10+6/×3); multiple targets (all non-dwarf targets within 5 ft. of the statue)

**Notes:** A Perception check (DC 25) reveals the location of the hidden switch that deactivates the trap for 10 minutes. A Medium-sized stone statue has 45 hp and hardness 8.

### Who Are These Guardians?

Succeeding on a Knowledge (local) check (DC 19) correctly identifies the two warriors as the legendary Blackstone twins, Dolgrin and Rogar, who famously held a corridor against overwhelming odds for several hours before succumbing to their wounds.

---

### STATUE OF A DWARF KING TRAP

CR 7

**Type** mechanical; **Perception** DC 27; **Disable Device** DC 20

**Trigger** proximity; **Reset** automatic; **Bypass** hidden switch

**Effect** attack +15 melee (1d10+9/×3); multiple targets (all non-dwarf targets within 5 ft. of the statue)

**Notes:** The CR 7 version of this trap is slightly more effective. Note that the hidden switch has a lower Perception DC than the one used to notice the trap itself. Additionally, the proximity trigger ensures that airborne creatures are also targeted.

---

### STATUE OF A DWARF GOD TRAP

CR 11

**Type** mechanical; **Perception** DC 32; **Disable Device** DC 27

**Trigger** sight (true seeing); **Reset** automatic

**Effect** attack +18 melee (1d10+9/×3); multiple targets (all non-dwarf targets within 5 ft. of the statue)

**Notes:** The CR 11 version of this trap has no hidden switch bypass; it will attack all creatures who are not dwarves.

### Escalating Danger: Larger Statues

The dwarf statue traps are all Medium-sized. Using larger versions of the trap increases the reach of the statue but does not increase the CR of the trap if you keep the attacks and damage the same as the original trap.

## HAIL OF DARTS TRAP

The hail of darts trap triggers whenever a target moves through an area. When used with the improved levitation trap, you create an effective and interesting combination.



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**HAIL OF DARTS TRAP****CR 5**

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**Type** mechanical; **Perception** DC 29; **Disable Device** DC 20**Trigger** proximity; **Reset** automatic**Effect** attack +10 ranged (8d4)

## HAMMER AND ANVIL

The hammer and anvil trap first tries to separate parties of intruders: From the ceiling, a 10-ft.-square stone block falls down, creating a vertical wall.

---

**ANVIL TRAP****CR 3**

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**Type** mechanical; **Perception** DC 25; **Disable Device** DC 20**Trigger** location; **Reset** none**Effect** swinging wall (4d6 damage, Reflex DC 15 avoids); multiple targets (all targets in a 10-ft. square)

Creatures that fail their saves end up on the right side of the wall (2 inches thick; hardness 8; 30 hp).

After the wall is in place, merely touching it triggers the hammer trap in which a large stone block swings down on the right side of the wall.

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**HAMMER TRAP****CR 7**

---

**Type** mechanical; **Perception** DC 25; **Disable Device** DC 20**Trigger** touch; **Reset** none**Effect** swinging block (10d6 damage, Reflex DC 15 avoids); multiple targets (all targets in a 10-ft. square)

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**SMALL HAMMER TRAP****CR 4**

---

**Type** mechanical; **Perception** DC 25; **Disable Device** DC 20**Trigger** touch; **Reset** none**Effect** swinging block (5d6 damage, Reflex DC 15 avoids); multiple targets (all targets in a 10-ft. square)

## HAND OF GOD TRAP

Ultimately, a trap's function is one of protection. Many things deserve protection; it all depends on the perspective of the trap's buyer. Altars, for instance, and the various associated ceremonial and sacred items cherished by clerics are often trapped, such as with a hand of god trap.

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**HAND OF GOD TRAP****CR 9**

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*From the temple's ceiling, statues depicting the faith's saints watch your progress as they clutch their deity's favored weapon.*

**Type** mechanical; **Perception** DC 29; **Disable Device** DC 24**Trigger** proximity; **Reset** automatic; **Bypass** hidden switch**Effect** attack +19 ranged (2d8 damage); lifted upward (2d6 damage/10 ft. lifted, ceiling is 40 ft. high); harpoon extraction (2d8 and nauseated for 1d3 rounds, Fortitude DC 16 negates); 40-ft. fall (4d6 falling damage, Reflex DC 15 avoids)

The statue that hides the trap has hardness 8 and 40 hp. Destroying the statue disables the trap.

A Profession (sculptor) or similar check (DC 20) reveals that the statues, while aesthetically pleasing, are slightly too large to fit the scene. A Knowledge (religion) check (DC 23) reveals that the statues of the saints all bear symbols of protection.

A cleverly hidden panel at the temple's pulpit (Perception DC 25) arms (and disarms) the trap whenever the chief cleric deems it necessary. When the trap is armed, it attacks anyone entering a designated 10-by-10 ft. area within the temple; this spot is often called the Thieves' Square by the priests. The trap shoots a large harpoon trailing a thick steel chain, connected to one of the ceiling statues.

If the harpoon hits, it deals 2d8 piercing damage and immediately begins to tug upward. The target must succeed on a Strength check (DC 15) or be lifted 10 ft. toward the temple's ceiling.

### Escalating Danger

**A Deadlier Hand of God Trap:** Turning the harpoon into a magic weapon with the *frost*, *flame*, or *holy* quality can increase the CR by 1 or more. Also, a higher ceiling results in more damage dealt while lifting the target upward and also increases the falling distance. Each 20 ft. increase in the ceiling height increases the CR by 1.

**Multiple Hand of God Traps:** If two or more harpoons hit, the victim must roll Strength checks (DC 15) against each harpoon or be lifted upward by 10 ft. If the victim is lifted in this case, the two harpoons make opposed Strength checks on the trap's turn. The harpoon that loses is extracted from the victim: 2d8 damage and the target must make a Fortitude save (DC 16) or be nauseated for 1d3 rounds. The other harpoon remains embedded. On a tie, they are both extracted simultaneously, and the victim falls.

### REMOVING THE LIFTING HARPOON

A Fortitude save (DC 13) is required to remove the harpoon. On a failure, the victim is nauseated for 1d3 rounds with the harpoon still embedded. On a success, the pain is overcome and the barbed harpoon is removed, inflicting 2d8 piercing damage on the way out. Alternatively, the target may chop at the chain attached to the harpoon. The chain has hardness 10 and 30 hp. If the target is not lifted into the air, the trap resets, and it can try again in the next round.

## DRAGGED UP TO HEAVEN

After the target is in the air, the trap yanks the target up 10 ft. each round. This deals 2d6 piercing damage to the harpooned victim as its barbs tear flesh. When the victim reaches the statue, the harpoon is violently extracted. This extraction deals 2d8 damage; if the target fails a Fortitude save (DC 16), it is also nauseated for 1d3 rounds.

After the harpoon is yanked out, the victim must make a Reflex save (DC 15) to grab the statue or fall to the temple floor. The returning harpoon automatically resets the trap.

If the initial harpoon attack misses, the trap resets itself in 2 rounds, which is the time it takes to retrieve the harpoon.

The hand of god trap has many variants. The version described here assumes that the ceiling of the temple is 40 ft. high.

## HELLISH OIL-MIST TRAP

Multiple nozzles propel several pints of vaporized oil into the affected area, creating an oily mist. A heartbeat later, another nozzle drips an arc of alchemist fire through the mist, igniting an inferno that deals 5d6 fire damage.

---

### HELLISH OIL-MIST TRAP

CR 5

**Type** mechanical; **Perception** DC 25; **Disable Device** DC 25

**Trigger** proximity; **Reset** automatic

**Effect** ignited mist of oil (5d6 fire damage, Reflex DC 15 for half); multiple targets (all targets in two adjacent 10-ft. squares)

## HUNGRY PIT TRAP

There are pits and then there are pits. The hungry pit trap has devoured many an adventurer.

---

### HUNGRY PIT TRAP

CR 6

**Type** magical; **Perception** DC 30; **Disable Device** DC 30

**Trigger** location; **Reset** manual

**Effect** spell effect (*hungry pit*) a DC 17 Reflex save avoids falling 50 ft. into the pit. A fall deals 5d6 damage.

Those falling victim to the hungry pit are dealt 4d6 bludgeoning damage while they remain in the hungry pit. A successful DC 17 Reflex save halves this damage.

## HYDRAULIC PUSH TRAP

Sometimes a bit of a push can add quite a bit more danger to an area. Consider placing the following trap any place that contains a ledge or other inconvenient terrain element.

---

### HYDRAULIC PUSH TRAP

CR 3

**Type** magical; **Perception** DC 26; **Disable Device** DC 26

**Trigger** proximity (alarm); **Reset** automatic

**Effect** spell effect (hydraulic push)

## ICY GRASP AND CLAWS TRAP

A Knowledge (religion) check (DC 25) or Perform check (DC 23) reveals that it is customary for nature religions to give thanks for the lifegiving and sustaining aspects of water. A Knowledge (religion) check (DC 32) or Perform check (DC 30) will determine the proper hymn.

## HINDERING MOVEMENT WITH TRAPS

It's hard to avoid danger—like boulders rolling toward you—when it's hard to move. These traps are truly terrible when combined with other traps, such as boulder traps.

---

### CALTROPS FROM THE CEILING TRAP

CR 1

**Type** mechanical; **Perception** DC 20; **Disable Device** DC 20

**Trigger** location; **Reset** manual

**Effect** attack +0 melee (1 damage and movement is halved); multiple targets (all creatures crossing a 5-ft. square)

This movement penalty lasts for 24 hours, until the creature is successfully treated (Heal DC 15) or until it receives at least 1 point of magical healing. A charging or running creature must immediately stop if it steps on a caltrop. Any creature moving at half speed or slower can pick its way through a bed of caltrops with no trouble.

---

### LAUNCHED TANGLEFOOT BAG TRAP

CR 2

**Type** mechanical; **Perception** DC 20; **Disable Device** DC 20

**Trigger** location; **Reset** manual

**Effect** attack +10 ranged touch (tanglefoot bag)

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### GREASE TRAP

CR 2

**Type** magical; **Perception** DC 26; **Disable Device** DC 26

**Trigger** proximity (alarm); **Reset** none

**Effect** spell effect (*grease*); multiple targets (all targets in a 10-ft. square)

Failure to chant the password, usually a hymn celebrating the sustenance that water provides, arms the trap. The contents of the pond are pushed upward, filling the entire room with water. To keep standing in the swirling and rising water, all creatures need to succeed on a Reflex save (DC 13); failure results in them falling prone in the water. A single freezing sphere drops from the ceiling, freezing the water to a depth of 6 inches in a 40-ft. radius. All creatures in the affected area are trapped in the ice. Attempting to break free is a full-round action: an Escape Artist or Strength check (DC 25) is required to break free of the ice. On the round after the freezing sphere drops into the water, a summoned, pale-white dire bear appears and attacks anyone trapped by the ice.

Prone creatures may attempt only Escape Artist or Strength checks. Those creatures that are trapped in the ice while standing may use weapons or natural attacks to free themselves from the ice. The ice has 18 hp and 0 hardness.

---

#### ICY GRASP AND CLAWS TRAP

CR 9

*Eight marble statues surround a lone circular pond, creating a fountain. From the hands and mouths of the statues flows a constant stream of water, creating watery arches that end in the pond.*

**Type** mechanical and magical; **Perception** DC 31; **Disable Device** DC 31

**Trigger** sound; **Reset** none

**Effect** rising water (fall prone, Reflex DC 13 avoids); spell effect (*freezing sphere*); spell effect (*summon monster VI* [dire bear]); multiple targets (all targets within a 40-ft. radius of the pond)

### COUNTERMEASURES

**Magic defeats magic.** This simple truth is the reason why most trapped locations favor mechanical traps over magical traps. Trapsmiths are keenly aware that any wizard's apprentice can discover their mighty creations of magical doom. They are also aware that only the most talented of rogues can disable their efforts. In the end, trapsmiths trust in their own skill, believing that their creations are unavoidable and knowing that knowledge has a tendency to paralyze a mind more than ignorance does. After all, fear is the mind-killer.

Magic is a two-edged sword, though, and it can defeat the magic that evades the trap. A small subset of the trapsmithing community believes that traps, magical or not, should be undetectable to all but the most gifted of rogues.

## IMPROVED LEVITATION TRAP

A trapsmith must possess a certain degree of showmanship. A good trap consists of three parts ruthless efficiency and one part "you really shouldn't be here." Tomb robbers, trespassers, and adventurers are a persistent lot—they don't reconsider their courses of action easily, so it takes a certain measure of persuasion to make them do so. Trapsmiths consider the brutally butchered remains of fallen adventuring companions to be very persuasive indeed.

*A spherical room 40 feet across impedes your progress. Opposite your current location, a lone corridor leads off to destinations unknown.*

The walls of the spherical room are smooth, and traversing them requires a DC 25 Climb check. Failing the check by 5 or more means that a character slides to the bottom of the sphere, which triggers the improved levitate trap.

Once triggered, the trap's target must succeed on a DC 15 Will saving throw or magically rise 20 feet into the air, which triggers the hail of darts trap. After 1 minute, the improved levitation spell ends, which results in a 20-ft. fall.

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#### IMPROVED LEVITATION TRAP

CR 5

**Type** magical; **Perception** DC 28; **Disable Device** DC 28

**Trigger** proximity (alarm); **Reset** automatic

**Effect** spell effect (*improved levitation*, DC 15 Will save negates)

**Effect** 20-ft. fall (2d6 damage)

### IMPROVED LEVITATE

**School** transmutation; **Level** sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S, F (a leather loop or golden wire bent into a cup shape)

**Range** personal or close (25 ft. + 5 ft./2 levels)

**Target** you or one unwilling creature or one object (total weight up to 100 lbs./level)

**Duration** 1 min./level (D)

**Saving Throw** Will negates (see text); **Spell Resistance** yes

The spell functions as *levitate*, but the caster can also affect an unwilling target, who receives a Will saving throw to negate the spell's effect.

## THE LAST PUZZLE TRAP

*An engraved wooden frame and a small box holding a hundred puzzle pieces lie on a small table between two comfortable chairs.*

## THE LAST PUZZLE TRAP

CR 10

**Type** magic; **Perception** DC 34; **Disable Device** DC 34

**Trigger** special (completing the puzzle); **Reset** none

**Effect** spell effect (heightened *daylight*); spell effect (*symbol of death*, DC 23 Fortitude save negates); multiple targets (all creatures who look at the rune within 60 ft.)

The wooden frame already contains some connected puzzle pieces. Both the frame and puzzle pieces radiate magic—the heightened *daylight* spell masks the *symbol of death*. It takes a DC 30 Knowledge (arcana) check to discover the necromancy aura. Completing the puzzle requires two consecutive successes on DC 20 Intelligence checks. Each check takes 10 minutes.

If the puzzle is completed, the heightened *daylight* spell triggers first and then the puzzle forms a *symbol of death*.

## MISDIRECTION TRAP

Adding a misdirection trap to a magical trap makes the magical trap appear nonmagical to trespassers.

### MISDIRECTION TRAP

CR 3

**Type** magical; **Perception** DC 27; **Disable Device** DC 27

**Trigger** special; **Reset** special

**Effect** spell effect (*misdirection*, Will DC 13)

### HEIGHTENED MISDIRECTION TRAP

CR 10

**Type** magical; **Perception** DC 34; **Disable Device** DC 34

**Trigger** special; **Reset** special

**Effect** spell effect (heightened *misdirection*, Will DC 23 negates)

## NONDETECTION TRAP

The nondetection trap offers better protection against divination attempts.

### NONDETECTION TRAP

CR 4

**Type** magical; **Perception** DC 28; **Disable Device** DC 28

**Trigger** special; **Reset** special

**Effect** spell effect (*nondetection*, CL 16th)

For every 2 points that the DC of the CL check is increased, the CR of the trap increases by 1.

Combining a misdirection or nondetection element to a magical trap typically increases the CR of the entire trap by +2. (See the “Designing Encounters” section in Chapter 12 of the *Pathfinder Roleplaying Game* for determining exact CR increases. Add the XP values of the two traps together to gain the new CR of the trap.)

## ESCALATING DANGER: CREATING MORE CHALLENGING TRAPS

Magic traps reach their upper limit of DC 34 for both Perception and Disable Device checks as early as CR 10. Because of that, detecting and defeating magic traps becomes an easy task for rogues of 15th level or higher. To keep things challenging, use the Perception and Disable Device DCs listed in the tables to the right for magical traps of CR 12 and higher. For example, a CR 15 magic trap has a Perception DC of 38 and a Disable Device DC of 37.

Table 1: DCs for Perception Checks

CR	Easy	Normal	Hard	Very Hard
1	14	17	19	22
2	16	19	21	24
3	17	20	22	25
4	19	22	24	27
5	20	23	25	28
6	22	25	27	30
7	23	26	28	31
8	25	28	30	33
9	26	29	31	34
10	28	31	33	36
11	29	32	34	37
12	31	34	36	39
13	32	35	37	40
14	34	37	39	42
15	35	38	40	43
16	37	40	42	45
17	38	41	43	46
18	40	43	45	48
19	41	44	46	49
20	43	46	48	51

**Table 2: DCs for Disable Device Checks**

CR	Easy	Normal	Hard	Very Hard
1	17	20	22	25
2	18	21	23	26
3	19	22	24	27
4	21	24	26	29
5	22	25	27	30
6	23	26	28	31
7	24	27	29	32
8	26	29	31	34
9	27	30	32	35
10	28	31	33	36
11	29	32	34	37
12	31	34	36	39
13	32	35	37	40
14	33	36	38	41
15	34	37	39	42
16	37	40	42	45
17	38	41	43	46
18	39	42	44	47
19	40	43	45	48
20	42	45	47	50

## THE ORB OF CHAMPIONS

Power. Few mortals can resist its lure, yet power is ever elusive. Those who've grasped it always seem to lose it eventually. Trapsmiths, on the other hand, do not grab power; they trap it.

### THE ORB OF CHAMPIONS

CR 7

*In the middle of a perfectly circular room, a marble pedestal stands 3 ft. high. A golden orb lies next to it.*

**Type** magical; **Perception** DC 31; **Disable Device** DC 31

**Trigger** touch; **Reset** automatic

**Effect** gain young creature template (Fort DC 19 resists); multiple targets (all creatures within 60 ft. of the pedestal)

**Effect** gain advanced creature template (wielder of the orb)

Using *detect magic* reveals that the pedestal and orb both bear a moderate strength aura (transmutation).

Placing the orb upon the pedestal triggers the device. The golden orb brightens, casting a fiery glow and all creatures within 60 ft. of the pedestal gain the young creature template (use the quick rules), losing some of their lifeforce to the orb (Fort DC 19 resists; the creature placing the orb upon the pedestal is exempt from this).

The drained lifeforce is funneled into the creature that placed the orb upon the pedestal; it gains the advanced creature template (use the quick rules). If no lifeforce is captured, the orb's glow dims and the orb's wielder does not gain the advanced creature template.

After 24 hours, the affected creatures lose their templates

### GM TIP

The orb of champions is a boon trap and, as such, is highly dependent upon the foe you add to work in conjunction with it. If the trap's effects are successful, the difficulty of the encounter will likely increase and further encounters will become more difficult for the affected PCs due to the long-lasting effects of the trap.

Furthermore, after stealing the lifeforce of the PCs, it is probably a good time for the villain to share how that power feels:

*Yes! Yes . . . I feel it, your power . . . fills me. All that you were, I am! Of what consequence are you now? You are . . . nothing! I am more than the sum of you, more than a mere mortal. I . . . am . . . a . . . god!*

**Advanced Creature (CR +1) Quick Rules:** +2 bonus to all rolls (including damage rolls) and special ability DCs; +4 to AC and CMD; +2 hp/HD.

**Young Creature (CR -1) Quick Rules:** +2 to all Dex-based rolls, -2 to all other rolls, -2 hp/HD.

## THE PAINFUL LURE TRAP

Trapsmiths try very hard to impede, disable, and destroy intruders, but sometimes, trapsmiths wish that tomb robbers would just destroy themselves. The undead druid known as the "Thing at the Soul of the Mire" (see *Kobold Quarterly* #3) was one of the first to develop the painful lure trap: a trap where intruders cause their own deaths.

Using a patch of brainstalk fungus and a simple *spike stones* spell, the painful lure trap targets the weak of mind.

As soon as the door of a large room opens (or a stony clearing in the woods is entered), a *spike stones* spell activates, originating at its center. Any creature moving on foot into or through the spell's area moves at half speed. In addition, each creature moving through the area takes 1d8 piercing damage for each 5 ft. of movement through the spiked area.

At the center of the effect, the brainstalk fungus uses its psychic lure aura to attract victims. Those who fail their DC 12 Will saves walk toward the fungus and through the spiked area. The creature uses its mind stun ability to disable all who resist its lure.

### PAINFUL LURE TRAP

CR 6

**Type** magical; **Perception** DC 29; **Disable Device** DC 29

**Trigger** visual (*arcane eye*); **Reset** automatic reset

**Effect** spell effect (*spike stones*); multiple targets (all who enter area)

**Effect** psychic lure (DC 12 Will save resists)

**Effect** mind stun (DC 12 Will save resists)

**Defeating the painful lure trap.** Destroying the brainstalk fungus is the easiest way to defeat the painful lure trap.

**A deadlier painful lure trap.** A basic painful lure trap uses only one brainstalk fungus in its design. By increasing the number of brainstalks, the DCs of the Will saves increase. The mind stun ability becomes available every round.

Number of Brainstalks	New Will Save DCs (All Effects)	New CR
2	DC 14 Will save	CR 7
4	DC 16 Will save	CR 9
8	DC 18 Will save	CR 11

## PIVOTING TRAPDOOR TRAP

*The corridor narrows in the distance.*

There is no environmental reason that necessitates the narrowing of the corridor ahead (Knowledge (engineering) or Knowledge (dungeoneering) check DC 23).

At the point where the corridor narrows, a pivoting trapdoor trap awaits. As soon as one or more creatures are directly above the pit, the trap activates: the trapdoor falls away, depositing victims into the pit. Because the trapdoor occupies two 10-ft. squares, the number of possible victims is quite large.

After the trapdoor reaches a vertical position, the corridor above is completely sealed off. Targets that fall into the trap trigger a secondary wall of fire trap, radiating downward, which deals no damage to the first creature that falls into the trap, but subsequent creatures suffer damage as they pass through the fire. The function of the wall of fire is to prevent an easy exit from the pit. Logically, the victims' companions back in the corridor may try to help, but the trapdoor acts as a wall with hardness 8 and 60 hp. After 2d3 rounds, the trapdoor resets itself. Anyone within 10 ft. of the trapdoor's pivot point takes 8d6 damage (Reflex DC 15 avoids).

The walls of the pit require a Climb check (DC 15) to scale. The wall of fire element is located 10 ft. below the edge.

**PIVOTING TRAPDOOR TRAP** CR 11

**Type** mechanical and magical; **Perception** DC 34; **Disable Device** DC 29

**Trigger** location; **Reset** automatic

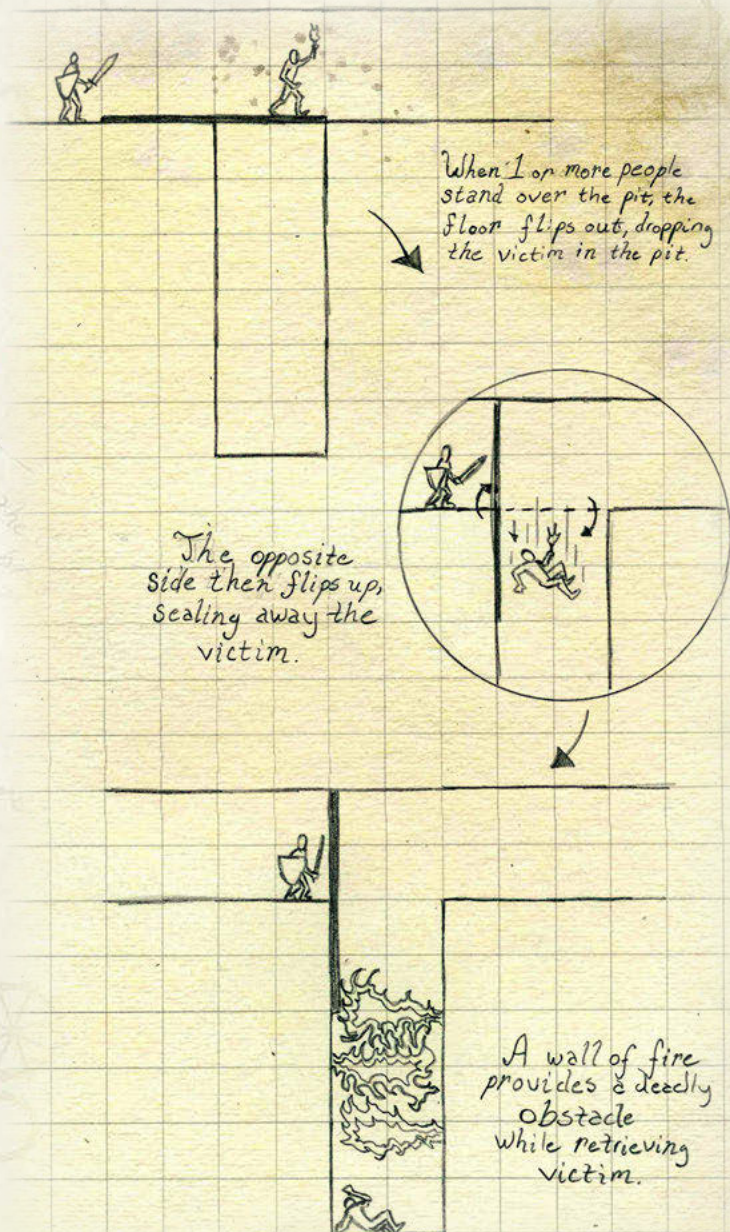
**Effect** 60-ft.-deep pit (6d6 falling damage, Reflex DC 24 prevents fall); multiple targets (all targets in two adjacent 10-ft. squares)

**Effect** spell effect (*wall of fire*, CL 10th)

**Effect** bludgeoning reset (8d6); Reflex DC 15 avoids; multiple targets (all targets within 10 ft. of the trapdoors pivoting point)

### Escalating Danger: Pivoting Trapdoor Trap

Changing the material of the trapdoor to steel increases its effectiveness without increasing the CR of the trap. A steel trapdoor has hardness 10 and 120 hp. Empowering the wall of fire adds 1 to the CR. Maximizing the wall of fire adds 2 to the CR.





## POISON DART TRAP

Every trapsmith loves poison, and poison loves trespassers. Standard poison delivery systems—part of every trapsmith's portfolio—are the poison dart and poison needle traps.

How can something this simple be improved? With careful attention to detail and with massive overkill.

---

### POISON DART TRAP

CR 1

**Type** mechanical; **Perception** DC 20; **Disable Device** DC 18

**Trigger** location; **Reset** manual

**Effect** attack +8 ranged (1d4 plus bloodroot)

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### POISON NEEDLE TRAP

CR 2

**Type** mechanical; **Perception** DC 22; **Disable Device** DC 20

**Trigger** touch; **Reset** manual

**Effect** attack +8 ranged (1 plus greenblood oil)

These two traps just don't pack much punch. Sure, the poisons are weak, but it's the delivery of that poison where real change can be made to make the traps more impressive. There are two choices: We can either increase the likelihood of successful delivery or increase the number of deliveries.

---

### HIGH-POWERED POISON DART TRAP

CR 2

**Type** mechanical; **Perception** DC 23; **Disable Device** DC 15

**Trigger** location; **Reset** manual

**Effect** attack +14 ranged (1d4+4 plus bloodroot)

By making it slightly more difficult to detect the trap, we can surrender some of the trap's durability to pay for the increase in delivery power and accuracy. The poison itself remains weak, but now it is just an extra threat rather than the main threat.

---

### HAIL OF POISON NEEDLES TRAP

CR 3

**Type** mechanical; **Perception** DC 24; **Disable Device** DC 15

**Trigger** touch; **Reset** automatic

**Effect** attack +9 ranged (1 plus greenblood oil); multiple targets (fires 4d3 needles at each target in two adjacent 5-ft. squares)

Quantity is its own quality. Good alternatives for level-appropriate poisons include blue whinnis (to incapacitate), small centipede poison (which may result in paralysis with enough hits), and black adder poison (which becomes incredibly dangerous if used in the hail of poison needles trap).

## REFUSE PIT TRAP

First and foremost, trapsmiths are engineers, and not every project concerns itself with the destruction of intruders. Waste disposal is a daily concern for most dungeons, and once collecting and carting it away becomes cost inefficient, trapsmiths could deal with the problem—by making a solution that proves to be a danger for visitors, out of habit.

---

### REFUSE PIT TRAP

CR 7

*Four statues holding rakes and ornate pitchers surround a deep pit. You can smell something decomposing nearby.*

**Type** mechanical and magical; **Perception** DC 31; **Disable Device** DC 31

**Trigger** location; **Reset** automatic

**Effect** statue sweeps targets into pit (3d6 falling damage, Reflex DC 20 avoids); multiple targets (all targets within 5 ft. of a statue); downpour of acid (4d6 acid damage, Reflex DC 15 for half damage); multiple targets (all targets that occupy the pit); spell effect (*acid fog*, only activates when two or more Medium-sized objects occupy the pit)

The pit is 30 ft. deep (Climb DC 25). The statues have AC 14, 30 hp, and hardness 8.

A Perception check (DC 15) reveals that the squares adjacent to the walls have seen more use than the squares beside the statues. A Perception check (DC 20) determines that the statues can move. *Detect magic* shows that the pit radiates conjuration magic.

Moving within 5 ft. of a statue—or dropping an object within 5 ft.—triggers the trap. The statue tries to sweep the object or creature into the pit (Reflex DC 20 avoids).

If the statue pushes the object or creature into the pit, it tilts its pitcher to pour a stream of acid down onto the victim (Reflex DC 15 for half damage). If two or more Medium-sized objects occupy the pit, an acid fog appears to dissolve the collected refuse.

The trap's true purpose is waste disposal, so it requires some assistance to reach its full potential as a deadly trap. Dungeon denizens aware of its function will take advantage of its capabilities; hostile creatures may bull rush a PC near a statue. For this reason, orcs, hobgoblins, and ogres are good choices for monsters encountered with the trap.

## REVERSED WATER WELL TRAP

A 10-by-10 ft. shaft extends 150 ft. upward; an illusory wall hides it from view. The walls of the shaft are rough but slippery (Climb DC 30). Directly beneath the shaft, a permanent *reverse gravity* spell is in effect. The first 60 ft. of the shaft is clear, but the remainder of the shaft is

filled with a 90-ft. column of water. Falling upward into the water deals 2d3 nonlethal damage plus 2d6 falling damage.

Temporarily negating the *reverse gravity* spell releases all the water in the shaft. The water picks up great speed as it rushes down the shaft, and everyone within a 30-ft. radius of the shaft is dealt 10d6 damage (Reflex DC 15 for half) and is moved 5d10 ft. downstream by the water.

---

**REVERSED WATER WELL TRAP** CR 8

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**Type** magical; **Perception** DC 32; **Disable Device** DC 32  
**Trigger** location; **Reset** automatic

**Effect** spell effect (permanent *reverse gravity*); 60-ft. fall into water (2d3 nonlethal damage plus 2d6 damage, Reflex DC 20 avoids); multiple targets (all targets in a 10-ft. square area); spell effect (*illusory wall*, Will DC 16 disbelieves)

**Effect** (if dispelled) downpour of water (10d6 damage and swept away for 5d10 ft., Reflex DC 15 for half damage); multiple targets (all targets within a 30-ft. radius spread of the shaft)

## RIPPLING FLOOR TRAP

There is always room for improvement. This is a basic fact known to trapsmiths. The only limits to improvement are time and money: Usually clients want only “reasonable” protection or warding. Trapsmiths offer a plethora of reasonably priced enhancements to improve standard-issue traps, making them something special and unique.

Many traps are that much more unexpected and capable when combined with secondary traps. Consider stacking traps so that you catch adventurers off guard when they’re busy dealing with the first trap. Maybe the new addition just slows them down or maybe it’s the coup de grace itself.

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**RIPPLING FLOOR TRAP** CR 1

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**Type** mechanical; **Perception** DC 20; **Disable Device** DC 20

**Trigger** location; **Reset** manual

**Effect** floor moves (DC 20 Acrobatics check or lose Dexterity bonus to your AC and Reflex saves)

This is a great option when combined with a direct damage trap such as a burning hands trap or a swinging axe trap since it distracts the targets and makes them easier to hit.

## RUPTURED HARMONY TRAP

Without harmony, there is no symphony. Many understand that to disrupt a team’s cohesion is to disrupt their intent. A ruptured harmony trap triggers when air is forced, usually by movement of nearby creatures, through tiny tubes to create a discordant song.

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**RUPTURED HARMONY TRAP** CR 7

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**Type** mechanical; **Perception** DC 20; **Disable Device** DC 32

**Trigger** proximity; **Duration** 13 rounds; **Reset** automatic

**Effect** spell-like effect (song of discord, Will DC 17 negates); multiple targets (all within a 20-ft. spread)

## SHADOWSPORES

Nothing is quite so important to a trapsmith as novelty and invention in design. In their war against trespassers, new tricks tip the balance of power in the trapsmith’s favor. This is why some trapsmiths favor the art of alchemy: In the alchemical world, innovation takes place at an extraordinary speed, providing new tools to fuel a trapsmith’s lethal designs.

To take one example: Shadowstuff, the very essence of the Plane of Shadow, sometimes seeps through planar cracks and is found on the material plane. Rare as it is, nevertheless *materia umbra* or shadowstuff is the focus of a great body of alchemists. Instead of asking what it can do, shadowstuff forces alchemists to ask: “What can it not do?”

The creation of shadowspores is one of alchemy’s successes. Exposing a particular strain of yellow mold to shadowstuff creates something extraordinary: shadowspores.

---

**SHADOWSPORES** CR 3

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If disturbed, a 5-ft. square of this shadowy mold releases a dark cloud of poisonous spores. All within 10 feet of the mold must make a DC 15 Fortitude save or be dazed for 2d4 rounds. A second DC 15 Fortitude save is required 1 minute later—even by those who succeeded on the first save—to avoid projecting visions of past experiences.

These magical projections take the form of a major image, showing scenes of the target’s past: They can be violent, tender, full of sorrow or joy. Observers always find these scenes fascinating, drawn in by shadow magic. A viewer who makes a DC 13 Will save can avoid being fascinated by them, otherwise the fascination lasts until the manifestation ends (4 rounds). The caster level of the major image is twice the affected target’s level.

Shadowspores are immune to cold. A 5-foot square patch of shadowspores requires 15 fire damage to destroy, and exposing the shadowspores to a spell with



the light descriptor of 3rd level or higher removes the shadowstuff from the mold, rendering it harmless.

## SHADOWSPORES TRAP

*A row of columns support the ceiling of the corridor ahead.*

PCs who make a DC 20 Spot check notice that four columns in the corridor ahead seem to leak shadows. A DC 20 Knowledge (architecture and engineering) check reveals that the columns are not required to support the ceiling.

Approaching within 10 feet of a column sets off the trap. The hollow columns slide down, revealing a patch of shadowspores within, which immediately releases a cloud of shadowy spores. The walls of the columns reset to their original position after 10 minutes.

### SHADOWSPORES TRAP

CR 4

**Type** mechanical; **Perception** DC 20; **Disable Device** DC 29

**Trigger** proximity; **Reset** automatic

**Effect** shadowspores (multiple targets)

### GM Tip

On their own, shadowspores are but a minor nuisance. Adding multiple rolling rock traps, a summoned monster, or a gelatinous cube can help increase the deadliness.

The spores have other uses, of course. In particular, the use of shadowspores in acting troupes and street

entertainments is on the rise; its fascinating effects have not gone unnoticed by criminal elements such as pickpockets.

## SHOCKING FALL TRAP

You could use a magical variant of the collapsing corridor trap from earlier in this book; the cheapest version is the shocking fall trap.

*Two adamantine doors block your progress.*

### SHOCKING FALL TRAP

CR 15

**Type** magical and mechanical; **Perception** DC 41; **Disable Device** DC 40

**Trigger** touch; **Reset** none

**Effect** spell effect (maximized *lightning bolt*, 60 electricity damage, Reflex DC 19 for half); multiple targets (all targets in a 10-ft. square)

**Effect** 100-ft. fall (10d6 falling damage; Reflex DC 25 avoids fall); multiple targets (all targets in a 10-ft. square)

The adamantine doors are locked and barred (hardness 20; 80 hp; break DC 32 Strength). The lock is of superior quality (Disable Device DC 40). Merely touching the door set off the shocking fall trap.

A 10-ft.-square section of the stone floor in front of the adamantine doors is only 1 inch thick and covers a 100-ft.-deep pit. At the bottom of the pit, several maximized lightning bolt traps are targeted upwards. Touching the door triggers the trap, and the resulting

barrage of lightning bolts blasts through the floor, hitting everyone occupying the 10-ft. square and dealing 60 electricity damage (Reflex DC 19 for half). The destruction of the floor causes everyone occupying the 10-ft.-square section to fall into the 100-ft. pit (Reflex DC 25 avoids fall).

The shocking fall trap can easily be modified to encompass a larger area, but mechanically this does not increase the CR of the trap.

## SKULL-ON-A-ROPE TRAP

Every good trapsmith knows the three c's—cheap, crude and cruel—and every wise trapsmith knows that goblins in particular excel at designing these kinds of traps. As a result, many retain the services of goblins. Neighbors may complain, but consulting a goblin's expertise is usually worthwhile. They overflow with inventive ideas for maiming and mutilating, and they consider trapmaking an art akin to decorating tribal banners.

The skull-on-a-rope trap is a perfect example of this goblin philosophy: It is deadly and uses only materials scavenged from the remains of enemies.

To build this trap, sharp pieces of scavenged metal are jammed into the skulls of defeated enemies, allies, or even tribal members. Then you attach a stout rope to the prepared skull and haul a dozen or so up to their starting position. With that done, the skull-on-a-rope trap is ready to swing down and wreak havoc.

Goblins use the skull-on-a-rope trap primarily in ambushes. Stature is key here, because most races are not only stronger than goblins but taller as well. The skull-on-a-rope trap specifically targets Medium and taller creatures, leaving Small creatures untouched.

Brave or expendable goblins try to draw their foes into the 10-ft.-square area where the trap can be triggered. A Sense Motive check (DC 22) determines the intent of the goblins.

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### SKULL-ON-A-ROPE TRAP

CR 1

**Type** mechanical; **Perception** DC 18; **Disable Device** DC 19

**Trigger** location; **Reset** repair

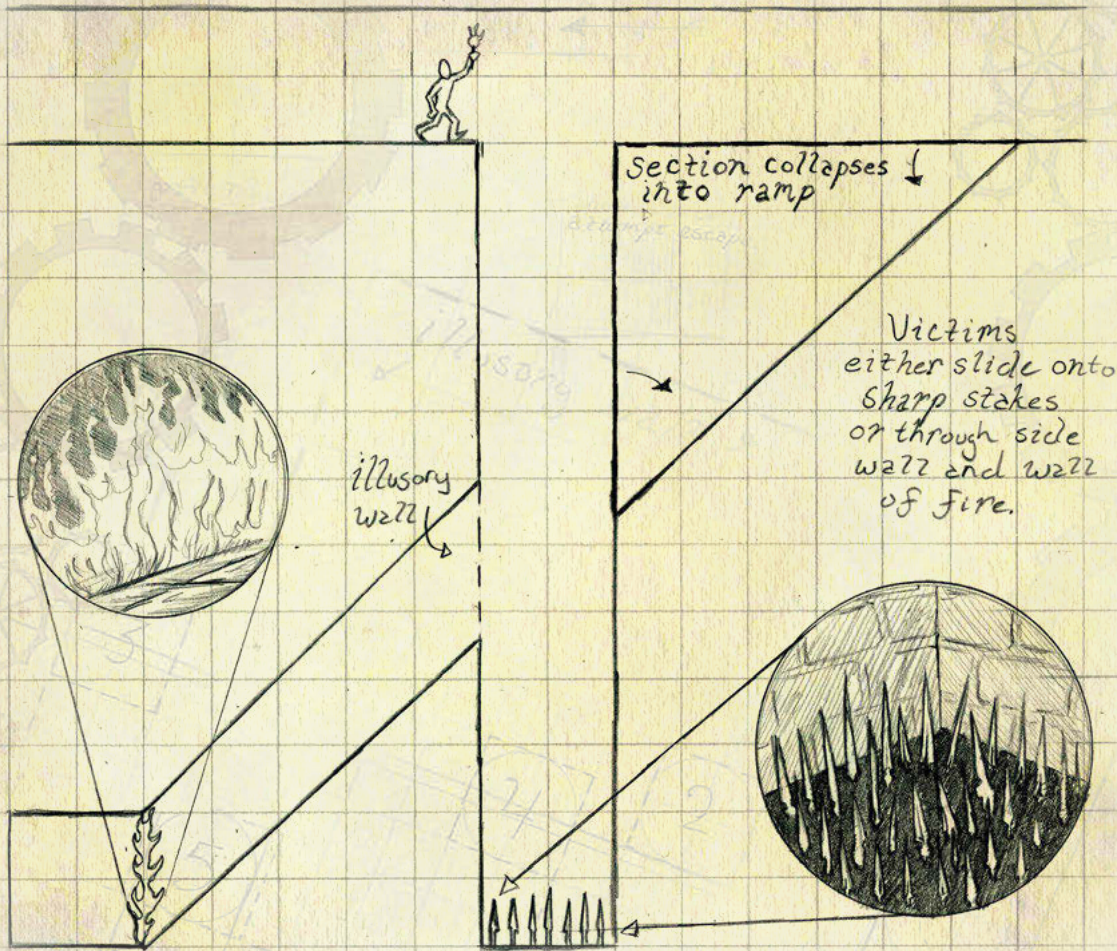
**Effect** swinging spikes (4d4 damage, Reflex DC 14 avoids); multiple targets (all Medium or larger targets in a 10-ft. square)

## SLIDING SEPARATION TRAP

*A 10-by-10 ft.-wide pit blocks your progress.*

At the bottom of the pit, 60 ft. below the edge, several daggerlike spikes hungrily await falling victims





(Perception check DC 16). *Detect magic* reveals a source of magical energy: the illusory wall (the dotted line on the diagram). The illusory wall is located roughly halfway down the pit. Climbing down or across the wall requires a Climb check (DC 25), and jumping across the pit requires an Acrobatics check (DC 10).

The area on the other side of the pit is where the actual trap is located, making it impossible to detect from the “safe” side. The trigger area extends 30 ft. from the edge of the pit, and when three or more Small creatures occupy this area, the trap is triggered. (Medium creatures count as two Small creatures.) The trigger area falls away, forming a steep ramp (Reflex DC 24 avoids).

If the DC is failed by 5 or more, the affected creature is hurled across the pit and through the illusory wall, suffering 3d6 nonlethal damage while bouncing down another ramp. At the bottom of that ramp is a 10-ft. square area. Arriving in that area triggers a wall of fire trap. Those creatures that failed the initial Reflex save (DC 24) by less than 5 fall into the pit, suffering falling damage and attacks from the pit spikes.

### SLIDING SEPARATION TRAP

CR 13

**Type** mechanical and magical; **Perception** DC 35; **Disable Device** DC 29

**Trigger** location; **Reset** automatic

**Effect** sliding down ramp (Reflex DC 24 avoids); multiple targets (all targets within 30 ft. of pit’s edge)

**Effect** (if Reflex save failed by 5 or more) bouncing down ramp (3d6 subdual damage); spell effect (maximized wall of fire, CL 13th)

**Effect** (if Reflex save failed by less than 5) 60-ft.-deep pit (6d6 falling damage); pit spikes (attack +10 melee, 1d4 spikes per target for 1d4+5 damage each)

### Escalating Danger: Sliding Separation Trap

Adding a portcullis trap near the wall of fire increases the CR by 2, so when the PCs try to jump through the wall of fire, they bounce back! Lifting or attacking the portcullis should count as passing through the wall of fire. A typical iron portcullis has hardness 10 and 60 hp, and it requires a DC 25 Strength check to lift and a DC 28 Strength check to break.

## SMOKE AND MIRRORS TRAPS

Goblins favor the ambush, because then, for a brief moment in time, goblins have the upper hand. A successful ambush is the stuff of legend among goblins, and with each recounting the tale becomes taller and pride fills the scrawny chests of the surviving goblins. Pride in one's work is a rare and precious thing for a goblin.

For generations, goblin trapsmiths—insane tinkerers all—have tried to extend those blissful few seconds of superiority that the ambush gives into minutes. Their latest improvement is a diabolical engine of putrid smoke and broken mirrors.

Preparing a smoke and mirrors trap is a time of joy for goblins, and smashing the necessary mirrors into razor-sharp fragments is the tribe's highlight of the year, or even decade for truly impoverished tribes.

The next step is attaching the mirror fragments to wooden poles; the poles are balanced to swing down on the hapless targets, burying the mirror fragments deep into flesh. The larger races always wrinkle their noses in disgust when dealing with goblins, and really, the larger races are a sickly bunch, easily overcome by nausea. Goblin trapsmiths noticed this weakness and developed a smoke pot to targeting it; these pots expel great billows of greenish smoke as soon as they are ignited.

With a DC 8 Perception check, a character notices that a foul smell permeates the area near this trap.

The smell can be detected as much as 90 ft. from the trap's location, and the smell masks the stench of nearby goblins. Creatures with the Scent ability can detect the goblins with a DC 25 Survival check.

**Smoke Pots:** Once triggered, the smoke pot is ignited and swings down upon the targets. Targets can avoid the burning pot with a DC 11 Reflex save. The nauseating smoke is more difficult to avoid; a DC 14 Fortitude save is required in a 20-ft. radius.

**Mirror Poles:** All targets within a 10-ft. square are attacked by 2d4 mirror-tipped poles, and each successful attack deals 1d3/×4 damage. Each hit also forces a DC 8 Will save to avoid becoming shaken; the mirrors clearly show the shock and fear that each hit generates on the target's face.

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### SMOKE AND MIRRORS TRAP CR 5

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**Type** mechanical; **Perception** DC 17; **Disable Device** DC 20

**Trigger** location; **Reset** repair

**Effect** swinging smoke pot (2d6 bludgeoning damage, DC 11 Reflex save avoids); greenish, nauseating smoke (treat as a stinking cloud, DC 14 Fortitude save negates); mirror tipped poles (attack +5 melee,

2d4 attacks per target for 1d3/×4 damage each); painful reflections (DC 8 Will save avoids becoming shaken for 1 round); multiple targets (all targets in a 10-ft. square)

Fear effects are cumulative. A shaken character who is made shaken again becomes frightened, and a shaken character who is made frightened becomes panicked instead. A frightened character who is made shaken or frightened becomes panicked instead.

## SMOTHERING TAPESTRY TRAP

The core component of the trap is a 10-by-10 ft. tapestry, which, depending on the tastes of its creator, can depict anything, from hunting scenes to portraits. By touching a nearby panel, the tapestry launches off its railings and entangles everyone within a 10-ft. square. Tiny crystal spheres studding its surface break whenever the tapestry launches, releasing an airborne agent that poisons all creatures trapped underneath.

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### SMOTHERING TAPESTRY TRAP CR 5

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**Type** mechanical; **Perception** DC 24; **Disable Device** DC 24

**Trigger** touch; **Reset** manual; **Bypass** hidden switch

**Effect** attack +10 ranged touch (entangled plus poison); multiple targets (all targets within a 10-ft. square); poison (black aether poison)

**Note:** The tapestry has 15 hp and hardness 1; an Escape Artist check or a Strength check DC 25 ends the entanglement.

## BLACK AETHER

**Type** poison, inhaled; **Save** Fortitude DC 14

**Frequency** 1/round for 3 rounds

**Initial Effect** 1 Wis damage; **Secondary Effect** unconsciousness for 1d6 hours; **Cure** 1 save

**Cost** 150 gp

## STUNNING SWITCH TRAP

Tomb robbers bring friends or associates with them to help haul away the treasure that they seek. There is safety in numbers, but it also introduces certain group dynamics—exploitable group dynamics such as friendship, caring, trust, and a variety of other deadly virtues.

*You are on the southern threshold of a diamond-shaped room. At each point of the diamond, a 10-foot-wide exit leads away to destinations unknown. Each side of the diamond is 40 feet long.*

The stunning switch trap activates only when more than one intruder enters the diamond-shaped room. The last person to enter the room within a period of time is the target of the trap. He or she is first hit by a *power word stun* spell and immediately thereafter is the target of a variant *mislead* spell. The target becomes invisible, and an illusion of the target sprints toward the eastern exit, spouting gibberish along the way, then vanishes into the corridor. Call for initiative. Brave party members will undoubtedly follow their companion into the eastern corridor to save him or her from apparent madness. You can spring a variety of traps on those brave, pursuing souls. On the edge of the eastern threshold you can place a camouflaged spiked pit trap.

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#### STUNNING SWITCH TRAP

CR 10

**Type** magical; **Perception** DC 33; **Disable Device** DC 33

**Trigger** sight (*true seeing*); **Reset** automatic

**Effect** spell effect (*power word stun*)

**Effect** spell effect (variant of *mislead*, DC 19 Will save to disbelieve)

## SWINGING BLOCK TRAP

Mass is a wonderful thing. Sometimes, even a glancing blow from something massive like a boulder, tree trunk, or swinging block of stone, is enough to send a victim flying through the air. Armor offers little resistance against these massive impacts.

---

#### SWINGING BLOCK TRAP

CR 1

**Type** mechanical; **Perception** DC 18; **Disable Device** DC 18

**Trigger** location; **Reset** none

**Effect** attack +5 melee (6d6 damage)

The average damage output of the swinging block trap is very high, and if it connects, it can easily turn a perfectly healthy PC into a bloody stain.

### ENHANCEMENTS FOR MAGICAL TRAPS

Twisting, turning, and knitting magic can make it more difficult for a rogue to find and disable a magic trap.

- Adding 5 to both Perception and Disable Device DCs increases the CR of a magical trap by 2.
- Adding +10 to both Perception and Disable Device DCs increases the CR of a magical trap by 4.

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#### HEAVY SWINGING BLOCK TRAP

CR 2

**Type** mechanical; **Perception** DC 20; **Disable Device** DC 20

**Trigger** location; **Reset** none

**Effect** swinging block (4d6 damage, Reflex DC 15 avoids); multiple targets (all targets in a 10-ft. square)

#### Swinging Block Options

As an optional rule, you can also use the damage dealt by a swinging block as its CMB score for a bull rush attempt, to determine how far the impact launches an affected target. A successful hit launches a target 5 ft. plus an additional 5 ft. for every 5 by which the damage dealt exceeds the target's CMD.

## TABLE OF SWORDS TRAP

Etiquette demands that one does not bring weapons to the dinner table, but certain hosts feel more comfortable knowing that their dinner table is a weapon. This long darkwood table, large enough for a party of eight, houses seven razor-sharp rapiers. A panel at the head of the table offers the host the option to activate one or more blades, which shoot out to eviscerate displeasing guests.

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#### TABLE OF SWORDS TRAP

CR 8

**Type** mechanical; **Perception** DC 30; **Disable Device** DC 20

**Trigger** touch; **Reset** automatic; **Bypass** hidden switch

**Effect** attack +18 melee (1d6+8/18–20); multiple targets (1 attack/seat)

## TREACHEROUS TORCH TRAP

*A dark corridor leads down. A nearby alcove contains nearly two dozen torches . . .*

Why? Why would a tomb give you a useful item just so you can proceed to plunder its riches? If you cannot think of an answer, then it is very likely that a trapsmith wants you to use it.

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#### TREACHEROUS TORCH TRAP

CR 4

**Type** mechanical; **Perception** DC 20; **Disable Device** DC 20

**Trigger** lighting torch; **Reset** none

**Effect** poison gas (ungol dust poison); multiple targets (all targets in a 10-ft. cube)

Lighting a treacherous torch trap triggers it. As long as the torch is lit, deadly fumes spread from it, poisoning all targets round after round.

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**TREACHEROUS TORCH TRAP** **CR 6**

**Type** mechanical; **Perception** DC 25; **Disable Device** DC 20

**Trigger** lighting torch; **Reset** none

**Effect** poison gas (insanity mist poison); multiple targets (all targets in a 10-ft. cube)

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**TREACHEROUS TORCH TRAP** **CR 9**

**Type** mechanical; **Perception** DC 30; **Disable Device** DC 20

**Trigger** lighting torch; **Reset** none

**Effect** poison gas (burnt othur fumes poison); multiple targets (all targets in a 10-ft. cube)

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**TREACHEROUS TORCH TRAP** **CR 11**

**Type** mechanical; **Perception** DC 33; **Disable Device** DC 20

**Trigger** lighting torch; **Reset** none

**Effect** poison gas (nightmare vapor poison); multiple targets (all targets in a 10-ft. cube)

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## UNCOVERED PIT TRAP

The deception of a trap lies in the perception. Trapsmiths control the environment, and you see only what they want you to see. It could very well be that the obvious solution to the problem or obstacle that you perceive is what will be your downfall.

*A gaping hole opens up in the dungeon floor ahead.*

The uncovered pit trap is 40 ft. deep and 10 ft. across. Anyone coming within 5 ft. of the edges must make a DC 20 Reflex save or fall in.

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**UNCOVERED PIT TRAP** **CR 2**

**Type** mechanical; **Perception** DC 10; **Disable Device** DC 20

**Trigger** location; **Reset** none

**Effect** 40-ft.-deep pit (4d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets within 5 feet of the pit)

Climbing down and up again is a way to defeat the trap; doing so requires several DC 20 Climb checks. Jumping over is also a possibility but that requires that the PCs make a 20-ft. jump so that they clear the edges of the pit. This requires a DC 20 Acrobatics check.

Those who succeed in defeating the trap deserve a reward: Reaching the other side of the trap could trigger a hydraulic push trap, which might be enough to nudge them over the edge.

## ROAMING TRAPS

It is a deadly misconception that traps are bound to a specific location. True, some creations are too big to move once installed, but there is no reason why some constructions cannot be portable. These traps usually take the form of a convenient item or treasure before they strike.

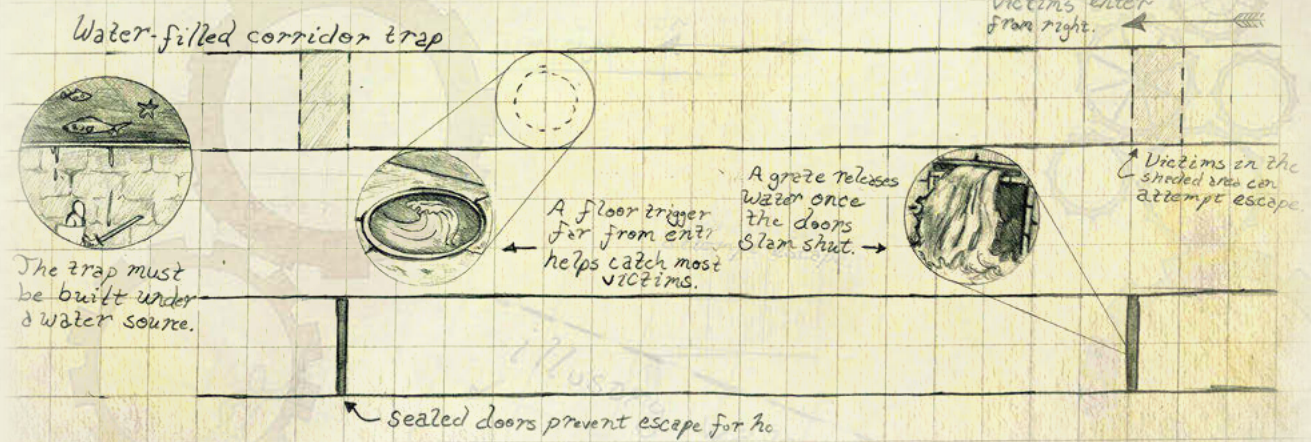
## WATER-FILLED CORRIDOR TRAP

A Knowledge (dungeoneering) check (DC 13) determines that a large volume of water is located above the corridor, possibly an underground river or lake. A Knowledge (engineering) check (DC 15) determines that the ceiling of the corridor is in excellent condition.

The rune on the map shows where the trigger is located: This diagram assumes that the intruders arrive from the right. If the trap is triggered, creatures occupying the shaded squares can make a Reflex save (DC 15) to evade the trapdoor that will swing into







place, sealing off the corridor. Anyone succeeding on the save ends up outside the trap's area of effect, and failing the save deals 4d6 bludgeoning damage and forces the target inside the trap's area of effect.

As the trapdoors swing into place, the water held above pours down into the sealed-off corridor through the grates once hidden by the trapdoors. Everyone who is still in the area of effect takes 2d6 nonlethal damage and is pushed toward the center. The water quickly fills up the corridor, and at the end of the round, the corridor is completely submerged. The area above now only holds a couple of inches of water, but two iron grates prevent access to that area: it takes a Strength check (DC 23) to break each grate, and each grate has a hardness of 10 and 15 hp. The trapdoors are made of reinforced wood and have a hardness of 5 and 20 hp. The doors cannot be forced open with a Strength check; the sheer volume of water prevents that. Slashing and bludgeoning weapons are less effective underwater. (See *Pathfinder Roleplaying Game Core Rulebook* for rules on underwater combat.)

Breaching one of the trapdoors violently drains the corridor. Everyone who is still in the water-filled corridor or in front of the breached door is dragged away for 30 ft. and suffers 6d6 damage; a Reflex save (DC 20) halves this damage. If the doors are not breached, the trap resets itself automatically after 4 hours: The water is drained away, the trapdoors are lifted, and a create water effect fills up the area above the corridor.

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**WATER-FILLED CORRIDOR TRAP** **CR 9**

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*Tiny droplets of water fall from the ceiling of the corridor, creating small pools of water on the floor.*

**Type** mechanical; **Perception** DC 29; **Disable Device** DC 24

**Trigger** proximity; **Reset** automatic

**Effect** two swinging trapdoors (4d6 damage, Reflex DC 15 avoids); multiple targets (all targets within 5 ft. adjacent)

**Effect** downpour of water (2d6 nonlethal damage; pushes targets to center of hall); multiple targets (all targets between two trapdoors)

**Effect** water surge through breached door (6d6 damage, Reflex DC 20 for half damage; pushes all targets 30 ft.); multiple targets (all targets either in water-filled corridor or outside and adjacent to breached door)

## TAINTED TREASURE

Trapsmiths use greed to their advantage. It is greed that drives adventurers to explore dungeons; it is greed that lifts the tomb's lid and that defiles the dead. Trapsmiths turn this into the deadliest of sins.

### Poison Pearl Trap

*Opening the tomb reveals an ancient skeleton. A lone pearl lies upon the skeleton's chest.*

Close scrutiny (*detect magic* or *identify* and a Spellcraft check DC 22) reveals that the pearl is a poison pearl and not a *pearl of power*. (This cursed item is equivalent to a CR 5 trap.)

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**POISON PEARL TRAP** **CR 5**

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**Aura** moderate necromancy; **CL** 7th

**Slot** —; **Price** 1,400 gp; **Weight** —

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**DESCRIPTION**

Grasping a pearl of poison activates it, exposing you to a deadly poison. The poison deals 1d3 Constitution damage/round for 6 rounds (Fortitude DC 16 each round negates damage and ends affliction). Once triggered, a poison pearl becomes a nonmagic pearl.

**CONSTRUCTION**

**Requirements** Craft Wondrous Item, *poison*; **Cost** 700 gp

# LAYERING TRAPS

As noted throughout the book, using traps together can create all kinds of interesting challenges for characters to overcome. When you layer traps in this manner, the players might tell stories about the results of their success (or failure!) for years to come. But, where do you start? You could start with the story behind the area and come up with evocative elements that enhance that story. You might consider the abilities that your characters have and think about how to create a challenge that doesn't outright kill them, but that does require the players to think outside their usual strategy and tactics box. Or maybe you do both! Take a look at the set-up below for an example that will surely challenge even the toughest characters.

*As you turn a corner, the corridor you are following widens dramatically to a width of 40 ft. Ahead 200 ft., four continual flames, placed evenly apart on both sides of the corridor, form a 40-ft square section. Beyond this lit area, the corridor connects to a roughly circular cavern. A huge statue, aglow in faerie fire, commands the center of the cavern. Depicting a woman with a stern expression, the statue stretches out her arm toward the lit square.*

Obviously, the lit square is trapped! Absolute truth can paralyze a party just as well, perhaps even more, as doubt can. Trapsmiths love to add layers of deception into their designs, and this particular trap has many layers.

The illuminated 40-ft. square section is the location of the trap, but the statue is where the trap is "controlled." The trap will activate only when a creature belonging to the monstrous humanoid or a humanoid type crosses the 40-ft. square.

If such a creature crosses the section, a *black tentacles* patch activates. The black tentacles have a CMB of +25 and, combined with the low ceiling, can grab aerial opponents. Creatures who are unaffected by the tentacles may fall into the 200-ft.-deep pit (Reflex DC 30 avoids fall); otherwise, their doom is assured. After the floor pivots away, it disconnects and falls, too, trapping all victims between the pit's floor and the dropping section resulting in 40d6 damage.

The second layer of the trap is magical in origin, a *wish* spell combined with a *nondetection* spell (DC 31 CL check to overcome) guards against the following forms of movement: *astral projection*, *blink*, *dimension door*, *ethereal jaunt*, *etherealness*, *gate*, *maze*, *plane shift*, *shadow walk*, *teleport*, and similar spells and spell-like abilities. If any of the listed modes of movement are used

to cross the section, the magic of the *wish* spell activates, ending such magical movement under the 40-ft. square section and causing the creatures to fall 200 ft. (Will DC 23 avoids). The walls of the pit can be scaled (Climb DC 30). The 40-ft. square section sealing the pit has hardness 8 and 60 hp.

---

## SQUISHING GRAB TRAP

CR 35

**Type** magical and mechanical; **Perception** DC 25; **Disable Device** DC 50

**Trigger** visual (true seeing); **Reset** repair

**Effect** spell effect (*black tentacles*, CMB +25); multiple targets (all targets within a 20-ft.-radius spread from center of the illuminated 40-ft. square section)

**Effect** squishing fall (40d6 damage, Reflex DC 30 avoids fall); multiple targets

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## UNWANTED DESTINATION TRAP

CR 19

**Type** magical; **Perception** DC 44; **Disable Device** DC 44

**Trigger** location; **Reset** automatic

**Effect** spell effect (*nondetection*, DC 31 CL check to overcome); multiple targets

**Effect** spell effect (*wish*, magical transport ends under the 40-ft. square section, Will DC 23 negates); multiple targets (all who magically attempt to cross the 40-ft. square section)

**Effect** 200-ft. pit (20d6 falling damage); multiple targets

## BYPASSING THE TRAP

Short of disabling either the squishing grab or unwanted destination trap, the easiest way to bypass the trap is to beat the true seeing element of the trap. The true seeing element has a +30 bonus to Perception. Before attempting such a feat of stealth, however, PCs might want to dispose of the four continual flames to give themselves some concealment.

### GM Tip

Although the squishing grab trap clocks in at CR 35, it is an appropriate challenge for a 20th-level party and would award XP as if it were a CR 20 trap. Reducing the depth of the pit to 120 ft. results in 24d6 damage and is a CR 24 trap.

The unwanted destination trap Perception and Disable Device DCs have been increased by 10 points. There's a +4 CR modifier to account for the increase.

# THEMED TRAP AREAS

The following entries provide you with a series of themed traps that you could consider using within your campaign.

## THE BRIDGE AND THE PENDULUM TRAP

*Two iron doors block your progress.*

Opening the iron doors requires a Strength check (DC 20). After the doors are open, the PCs can see the following:

*An everburning torch placed above the iron doors sheds a wide circle of light, revealing a 20-ft.-wide bridge spanning a great underground rift. On the other side of the bridge, roughly 100 ft. away, a similar set of iron doors can be seen in the light of another everburning torch located above the doors.*

*Accompanied by the sounds of straining metal and the rustling of wind, a massive pendulum swings into view.*

## THE BRIDGE AND THE PENDULUM TRAP CR 13

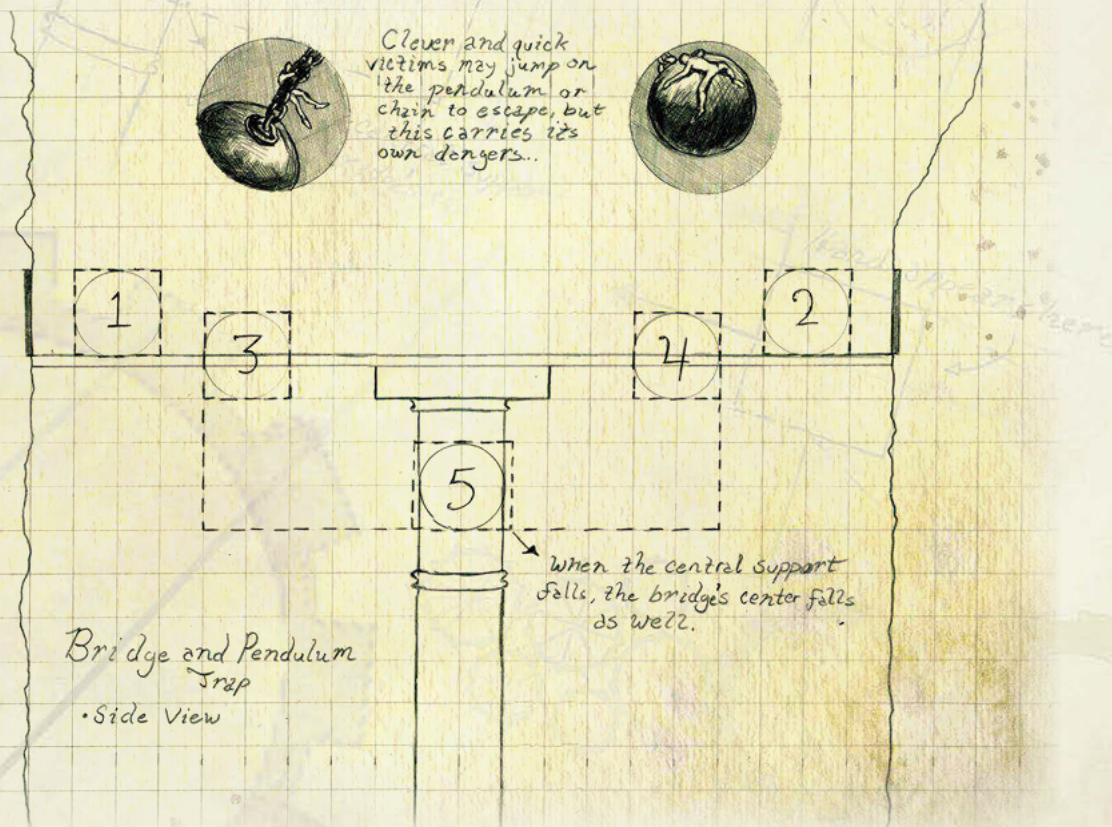
**Type** mechanical; **Perception** DC 37; **Disable Device** DC 37

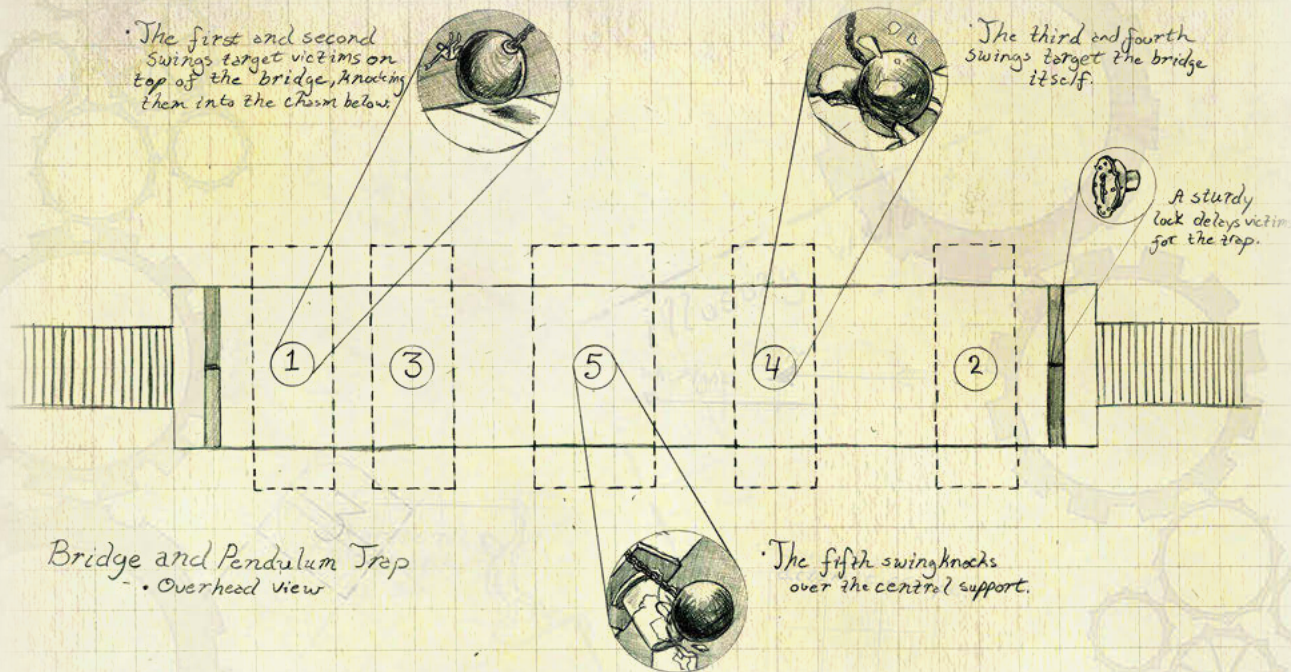
**Trigger** touch; **Reset** repair

**Effect** (rounds 1 and 2) swinging pendulum (4d8 damage, Reflex DC 20 avoids); multiple targets (all targets in area 1 during round 1 and area 2 during round 2); fall into rift (6d6 falling damage, Reflex DC 15 avoids); multiple targets (those struck by pendulum)

**Effect** (rounds 3 and 4) swinging pendulum (6d6 falling damage, Reflex DC 25 avoids); multiple targets (all targets in area 3 during round 3 and area 4 during round 4)

**Effect** (round 5) destroyed bridge (6d6 falling damage); multiple targets (all targets between areas 3 and 4)





### RIDING THE PENDULUM (NOT ON TOP)

**Effect** hitting targets in area 2 (2d8 damage); multiple targets (all targets who are not riding atop the pendulum)

**Effect** hitting the bridge at areas 3, 4, and 5 (10d6 damage, Climb DC 13 avoids; multiple targets (all targets who are not riding atop the pendulum)

### RIDING THE PENDULUM (ON TOP)

**Effect** crashing into bridge at areas 3, 4, and 5 (8d6 falling damage, Reflex DC 25 avoids); multiple targets (all targets riding the pendulum)

The bottom of the rift is barely visible with darkvision and is roughly 60 ft. below the bridge. Above the bridge 300 ft., an iron beam extends across the rift. A large and sturdy iron chain connects from the center of the beam to an iron pendulum, but all of this is cloaked by darkness.

The iron doors on the bridge's opposite side are locked and trapped. The lock is of good quality and requires a Disable Device check (DC 30) to overcome. Breaking down the iron doors requires a Strength check (DC 28).

Touching the iron doors sets off the trap. A massive iron pendulum swings down and tries to sweep every target off the bridge that occupies area 1 before disappearing into darkness (acting on initiative count 12). A Reflex save (DC 20) avoids this fate. Those that are struck by the pendulum may attempt a Reflex save

(DC 15) to hold on to it; failure results in falling to the rift's floor. On the next round, the pendulum repeats this attack on area 2.

After experiencing the first two swings of the pendulum, characters may make Knowledge (engineering) check (DC 25) attempts to discern that area 3 will suffer the pendulum's next attack. The pendulum's third strike, however, is not trying to sweep anyone off the bridge but, instead, destroy a part of the bridge itself. Anyone standing in area 3 for this attack may attempt a Reflex save (DC 25) to avoid falling 60 ft. After the strike, this area is nothing more than a 10-ft. wide gap. On the next round, the pendulum repeats this attack on area 4; a Knowledge (engineering) check (DC 20) can predict this after area 3 is destroyed.

The pendulum's final attack is on area 5, the central pillar; a Knowledge (engineering) check (DC 15) can predict this after area 4 is destroyed. After the pillar is destroyed, all that remains of the bridge shakes and trembles before slowly sliding into the darkness. Anyone still occupying the area between area 3 and 4 follows the bridge down.

### RIDING THE PENDULUM

Those targets that grab hold of the pendulum are in for a ride. It requires a Climb check (DC 13) to climb atop the swinging pendulum. Not riding on top of the pendulum has its dangers. If the pendulum strikes a target as it barrels through area 2, then all creatures who are not on top of the pendulum suffer 2d8 damage.

When the pendulum swings toward areas 3, 4, and 5, any creature not on top is in mortal danger. They must succeed on a Climb check (DC 13) to evade or be crushed between bridge and pendulum, suffering 10d6 damage, and fall toward the rift's floor. Those riding atop the pendulum must succeed a Reflex save (DC 25) to hold on or be flung from the pendulum, suffering 8d6 damage.

The iron chain connecting to the pendulum has hardness 10 and 210 hp and has AC 12. The chain can be climbed, but when the pendulum impacts areas 3, 4, and 5 those climbing the chain suffer a -2 penalty to their Reflex saves. Add the distance climbed to the falling damage if the climbers fail their saves.

Getting off the pendulum can be done only be done from atop the pendulum at areas 2, 3, and 4. Succeeding on a Dexterity check (DC 18) allows a rider to dismount the pendulum suffering only 2d6 damage. Failing the check inflicts 8d6 damage as the rider falls toward the rift's floor.

Any creatures on the rift's floor risk being hit by falling rocks as the bridge is destroyed.

## FANEWAY OF AIR

"A man of conviction and piety will walk the fanes at least once in his life. To walk the fanes is to tread in the footsteps of the saints; it is a test of faith. A test where the righteous are rewarded and the false are punished."

The Faneway of Air straddles the highest mountain of the realm, spiralling upward toward the peak. Each part of the faneway presents a test of faith for a cleric sharing the faneway's domain. To others, it presents deadly peril.

### THE FIRST FANE: BLAST OF ELECTRICITY TRAP

A 10-ft.-tall statue of a woman stands in the middle of a 30-ft.-wide passageway. Four large pillars surround the statue, casting long shadows over it. The distance from each pillar to the statue is 15 ft. Strong winds blow through the passageway . . .

- Knowledge (religion) (DC 13)—The statue represents the Queen of Air and Darkness.
- Knowledge (religion) (DC 18)—You recall the following piece of relevant dogma: "Air, like Darkness, obscures."

If the statue perceives anything passing the pillars, it unleashes a crackling blast of electricity that affects all creatures between the statues and the pillars.

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### BLAST OF ELECTRICITY TRAP

CR 5

**Type** magic; **Perception** DC 28; **Disable Device** DC 28

**Trigger** visual (arcane eye); **Reset** automatic

**Effect** blast of electricity (6d6 electricity damage, Reflex DC 16 for half damage); multiple targets (all targets between the statue and the pillars)

Standing next to a pillar and casting *obscuring mist* is a way to bypass the trap's visual trigger: the strong winds dissipate the mist in one round.

### THE SECOND FANE: FORCEFUL WINDS TRAP

The path you have been following widens to almost 20 ft. before ending abruptly: a 15-ft.-wide section of the path has dropped away. The mountain wall is wet, slippery, and quite treacherous.

Using the wall to cross the chasm requires a Climb check (DC 30). Jumping across the 15-ft.-wide chasm would normally be a relatively easy Jump check (DC 15), but a magical trap activates as soon as a creature makes the jump. The trap unleashes severe winds that double the Jump check DC to 30. Failure to make the check results in a fall down the chasm.

---

### FORCEFUL WINDS TRAP

CR 6

**Type** mechanical and magic; **Perception** DC 28; **Disable Device** DC 28

**Trigger** proximity (alarm); **Reset** automatic

**Effect** spell effect (*gust of wind*, doubles DC of all Jump checks to cross the section); multiple targets (all targets jumping across the 15-ft.-wide section)

**Effect** fall into chasm (6d6 falling damage); multiple targets (all who fail to cross the 15-ft.-wide section)

### THE THIRD FANE: CHOSEN OF AIR TRAP

A dozen 20-ft.-tall iron statues surround a small pyramid of sorts. The top of the pyramid can be reached by ascending seven steps.

Succeeding on a Knowledge (religion) (DC 15) check reveals that every deity with dominion over the Air domain is represented by one of the statues.

Ascending to the top of the pyramid triggers the trap. Bolts of lightning strike every iron statue before arcing to the target who stands on top of the pyramid.

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### CHOSEN OF AIR TRAP

CR 24

**Type** magic; **Perception** DC 45; **Disable Device** DC 45

**Trigger** location; **Reset** automatic

**Effect** spell effect (maximized *chain lightning*, 120 electricity damage, Reflex DC 23 for half damage); multiple targets (20 additional targets within 30 ft. of the primary target)

**Effect** gain the boon of the chosen ability

*Boon of the Chosen (Sp)* You have walked the Faneway of Air and survived the ordeal. By spending three uses of your lightning arc ability as a standard action, you unleash a powerful blast of lightning targeting any foe within 60 ft. as a ranged touch attack. This blast of lightning deals 2d10+20 electricity damage.

## THE WELL OF SOULS

This is a well of souls, built by fell religions as a prison for their failures, heretics, or worse. A place where Good dies and is reduced to a form of currency. A well of souls is a place where many traps come together.

Four stairways lead down to a well of sorts. A grayish substance fills the well—its surface completely smooth. Four statues, each bearing faces twisted in horror, guard the stairways.

- Knowledge (religion) (DC 25) determines that this is a well of souls.
- Perception (DC 18) reveals that each statue bears an unholy symbol.
- Perception (DC 20) lets the PCs hear the following whispered words seemingly emanating from the very statues: soon, very, time, and free.
- *Detect magic* reveals three magical auras (necromancy): the statues and the 40-ft.-by-40-ft. area cornered by the statues bear two faint auras and the well bears a moderate aura.
- *See invisibility* reveals four broken forms, each chained to a statue . . .

**The Failed Four.** Four failed acolytes stand petrified, their souls bound to their remains until they meet a quota of harvested souls. Eagerly, they await their next victims, ethereal whispers drifting from statue to statue. Each statue retains the ability to channel negative energy 7/day as a cleric.

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### NEGATIVE ENERGY BURST TRAP CR 2

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**Type** magic; **Perception** DC 26; **Disable Device** DC 26

**Trigger** visual (*arcane eye*); **Reset** automatic

**Effect** negative energy burst (2d6 damage, Will DC 13 halves); multiple targets (all targets in a 30-ft. radius)

As soon as a PC enters the area cordoned off by the statues, the traps trigger, potentially catching the intruder with several bursts. On successive rounds, the statues act on initiative count 13. Attempts to disable the trap also trigger.

**Defeating the failed four.** Without their unholy symbols, the statues cannot channel negative energy. Removing an unholy symbol requires a Strength check (DC 15). Each statue has hardness 8 and 60 hp.

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### DEATH'S PULL TRAP CR 4

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**Type** magic; **Perception** DC 27; **Disable Device** DC 27

**Trigger** touch; **Reset** automatic

**Effect** spell effect (*death knell*, Will DC 13 negates); multiple targets (all targets in a 40-ft.-by-40-ft. area)

If the negative energy bursts unleashed by the four statues (or other effects) drops an intruder to –1 hit points or fewer, the death's pull trap triggers.

Failing the Will save, read aloud or paraphrase the following:

*A misty form rises from the fallen, the well's surface starts to churn, and the misty form is drawn in. The temperature of the room drops noticeably, and your fallen friend rises again.*

If the death's pull trap is a success, each statue regains one use of their channel energy ability.

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### RISE OF EVIL TRAP CR 5

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**Type** magic; **Perception** DC 28; **Disable Device** DC 28

**Trigger** touch; **Reset** automatic

**Effect** spell effect (*animate dead*); multiple targets (all targets in a 40-ft.-by-40-ft. area)

All creatures that die in the area cornered by the statues animate as zombies.

**A Torrent of Souls.** If the well of souls is exposed to 20 cumulative damage from positive energy, the seal that keeps the souls in the well breaks. Read aloud or paraphrase the following:

*The smooth gray surface of the well turns to black, and a hundred ethereal voices roar to celebrate their freedom. Dozens of misty forms exit the well, flying toward their final rest.*

---

### TORRENT OF SOULS TRAP CR 5

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*Peering into the well, you see faint faces swirl in the gray substance.*

**Type** magic; **Perception** DC 30; **Disable Device** DC 30

**Trigger** special; **Reset** none

**Effect** fleeing souls (1d4 Wisdom and 1d4 Charisma damage, DC 18 Reflex avoids); multiple targets (all targets in a 60-ft. radius)

**Reasons for visiting the well of souls:**

- A friend set out to explore the site, but he or she never returned.
- A wizard has promised you wealth if you can dip a specially prepared container in the well of souls for him.
- A vampire has lured you there.
- The family of one of the failed four has asked you to set their son free.

# THE EXPLOITS OF GAVIN THE TRAPSMITH

When it comes to trapsmithing, you'd be hard put to find anyone as skilled as Gavin. Sometimes he has time to implement well-crafted traps with plenty of resources and might set up one of the ones detailed earlier in this book. Sometimes, though, he has to come up with something quickly that uses only resources available to him at the time. The following traps fall into the latter category for one reason or another—and you'll see why with each trap description. Because of the nature of these particular traps, no market price is included. Enterprising GMs and players both can utilize the concepts in each trap.

Now, let us venture into the world of Gavin the Trapsmith and see what exploits and experience he has to offer.

## Why Such Unusual Trap Elements?

Gavin the Trapsmith has had a long run on the Kobold Press site. Using items suggested by readers, Maurice would come up with an unusual trap and provide it for the amusement of readers and potentially the use of GMs and players. The items provided a jumping-off point for trap creation, but you are not bound to use them yourself if you see a general concept that you like.



## BLAST OF MARBLES TRAP

*Pain jolted Gavin with every step he took, and blood seeped through fingers that he pressed hard on the gash covering his right side.*

*“Come to his lordship’s party, Gavin, she’d said. It’s going to be fun, and you can meet new clients.”*

*Business had been slow, and she had smiled that smile of hers, so he had relented. It had been fun, he had made some new contacts, and there had been a fire-breathing bard. Everything was fine until the butterfly hunt started. Now it was no longer fun for him. The monsters, however, were having fun butchering the guests.*

*Gavin ducked into the bard’s tent, breathing hard. His eyes took in the tent’s contents. There was a platter with a large amount of extraordinarily smelly cheese on it. He saw several flasks of keros oil and a jar filled with brightly hued marbles. That damned butterfly hunting net was still in his hands, too. Then he spotted the bard’s sheet music in a sturdy scroll case and an idea blossomed. Gavin went to work.*

*“Gods, it was hard to concentrate with all those people screaming,” he muttered as he started.*

It’s hard working under pressure, but trapsmiths like working with pressure. Pressure seeks the path of least resistance, and trapsmiths enjoy directing that power to nefarious ends. One such end is the blast of marbles trap. It requires taking an empty scroll case and filling it with keros oil. A slice of cheese seals off the oil and acts as the backing for some marbles. Another slice of cheese is put on top of the marbles. Igniting the keros oil sets off the trap.

---

### BLAST OF MARBLES TRAP

CR 3

**Type** mechanical; **Perception** DC 20; **Disable Device** DC 16

**Trigger** location; **Reset** none

**Effect** blast of marbles (4d6 damage, DC 17 Reflex save for half damage); multiple targets (all targets in a 20 ft. line)

The cheesy downpour trap uses the butterfly net to contain the last of the cheese. On top of the cheese lie a few vials of keros oil. The entire contraption is hoisted above a certain location. Igniting the oil destroys the net and melts the cheese. If timed correctly, a target will be covered with cheese and unable to act due to the hideous smell.

---

### CHEESY DOWNPOUR TRAP

CR 2

**Type** mechanical; **Perception** DC 18; **Disable Device** DC 17

**Trigger** location; **Reset** none

**Effect** attack +9 ranged touch (1d3 fire damage and the target must succeed on a DC 13 Fortitude save or become nauseated for 1d4+1 rounds)

**Adjusting the Trap:** If the trap is too “cheesy” for you, pick out a few more “serious” items to flavor this trap appropriately for your game. Some items include hot glue mixed with a noxious agent that an alchemist might provide to the characters or NPCs.

## BLUE BILLOWING BARREL TRAP

*Leaning against the rail just above the barge’s prow, Gavin gazed upon his four companions. They were fast becoming exceedingly drunk on the captain’s ale. The barge’s captain, a burly dwarf, stood at the rudder with a deepening scowl on his face. Leoman had taken the lead in splitting the proceeds from their latest adventure. With an unsteady hand, he was creating five stacks of coins, one for each member of the party, on the barge’s deck.*

*Gavin had already done the math. Because the profit margin was low, he had taken steps to increase his share. He didn’t have to wait long for a return on his investment.*

*Urb loudly burped, drained his tankard, and went aft to refill it. The captain’s scowl deepened as Urb made his way past the barge’s cargo to the barrel of ale. Suddenly Urb yelped in surprise as blue billowing smoke enveloped him. There might have been a muted splash, then shocked silence stretched out for a few moments.*

*After the smoke dissipated, a blue circle remained on the barge’s deck and, in the center, they could make out Urb’s footprints. Of him and the barrel of ale, no trace remained.*

*“Gentlemen, might I suggest a four-way split?” Gavin offered.*

*A nervous exchange of glances followed that statement, but sly grins formed almost as fast. Gavin knew that there was no honor among thieves.*

Nothing is as unnerving as a disappearance. Suddenly a loved one is there, and a moment later he or she is gone, forever. The blue billowing barrel trap is a trapsmith’s adaptation of such a traumatic event. It is frequently found on pirate ships and certain trading vessels of ill repute or those ships that have a desperate need for security. Blue dye is mixed with a smokestick so that anyone standing in the smoke will be dyed blue. A set of manacles is attached to an empty barrel. If the trap is triggered, the manacles will attach to the target and the barrel will be ejected overboard. As the barrel fills with water, it drags the unfortunate target from the deck and under the waves. The blue dye helps conceal the target in the water.

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### BLUE BILLOWING BARREL TRAP

CR 4

**Type** mechanical; **Perception** DC 22; **Disable Device** DC 20

**Trigger** touch; **Reset** none

**Effect** smokescreen (as a blue-hued fog cloud; everyone



within the cloud will be dyed blue; the blue dye offers a +10 bonus to Stealth checks while in water\*)

**Effect** attachment (succeed on a DC 17 Reflex save to avoid the manacles closing on a limb)

**Effect** dragged below (the barrel's CMD is 16; if the barrel beats the target CMD, it drags the target 5 feet toward the water; for every 5 points that it beats the target's CMD, it drags the target an extra 5 feet; this effect continues each round; once in the water, the barrel imposes a cumulative -1 penalty to the target's Swim checks)

\*GMs can adjust the bonus based on the water's clarity.

## BURNING, BITING, TRIPPING TRAP

*"Stop! Gods, I'm done." Gavin's chest and legs were on fire. Gasping for air, he looked at Thurmish. The giant oaf was barely out of breath. "Where is Zaron?"*

*Thurmish gazed ahead, spat on the ground, and said, "His magic is helping him flee. He won't return—not for us at least."*

*"And what of our pursuer?"*

*"He is still on our trail. His armor is slowing him down, a little," Thurmish rumbled. "Not enough for you to evade him."*

*Hearing that, Gavin's hands inched toward his blades. It took some effort to stop their progress. "We still have time. We can prepare a surprise. What kind of supplies are you carrying?" Gavin took in*

*Thurmish's answer. "Give me your rope and caltrops, then, and we'll give the bastard a nasty surprise."*

Sometimes a trapsmith is thrust into unfortunate situations that require him or her to jury-rig a trap within minutes. These are true tests of skill.

The burning, biting, tripping trap is the result of such a test of skill. A good trapsmith can take a length of rope, a vial of alchemist's fire, some lamp oil, and a bag of caltrops, then transform them into a death-dealing trap.

Tripping over a length of rope results in the victim landing in a very shallow pit that is filled with caltrops, a vial of alchemist fire, and a jug of lamp oil. The victim's fall shatters the vial, leading to a fiery conflagration.

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### BURNING, BITING, TRIPPING TRAP

CR 1

**Type** mechanical; **Perception** DC 16; **Disable Device** DC 15

**Trigger** location; **Reset** none

**Effect** rope trip; fall into caltrops (attack +8 melee, 2d4 damage); DC 16 Reflex save avoids

**Effect** fiery conflagration (4d6 fire damage)

Access to more supplies and time can easily yield the following trap.

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### IMPROVED BURNING, BITING, TRIPPING TRAP

CR 8

**Type** mechanical; **Perception** DC 25; **Disable Device** DC 25



**Trigger** location; **Reset** none

**Effect** rope trip; fall into caltrops (attack +15 melee, 4d4 damage); DC 25 Reflex save avoids

**Effect** fiery conflagration (8d6 fire damage)

**Adjusting the Trap:** The items in this trap could potentially be used in pit traps to add a bit of oomph. Consider the lowly kobolds and their pit traps: What would they do with alchemist's fire if they had access to it?

### Design Notes

The burning, biting, tripping trap is an ideal trap for a rogue who has access to the quick trapsmith ability introduced in the *Advanced Player's Guide*.

## CLINCHING CORPSE TRAP

*"Master Kiro?"*

*Gavin's voice echoed throughout the cavern that Master Kiro used as his workshop. The kobold had invited him to see a new creation, and although Gavin valued innovation, he dreaded the journey. He always felt like an adventurer, just one step away from disaster, whenever he entered Kiro's workshop.*

*Gavin carefully made his way into the cavern, and as he did so, he spotted and avoided a few "go away" traps, which were vicious traps meant to dissuade further entry. Inching his way forward, Gavin circumvented a couple of what he labeled as being "serious" traps, which were meant to stop further entry—permanently. Cold sweat covered his body by now.*

*He must have been distracted, because the kobold came at him from nowhere. Its small body slammed into him, and its tiny talons raked into him, grabbing hold. Gavin tried to break free, but the kobold held fast. The kobold was heaving yellowish bits upon him in great convulsions. Disease! The kobold must be mad from disease.*

*"Get off me!" he shouted at the kobold.*

*With a great shove, Gavin pushed the kobold away, but the kobold's claws drew blood as he did so.*

*Unsheathing his daggers, Gavin went for the kill, but stopped in his tracks as he noticed that the kobold was already dead.*

*"Do you like it, Gavin?" Kiro yipped from the shadows.*

*Steadying himself, Gavin replied, "Yes, it is a very interesting design. Tell me more about it."*

Trapsmithing is all about delving deep into the primal part of one's brain—the ancient reptilian part that governs flight or fight. This probably explains why kobolds are so good at trapsmithing: They access the reptilian parts of their brains continuously.

The clinching corpse trap is all about violating personal space and hygiene. Humans generally fear disease, and the trap exploits that. The original design

used a kobold corpse, but further experimentation discovered that childlike halflings create a much better response in humans. The corpse is stuffed with cornmeal, which spews from the corpse after impact and during the struggle, triggering disease avoidance instincts. A set of lockpicks is used to puncture the target, simulating a grabbing effect. A block-and-tackle system is used to heave the corpse into position.

### CLINCHING CORPSE TRAP

CR 6

**Type** mechanical; **Perception** DC 27; **Disable Device** DC 20

**Trigger** location; **Reset** none

**Effect** corpse rush (attack +15 melee, 1d6+2 damage plus corpse clinch and cornmeal convulsions)

**Effect** corpse clinch (the target gains the grappled condition; overcoming the trap's CMD of 26 frees the target from the grapple; freeing oneself deals 2d6 damage.)

**Effect** cornmeal convulsions (for each round that the target remains grappled, it must make a DC 17 Will save or become shaken; fear effects are cumulative)

**Adjusting the Trap:** This particular trap works by taking advantage of the fight-or-flight reflex. Substituting things that might creep out players, such as an army of scarecrows or lifelike animated dolls, could provide someone nefarious with a distraction while the adventurers are dealing with these unusual traps.

## FEARFUL FURBALL TRAP

*Maybe cheating these guys wasn't the best idea he'd ever had—they were pretty determined to get him, but after touching the gold and silver coins in his pocket, Gavin felt better. The coins would get him—*

*Rounding the corner Gavin's thoughts fell silent for a moment, because he'd reached a dead end!*

*Bad. Very bad.*

*Scanning his surroundings Gavin remembered old Sid's words: "Fear is your ally, as is bewilderment and revulsion. Use them."*

*Gavin spotted a mangy cat, resting atop a barrel. An idea blossomed. Fear was his ally. The cat would hate him though.*

So you're stuck in a dead-end alley. Some goons want their money back. Oh, and they really want to hurt you, too. All you have is a bag of marbles, a tanglefoot bag, a coil of wire, a knife, a live cat, and a thunderstone. What do you do? You build a fearful furball trap.

Nothing can fill a human with dread as much as an altar to the dark gods does. Though not many have seen an actual altar to the dark gods, they have heard the tales and know the danger.

A fearful furball trap exploits that knowledge: A false altar with an appropriate sacrifice requires the marbles and the cat. The marbles will form an arcane

circle. The cat needs to be shaved—hairless cats are scary. With some wire and sticks, the cat is propped up within the circle. Seeing the scene for the first time is very unnerving.

All targets must succeed on a DC 13 Will save; failure results in the shaken condition. While the target's eyes are still on the false altar, the furball part of the trap activates. The tanglefoot bag and cat's hair is wrapped around the thunderstone. The combination blinds and deafens everyone within a 10-ft. radius unless they succeed on a DC 15 Fortitude check. If successful, they are dazzled for 1 round. On a failure they are blinded for 3d4 rounds and deafened for 1 hour.

---

### FEARFUL FURBALL TRAP

CR 3

**Type** mechanical; **Perception** DC 17; **Disable Device** DC 20

**Trigger** location; **Reset** none

**Effect** false altar; succeed on a DC 13 Will save or gain the shaken condition; multiple targets (all who gaze upon the altar)

**Effect** sticky hair boom; succeed on a DC 15 Fortitude save or be blinded for 3d4 rounds and deafened for 1 hour; multiple targets (all targets within a 10-ft. radius)

**Effect** dazzled for 1 round; multiple targets (all targets within a 10-ft. radius)

**Adjusting the Trap:** Obviously, if the PCs' foes are not afraid of deities or if they're doughty folk, adding in a few elements, such as illusion magic, might make this a more effective distraction. Even if the PCs are dealing with particularly superstitious and easily fooled foes, adding in scary sounds or strange lights might be just enough to give the group a momentary advantage. A side trek for this one? Finding the cat's owner and making sure that the poor kitty is well taken care of after this particular incident. Who knows where that will lead? (GMs can and should have fun with this story element.)

### HOMING HORROR TRAP

*Gark the goblin peered deep into the flame, waiting for the blessed moment when the Mother of Destruction would whisper her words of inspiration. Blinking heavily, he withdrew from the flame. "Free the flame," she had said, but what did that mean?*

*Snacking on some pigeons, he sifted through his trapsmithing stores. There was the sturdy dwarf-sized backpack his tribe had taken from an unlucky miner. He cracked a toothy smile, remembering the fun they'd had with the dwarf. Then there were the cans of paint he had stolen from the halfling temple. Gark's eyes lit up when he spotted the lantern he had taken from the thieving human. Free the flame. Free the flame, indeed.*

Every wise trapsmith knows that goblins excel at designing traps based on a trio of qualities: cheap, crude,

and cruel. As a result, many retain the services of a goblin as a servant or assistant. Neighbors may complain, but consulting a goblin's expertise is usually worthwhile, since goblins themselves are cheap, crude, and cruel. They seem full of inventive ideas for maiming and mutilation, and they consider trapmaking to be an art.

The homing horror trap is something only a goblin could devise. Several pigeons are dipped in paint—red is always a good color—and then secured in a backpack. The lit lantern acts as a lure. When the trap is triggered (such as by setting up a nearby tripwire), it douses the pigeons in lamp oil and sets them aflame. The pigeons' fiery flight is something to behold.

---

### HOMING HORROR TRAP

CR 4

**Type** mechanical; **Perception** DC 20; **Disable Device** DC 20

**Trigger** location; **Reset** none

**Effect** flying flames (+10 ranged touch, 1d6+1 fire damage); multiple targets (all targets in a 30-ft. cone)

**Effect** horrific comprehension (all targets witnessing the flying flames must succeed on a DC 15 Will save or be affected by the conditions listed below); multiple targets (all targets in a 60-ft. cone)

### HORRIFIC COMPREHENSION

**2 HD or fewer:** The creature is stunned for 2d4 rounds.

**3 or 4 HD:** The creature is stunned for 1d4+1 rounds.

**5 or more HD:** The creature is stunned for 1 round.

**Adjusting the Trap:** Knowing that a goblin would harm pigeons in this manner might be enough to distract particularly protective members of any adventuring party. Having a group member use this trap might create discord in the PC's group, which could be interesting, but it could also detract from the fun of the game. As a result, this particular trap, as written, might be more useful as a crude NPC trap than as anything that a PC would use. It could, after all, have the characters seeing red. If used by a PC, though, the character might use something that would temporarily stymie a specific NPC instead of picking pigeons. The lantern could also be using a specially prepared oil that could have alternative effects (rather than stunning ones).

### JERKY STAKE TRAP

*Gavin chewed thoughtfully on some exquisite squirrel jerky as he monitored the bounty hunters' approach. They clearly knew his reputation because they were moving slowly and methodically checking their surroundings for hidden surprises. Yes, they knew who and what he was. This was going to be fun.*

*Taking off his right boot, Gavin collected his sock and, with his knife, cut off a length of rope. He dismantled his morningstar, taking the head and whittling a sharp point on the haft. With some regret, he laid aside some of the jerky.*

Expectations are there to be met. When they expect a trap, you give them a trap. But the rule of misdirection always applies, so give them a trap they expect and one they might not. Putting some jerky on a sharp pole creates the jerky stake. Touching the jerky launches the stake upward, which is very nasty against animal and vermin heads, but greedy hands can suffer as well. The seeing stars trap targets two-legged vermin. You dig a hole and use the sock to vertically launch the morningstar head, hopefully hitting something tender. To the rope, you attach a hefty stone, which swings down upon the distressed target.

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### JERKY STAKE TRAP CR 1

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**Type** mechanical; **Perception** DC 15; **Disable Device** DC 20

**Trigger** touch; **Reset** none

**Effect** stake (attack +15 melee, 3d6 damage)

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### SEEING STARS TRAP CR 5

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**Type** mechanical; **Perception** DC 28; **Disable Device** DC 20

**Trigger** location; **Reset** none

**Effect** star strike (attack +10 ranged touch, 1d6+3 damage and the target must succeed on a DC 15 Fortitude save or become nauseated for 1d4+2 rounds)

**Effect** stone strike (attack +10 ranged touch, 1d6+3 damage and the target must succeed on a DC 15 Fortitude save or become stunned for 1d4+2 rounds)

**Adjusting the Trap:** With the seeing stars trap, using more traditional items, such as spring-loaded elements or even clockwork ones, might make for a more colorful trap.

## KOBOLD TAIL TRAP

*“You’re sure about this?”*

*A stiff nod from Jito and the determined glint in his eyes were answer enough for Gavin. Gavin often had trouble distinguishing between determined and crazed when it came to kobolds, though.*

*Gavin checked his operating theater: He had the inner workings of the cuckoo clock Jito had brought, as well as the shard from a mirror Jito had broken just for this purpose. He’d use the mortar and pestle they had to whip up some glue.*

*“Again, I am no healer, and you are absolutely sure?”*

*A growl and a nod.*

*“Just making sure. This might sting a bit.” Gavin raised his hand axe and, with one fell swoop, severed Jito’s tail.*

Trapsmiths love innovation, and when a patron wants something more innovative than an arrow trap, a trapsmith might get a mad glint in his or her eyes. So,

when a kobold desires to make a true weapon out of its tail, a trapsmith’s eyes gets very bright indeed.

After the tail is enhanced by the trapsmith with the sharp mirror shard and the mechanical elements of the cuckoo clock, it is reattached to the kobold in such a way that it becomes another weapon in the kobold’s arsenal. Who expects a kobold’s tail to whip around and cause so much piercing damage in combat? Perhaps only other trapsmiths.

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### KOBOLD TAIL TRAP CR 3

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**Type** mechanical; **Perception** DC 20; **Disable Device** DC 20

**Trigger** touch; **Reset** automatic

**Effect** tail shard (+15 melee, 3d6 damage)

### TAIL STRIKE (COMBAT)

Through practice, you’ve become very skilled at deploying your trapped tail.

**Prerequisite:** Kobold with kobold tail trap

**Benefit:** You can deploy your kobold tail trap as a secondary attack with no penalty.

**Normal:** Without this feat, secondary attacks with natural weapons take a –5 penalty.

**Adjusting the Trap:** This particular trap is perfectly suited for a full clockwork treatment. Expand upon the items used in the original version of this. Perhaps you could make it steam-powered, too. This might even be something that you could consider adding to a favorite familiar, though work with the GM to make sure that this is fine. You’ll need to figure out how the mechanics of such a thing would work as well.

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### JITO CR 1

Kobold warrior 4

LE Small humanoid (reptilian)

**Init** +1; **Senses** darkvision 60 ft.; **Perception** +8

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#### DEFENSE

**AC** 15, touch 12, flat-footed 14 (+2 armor, +1 Dex, +1 natural, +1 size)

**hp** 22 (4d10)

**Fort** +4, **Ref** +2, **Will** +0

**Weaknesses** light sensitivity

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#### OFFENSE

**Speed** 30 ft.

**Melee** spear +5 (1d6) and trapped tail

**Ranged** sling +7 (1d3)

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#### STATISTICS

**Str** 10, **Dex** 13, **Con** 10, **Int** 10, **Wis** 9, **Cha** 8

**Base Attack** +4; **CMB** +4; **CMD** 14

**Feats** Skill Focus (Perception), Tail Strike

**Skills** Craft (trapmaking) +6, **Perception** +8, **Stealth** +8;

**Racial Modifiers** +2 Craft (trapmaking), +2 **Perception**, +2 Profession (miner)

**Languages** Common, Draconic

SQ crafty

#### SPECIAL ABILITIES

**Crafty (Ex)** Craft (trapmaking) and Stealth are always class skills for a kobold.

**Trapped Tail (Ex)** Jito can, as a secondary attack, make a melee touch attack with his tail to deploy his kobold tail trap.

### LIGHT AND LIFE LEECHING TRAP

*From the shadows, Gavin watched as the burly fighter came to the agreed-upon location. The fighter warily eyed his surroundings. He had come early, but Gavin had anticipated that and had come earlier still. With him, Gavin had a little surprise*

*As Gavin expected, the fighter wandered right into his surprise. To the fighter's credit, he almost avoided the hit, but the glass cutter Gavin had attached to the pole dug deep into the fighter's chest. On cue, Mareena's parasol floated down and covered the fighter's face. The fighter howled and tore at the cloth and pole.*

*"Gavin! Filthy bastard! I am going to get you for this!"*

*The fighter kept ranting as Gavin slipped away. He'd have to buy Mareena a new parasol for tomorrow's games and find a new leeching kit for Stephan, but most importantly he had several bets to place across the city. The odds that the fighter would win tomorrow had just gone down dramatically.*

*Gavin was about to make a killing; He was quite sure that the fighter wouldn't notice the trio of leeches that had just been deposited on his body.*

Time is on a trapsmith's side. They set up their little surprises and then they just have to wait until someone foolishly trips them. Even then, some trapsmiths feel that a direct penalty for the trespass isn't warranted—some like to incur it when the second trap is tripped. Trapsmiths like to stack the deck in their favor.

#### LIGHT AND LIFE LEECHING TRAP

CR 4

**Type** mechanical; **Perception** DC 25; **Disable Device** DC 25

**Trigger** location; **Reset** none

**Effect** puncturing pin (attack +10, 2d4+4 plus pinning; beating the pole's CMD of 25 frees the target from the pinning effect; the pole has hardness 5 and 10 hp)

**Effect** draped darkness (the target is blinded; the cloth has hardness 0 and 5 hp)

**Effect** life leech (all wounds suffered by the target incur 1 bleed damage; after 24 hours the leeches drain 1d3 Con; finding the leeches requires a DC 25 Perception check and removing the leeches requires a DC 20 Heal check; failing the heal check deals 1d3 damage)

**Adjusting the Trap:** Using a weighted and spiked net or other item in place of the parasol would provide this trap with a darker tone.

### NOXIOUS BRANDING TRAP

*"Praise the knight, for he is a metal-clad pillar of strength."*

*Gavin didn't know why he recalled that particular street preacher's sermon as he sped through the narrow alley. It was oddly appropriate because the paladin was relentless in his pursuit. The clanking of metal armor stayed with him, even though Gavin used every trick in the book to get away.*

*"Praise the knight, for he is a metal-clad pillar of strength."*

*Again the phrase came to the forefront of his thoughts. Why? Gavin smiled as he understood. Strength is weakness, and you fight the man—not the armor.*

*Trapsmithing while running, Gavin grabbed his compass and sewing kit and started to work. Now he needed to find an inn. Racing through the streets, he spotted a signpost that met his needs. He darted inside and made his way to the kitchen. Once there, he flipped a gold coin to the cook and advised him to take a break. Spotting the cauldron he needed, Gavin went to work. Then a set of waffle irons caught his eye, and a wicked smile formed on his face.*

As every card shark knows, you play the man and not the cards. If the target is wrapped in sheets of metal, then you don't attack the metal, but the soft flesh that the metal protects. The noxious branding trap is based upon that principle. In the cauldron you cook every piece of poisonous, nauseating, irritating herb or condiment you possess. The cauldron is sealed with paper. Attached to a compass needle is some wire, which is attached to a normal sewing needle.

The sewing needle is plunged into the paper covering the cauldron. The magnetic needle of the compass serves as the trigger for the trap. As a metal-clad person walks by, the magnetic needle will stick to him and so rip the paper covering the cauldron unleashing a gale of nauseating vapors. The set of searing hot waffle irons serves as a reminder to pause pursuit.

#### NOXIOUS BRANDING TRAP

CR 4

**Type** mechanical; **Perception** DC 20; **Disable Device** DC 20

**Trigger** proximity; **Reset** none

**Effect** nauseating vapors (succeed on a DC 17 Fortitude saving throw or become nauseated for 2d4 rounds); multiple targets (all targets within a 20-ft. radius)

**Effect** branding (attack +10 touch, 1d4 fire damage and take a –2 penalty to all Charisma-related checks for 1d3 days)

**Adjusting the Trap:** Using the properties of a magnet to trigger a trap could provide you with all kinds of interesting ideas for PC-based trapmaking. Of course, GMs might enjoy the idea of setting up a

cauldron in a dungeon that, with the addition of one simple ingredient, could create a smoking, noxious environment for combat.

## RELIGIOUS FEAR TRAP

*“If it wasn’t for the fact that we are the target of their zealotry, I would have found them very commendable people. What do you think, Gavin?”*

*Gavin just looked at Stephan, amazed at how the wise could be so stupid. The fool prattled on while they made their escape from the cultists’ den.*

*“They are catching up to us,” Gavin noted during one of Stephan’s few silences. “Give me your spare holy symbol and that everburning torch you are so fond of.”*

*Stephan handed the items over, and Gavin started working on them as they jogged farther.*

*“What are you doing?” Stephan asked.*

*“Shut up and have a little faith. And grab that pole while you are at it.”*

In a world where gods walk the earth, belief is replaced by knowing. Although trapsmiths usually try to hide their efforts, they acknowledge that sometimes the certainty of a trap can paralyze the mind.

The religious fear trap exploits those certainties. A thick, circular layer of chalk demarcates the beginning of the trap. Stepping close sets it off. The trapsmith ties an everburning torch to one end of the pole and a sack of chalk to the other. Triggering the trap cuts the sack open and, as it loses weight, the everburning torch will shift position due to a leveraging effect. The light of the torch will strike the holy symbol at differing angles as it moves. The shadow of the holy symbol will creep toward the circle of chalk. When the sack of chalk is empty, the shadow of the holy symbol will rest inside the circle. While the mechanical aspect of the trap is pretty straightforward, its effect on the target’s morale can be devastating as fear and doubt lead to inaction.

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### RELIGIOUS FEAR TRAP

CR 4

**Type** mechanical; **Perception** DC 20; **Disable Device** DC 20

**Trigger** location; **Reset** none

**Effect** fearful fascination (succeed on a DC 15 Will save or become fascinated for 4d4 rounds); multiple targets (all who can see the circle of chalk and the creeping shadow of the holy symbol)

**Effect** unsafe passage (trying to cross the circle of chalk and its shadowy holy symbol requires strength of will; succeeding on a DC 15 Will save allows a target to cross the circle; a target receives a +4 bonus to this saving throw if he or she has seen a crossing of the circle); multiple targets

## SEARING AND SNATCHING TRAP

*With the tip of his boot, Gavin prodded the body lying on the kitchen floor. No response. Wedging his foot under the body, he turned it on its back. Zaron’s vacant eyes met his, and Gavin noted the look of mild surprise fixed on the mage’s face. He guessed that magically retreating hadn’t paid off this time for Zaron. Rifling through Zaron’s robes yielded a wand.*

*The Ederes family was out looking for Gavin, but they would return for Zaron to make a meal out of him. He hadn’t liked Zaron all that much, but sparing his body from the cannibals would be a last act of kindness. Slowly turning around, he spotted a frying pan, a large bottle of lantern oil, and Zaron’s discarded quarterstaff. Gavin bared his teeth in a wide smile as a fitting trap occurred to him.*

Cooking is a lot like trapsmithing: You take several different ingredients and you combine them to make something special—something delicious. The searing and snatching trap is also a delicious combination of items. A wizard’s wand acts as a glorified tindertwig, igniting the oil in the frying pan. The frying pan, which is attached to a pole, launches the flaming liquid upon a foe. As a bonus, the pan will sear itself to the target, effectively grappling him or her for at least a few moments.

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### SEARING AND SNATCHING TRAP

CR 3

**Type** mechanical; **Perception** DC 19; **Disable Device** DC 20

**Trigger** location; **Reset** none

**Effect** flame fried (attack +10 touch, 3d6 fire damage plus searing snatch)

**Effect** searing snatch (the target gains the grappled condition and cannot move farther than 10 feet; overcoming the trap’s CMD of 25 frees the target from the grapple; alternatively the target can destroy the 10-ft. pole to free itself [hardness 5, 10 hp])

## SLIPPERY STEEL MIRROR TRAP AND OTHER SUCH DEVICES

*“There goes my reputation,” Gavin mused.*

*“Renowned trapsmith caught in baroness’s boudoir.”*

*Being spotted by the household guards had been careless. Getting cornered by those same guards in the baroness’s chambers was unforgivable. If they caught him, well, that would be his undoing. Gavin took in his surroundings: He saw a steel mirror and a carefully stacked pile of scented soaps. Trapsmithing thoughts formed as Gavin hands reached for his climbing kit and the flask of acid he had purchased to breach the baron’s vault.*

Trapsmiths love alchemy and the lethal treasures it produces. Frequent purchases and use inevitably leads

to some working knowledge on the topic of chemical reactions, such as what happens when you mix an acid with a base and the concepts of lubrication and pressure.

Soap can be a wonderful lubricant when used properly. Applying some to a steel mirror and placing it just right can trip a target up.

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**SLIPPERY STEEL MIRROR TRAP** **CR 1**

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**Type** mechanical; **Perception** DC 16; **Disable Device** DC 16

**Trigger** location; **Reset** none

**Effect** succeed on a DC 15 Reflex save or fall prone

Soap is an excellent base for acid-base reactions.

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**CAUSTIC BUBBLES TRAP** **CR 1**

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**Type** mechanical; **Perception** DC 16; **Disable Device** DC 18

**Trigger** location; **Reset** none

**Effect** caustic bubbles (3d6 acid damage, DC 15 Reflex save for half damage); multiple targets (all targets within a 15 ft. cone)

Pitons pierce flesh as easily as they do stone—all you need is pressure.

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**PRESSURIZED PITON TRAP** **CR 1**

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**Type** mechanical; **Perception** DC 15; **Disable Device** DC 15

**Trigger** location; **Reset** none

**Effect** attack +20 ranged (1d4+7/×3)

Or, if you want to be less frugal with the resources at hand, you can easily build a soapy slide and sour staking trap. The mirror is coated with soap and trips up the target unless he or she succeeds on a DC 16 Reflex save. From the ceiling, acid-covered pitons fall upon the target.

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**SOAPY SLIDE AND SOUR STAKING TRAP** **CR 1**

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**Type** mechanical; **Perception** DC 16; **Disable Device** DC 15

**Trigger** location; **Reset** none

**Effect** soapy slide; DC 16 Reflex save to avoid falling prone

**Effect** sour staking; (attack +9 melee, 2d6 plus 2d6 acid damage)

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**SMOTHERING FIRE TRAP**

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*Shivering, Gavin longingly gazed at the dungeon's exit, then at the dim light coming from the dangling, crude chandelier above him. All that stood between him and freedom was a burly half-orc. Gavin drew the bedroll he used as a makeshift cloak closer around his naked form as a cold draft started up. Ordinarily, a single half-orc shouldn't pose that much of a*

*problem to a man with his abilities, but without his weapons and armor—or clothes for that matter—Gavin wasn't feeling particularly brave. He would have to resort to trickery, and he needed to use the environment to help him do so.*

When life gives you lemons, you make lemonade, or so the saying goes. When the adventuring lifestyle leaves you naked beside a crowbar, a bedroll, a mirror, and a flask of oil, though, and when the environment helps in some manner with existing mechanisms (such as an overhead lighting element that uses rope or chain and other useful bits), you make a smothering fire trap.

The smothering fire trap first slams a crowbar into the target's shins. This deals 1d6 damage, and the target must succeed on a DC 14 Reflex save or fall prone. From the ceiling, the bedroll, weighted down with carefully broken shards from a mirror, drops and covers the target, effectively grappling the target. The shards, which have been hooked into the bedroll's cloth, also snag at the dungeon's rough floor, plus the clothing or armor of the target. For a final effect, the bedroll is soaked with oil and is set aflame. (Any loose organic material in the room could also be drenched with oil and placed directly under the trap.) This ruins the bedroll and makes it easier for the target to escape its clutches.

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**SMOTHERING FIRE TRAP** **CR 1**

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**Type** mechanical; **Perception** DC 19; **Disable Device** DC 15

**Trigger** location; **Reset** none

**Effect** crowbar shin slam (attack +7 melee, 1d6 damage; in addition, the target must make a DC 14 Reflex save or fall prone)

**Effect** smothering bedroll; the target is grappled and must defeat the bedroll's CMD of 22 to break free.

**Effect** burning bedroll; treat as the *heat metal* spell, plus the target gains a cumulative +1 bonus to its check to defeat the bedroll's CMD of 22 for each round that it remains grappled.

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**SNAPPING CHAIN TRAP**

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*The lock posed no challenge to his skills. After Gavin opened the door, he saw that the place was filthy and infested with vermin. He took a few steps in, dropped the items he had scavenged from all over town on the floor, and closed the door behind him. The sledgehammer, the rusted length of chain, and the bag of sand hit the floor, stirring up dust. He could have spent some coin to acquire some better quality items, but this target didn't deserve that. He deserved something, but not that.*

*Gavin went to work setting up the device, then he took the folding chair, the only item that he had spent money on, positioned it just right, and then sat down on it.*

*A shuffling sound outside the door alerted him that his quarry was approaching. The door creaked open, and moonlight shined on the face of his target. Gavin saw surprise and incredulity shift into anger as the man's expressions changed.*

*"What do you want?" the target spat.*

*"I am here to watch you die" Gavin replied.*

What people don't realize is that trapsmiths are killers. The worst kind of killers—the kind who kill for money. They accept a contract from a patron, and death is the end result. But the blood that inevitably flows does not stain the trapsmith's hand as much as an assassin's, so society accepts the trapsmith and reviles the assassin. This also means that trapsmiths don't receive the wary respect that assassins get in spades.

The snapping chain trap is usually used to quickly dispatch intruders. It requires some knowledge of humanoid biomechanics. When set up properly, the sledgehammer strikes the body just below the sternum, causing the upper body to flinch forward. This exposes the neck and allows a chain to be wrapped around it. The chain is then tightened by a falling bag of sand, snapping the neck and causing instant death.

#### SNAPPING CHAIN TRAP

CR 8

**Type** mechanical; **Perception** DC 25; **Disable Device** DC 23

**Trigger** location; **Reset** none

**Effect** sternum slam (attack +18 melee, 2d6 damage + snapping chain)

**Effect** snapping chain (the target must succeed on a DC 20 Fortitude save or die; if the target succeeds on the save, it still is sickened for 2d4 rounds and falls prone)

#### STEAMER TRAP

*Shivering from the cold, Gavin stared through his spyglass, looking over the cultist's compound. They worshiped an ice demon, but that didn't stop them from staying inside. Judging from the smoke that spiraled up from the chimney, the cultists were keeping themselves very warm.*

*"Hypocrites," Gavin spat.*

*Gavin reached for one of his trail rations. He needed to keep his strength up, but the frigid lumps of food weren't very appetizing. Gavin had to restrain himself from throwing the ration away. That wasn't in his best interest, and he always kept that in mind.*

*"I just want a hot meal," Gavin muttered.*

*Starting a fire would give his position away but there must be something he could do. An idea came to him. He took a look at the pale sun above and positioned his spyglass just right. He filled an empty potion vial with some snow and wrapped his bedroll around the vial. It would take awhile, but the snow would melt, then the water would boil, and the*

*steam would heat his ration. Then he would have his hot meal.*

A trap is nothing more than a contraption, and those can be used for good or bad. Traps used for good are often called boon traps.

#### STEAMER TRAP

CR 1

**Type** mechanical; **Perception** DC 20; **Disable Device** DC 20

**Trigger** location; **Reset** manual

**Effect** warmed ration (treat as a *prestidigitation* effect)

The market for boon traps is quite limited, and patrons are more interested in baneful effects. Substituting the snow with something more explosive, such as alcohol, and adding something that can function as shrapnel, such as caltrops, turns the steamer trap into something dangerous.

Tripping the trap swings the spyglass and its hot beam of light to the container, igniting the alcohol and sending caltrops flying everywhere.

#### SHREDDING SHRAPNEL TRAP

CR 2

**Type** mechanical; **Perception** DC 20; **Disable Device** DC 20

**Trigger** location; **Reset** none

**Effect** conflagration (2d6 fire damage; succeed on a DC 17 Reflex save to avoid); multiple targets (all targets within 10 ft.)

**Effect** shrapnel (attack +10 ranged, 2d4 damage); multiple targets (all targets within 30 ft.)

#### TOXIC TRIPPING TRAP

*Running through the forest, Gavin silently congratulated himself. Things were going splendidly. The werewolf pack was hunting him down, and, if everything went according to plan, they would trouble the baroness no more.*

*No sooner had he finished the thought than the ground rose to meet him. Dazed, Gavin picked himself up and looked at the hunter's snare that had tripped him. The irony didn't escape him as the werewolves howled and he could hear them rushing through the forest. So much for the carefully laid-out trap he had planned for the werewolves. He needed another one now.*

*He had a bag of caltrops on him, a candle, and some leftover alchemical silver from the planned trap. Eyeing the snare, he added rope to his list. The werewolves were closing in—no pressure. No pressure at all.*

Everything is a weapon or can be made to serve as a weapon. To make the toxic tripping trap, you first need to light the candle so you have access to hot wax. Cut the rope into appropriate lengths and use the wax to



attach the caltrops to the pieces of rope. Now dip the caltrop points in the candle's wax and then add a layer of alchemical silver over it.

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**TOXIC TRIPPING TRAP****CR 3**

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**Type** mechanical; **Perception** DC 19; **Disable Device** DC 20

**Trigger** location; **Reset** none

**Effect** ballistic bolas (the toxic tripping trap has a CMB of +10; make an attack; if the attack defeats the target's CMD, then the target falls prone); multiple targets (all targets in a 30-ft. cone)

**Effect** puncture (all who are affected by the ballistic bolas effect take 1d4+1 piercing damage from the silver-tipped caltrop spikes)

**Effect** blueface poison (all who suffer damage are infected with 1d3 doses of blueface poison)

**BLUEFACE POISON**

**Type** poison, injury; **Save** Fortitude DC 14

**Frequency** 1/round for 6 rounds

**Effect** 1d2 Con damage to lycanthropes while they remain in their hybrid or animal forms; **Cure** 1 save

Blueface poison is nothing more than a silvery solution that when introduced to humans turns their skin blue. Lycanthropes, however, experience an excruciating burning sensation while they remain in their hybrid or animal forms.

**GM Advice**

Against other targets, the following poisons can be used: black adder venom, bloodroot, blue whinnis, greenblood oil, and small centipede poison.

**TROLLBOON TEETH TRAP**

*"And these are the teeth of a vampire. I've forgotten his name, but I'll never forget the look on his face when I knocked them out." Thundar the Mighty grinned widely before moving to the next display in the former warrior's trophy room.*

*As he followed his host, Gavin didn't doubt a word Thundar the Mighty said. Even at his present age, the man could tear him in half.*

*"Oh, and look here," his host said, pointing at the next display. "This is the hand of a troll. We grappled a bit, and then I tore its hand straight off. It grew back, of course, but he didn't want to mess with me any more. After I killed the thing, I had its hand magically treated so that I can display it here. Don't you worry a bit about it regenerating back into a full-size troll!"*

*Thundar's rumbling laughter would have been infectious if Gavin's head didn't pound so much due to the bout of drinking they'd done the night before. As they moved to the next display, he snagged the hand from its open case. He now had in his possession the two items he needed for his trap.*

*Later, when his host was distracted by an unexpected arrival, Gavin carefully took the vampire's teeth and pressed them deep into the rancid hand of the troll, causing a bit of fluid to leak. With pliers, he removed the teeth and then mounted them on the tiny springs that he had placed in a spatula*

*They said Thundar's cook, Arbeck, continually boasted about never having been beaten in his own kitchen. Well, there was a first time for everything—though perhaps Arbeck wasn't expecting to be beaten in quite this manner.*

Trapsmiths love nature. Why come up with something deadly yourself when nature might have already developed and perfected exactly what you need? A trapsmith need only mix and match together the deadly ingredients. A vampire's teeth are sharp, and a troll's regenerative powers are well known. What isn't as well known is that you need to have a troll's constitution for the regeneration aspect to work as it does for the troll. The fluid from this particular troll's hand can wreak havoc with a target's metabolism when its unique properties enter the target's bloodstream through a wound.

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**TROLLBOON TEETH TRAP****CR 5**

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**Type** mechanical; **Perception** DC 20; **Disable Device** DC 20

**Trigger** touch; **Reset** none

**Effect** spring-loaded teeth (attack +20 melee, 1d4+1 damage plus 5 bleed damage and trollboon)

**Effect** trollboon (the target must succeed on a DC 20 Fortitude check or its metabolism goes into overdrive; the target takes 1d3 Constitution damage each round for 10 rounds on a failed check; if the target succeeds, it gains regeneration 5 for 10 rounds)

**Adjusting the Trap:** This particular trap could be set up within chests and other locations that a PC might not want someone getting into.

# STICK IT TO THE ROGUE: TEN LOCKS TO FRUSTRATE NIMBLE FINGERS

*Danril had timed it perfectly. The watchmen were not due back in this corridor for ten more minutes, which was plenty of time to make short work of the lock and slip into the records room. His client would pay well for the deeds to those abandoned properties. A careful and thorough check for traps revealed a magical alarm, easily and methodically disarmed.*

*Danril's smug expression quickly abandoned his face when a small burst of blue light flashed, and he discovered that his lockpicks had frozen in the lock. Almost immediately the ice crystals began to melt but as the footsteps of the guards echoed around the corner, the tumblers and his tools were still locked in an icy embrace . . .*

In a party with a self-respecting burglar, the most difficult locks on the market often merely delay the raiders for a minute or two while the rogue figures them out. Detailed below are ten magical and mundane enhancements for your *Pathfinder Roleplaying Game* to discommode, delay, and otherwise bamboozle those sticky-fingered pests.



Identifying locks requires a dedicated Perception check by a character trained in Disable Device (the trap spotter rogue talent grants a free check, determined in secret by the GM). As part of a search for traps, the searcher may incidentally recognize the lock, albeit at a –20 penalty (the examination of many elements in addition to the lock splits focus). The DC for identification equals the lock's DC modified by the highest level of any spell used in its fabrication. Identifying the aura of a magic lock reduces the DC to identify it by 5. The Trapfinding class skill is required to disable magical locks and its bonus applies to all associated Perception checks.

All Reflex saves associated with these locks are modified by the Trap Sense class skill. The magical component of a lock may be disabled with an appropriate counterspell. A readied counterspell automatically succeeds when the lock is disabled normally. When taking 10 or 20 to disable the lock (or to counter the magic for future attempts), a caster must succeed on a caster level check equal to half the lock's DC plus the caster level of the lock. Any spell penetration feat or similar bonus applies. Resetting magic locks reset after 5 minutes, or the duration of the counterspell, whichever is greater.

The prices of enhancements are presented as an addition to or multiplier of the price of the mechanical lock they modify. Multiple mundane enhancements increase the cost of each element by 50 percent, including the lock itself. Multiple magical enhancements cannot be stacked unless specifically noted in the item description.

Although these locks do not have an inherent challenge rating, the GM may consider increasing an associated encounter by 1 CR as if favorable terrain exists, should the presence of the lock impact tactics.

### BLISTER LOCK

**Aura** faint transmutation; **CL** 3rd  
**Slot** none; **Price** +300 gp; **Weight** 1

#### DESCRIPTION

This lock grows red hot to the touch, conducting the heat through the lockpicks and searing fingers. The burglar takes a –8 penalty to all Dexterity- or Strength-based skill checks (including the current check) that utilize hands until the burglar receives magical healing or the benefits of a DC 23 Heal check. If the rogue takes 10 or 20, the heat builds gradually, warming to the touch in the first round, dealing 1 skill penalty point of blistering in round 2, 2 points each in rounds 3–5, and 1 point in round 6, after which the lock cools. A Disable Device check may be aborted with a DC 13 Reflex save (or voluntarily at any point while taking 10 or 20) to avoid damage, but the lock remains engaged. The lock must deliver 5 points of skill penalty damage for the magic to be expended. *Chill metal* also counters this lock.

**Perception:** Lock DC +2

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *heat metal*; **Cost** 150 gp

### FLARE LOCK

**Aura** faint evocation; **CL** 1st  
**Slot** none; **Price** +250 gp; **Weight** 1

#### DESCRIPTION

The mechanics of this lock emit flashes of light. A DC 10 Fortitude save is required to take 10 while disabling this lock. Two successive saves are required to take 20 (failure of the second results in failure after 1 minute). The rogue talent quick disable allows a rogue to take 20 with a single Fortitude save. Even with successful saves, the flashing distraction increases the Disable Device check of the lock by +1. The flares go dormant and reset when intruding devices are withdrawn.

**Perception:** Lock DC

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *flare*; **Cost** 125 gp

### GREASED LOCK, GREATER

**Aura** faint conjuration; **CL** 3rd  
**Slot** none; **Price** +1,500 gp; **Weight** 1

#### DESCRIPTION

This device secretes an oily film, increasing the Disable Device check by +10. The grease lasts for 3 minutes, after which it evaporates and the device resets.

**Perception:** Lock DC +1

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *grease*; **Cost** 750 gp

### GREASED LOCK, LESSER

**Aura** faint conjuration; **CL** 3rd  
**Slot** none; **Price** +150 gp; **Weight** 1

#### DESCRIPTION

This device secretes an oily film, increasing the Disable Device check by +10 for 3 minutes, after which the greasy residue evaporates.

**Perception:** Lock DC +1

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *grease*; **Cost** 75 gp

### ICED LOCK

**Aura** faint transmutation; **CL** 3rd  
**Slot** none; **Price** +300 gp; **Weight** 1

#### DESCRIPTION

Ice and frost freeze this device when someone tampers with it. The ice melts after 7 minutes, reduced by 1 minute for every point of magical or alchemical fire damage delivered to the lock. Success on a DC 13 Reflex save indicates that the lock is disabled prior to freezing, although the ice must still melt before opening. *Heat metal* also counters this lock.

**Perception:** Lock DC +2

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**CONSTRUCTION**

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**Requirements** Craft Wondrous Item, *chill metal*; **Cost** 150 gp

**SLUGGARD'S LOCK**

**Aura** faint transmutation; **CL** 3rd

**Slot** none; **Price** +750 gp; **Weight** 1

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**DESCRIPTION**

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Failure to succeed on a DC 14 Will save requires the thief to take 10 or take 20 on the Disable Device check. Even with a successful save, the time required to disable the device is doubled.

**Perception:** Lock DC +3

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**CONSTRUCTION**

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**Requirements** Craft Wondrous Item, *slow*; **Cost** 375 gp

## MUNDANE LOCKS

**ARMING LOCK**

**Weight** 2 lbs **Price** (+100 gp × CR of the trap)

Disarming this lock arms an associated trap. Prior to disabling the lock, a successful search for traps reveals the trap to be previously disarmed or broken. If the Disable Device check exceeds the DC of the lock by 10 or more, or if the rogue has the trap spotter talent, an immediate Perception check may be made to discover the trap when it is armed. This check is rolled in secret by the GM.

**FALLING HINGES**

**Weight** 5 lbs **Price** × 2 gp

The hinges of this door connect to its inset lock and a bypass in the room it opens into. Failure to engage the bypass or to disable the hinges causes the door to fall inward when opened, creating difficult terrain in the 5-ft. square in front of the door. If opening outward (from within the room), the user must make a DC 10 Reflex save to avoid the falling door and remain in the square, or must take an immediate 5-ft. step to avoid it.

Disabling the hinges requires a second Disable Device check equal to half that of the lock. The Perception check to locate the bypass equals the lock DC.

**HINGE LOCK**

**Weight** 5 lbs **Price** × 3 gp

The mechanics of this device connect to two locking hinges. The primary lock and hinge-locks must be disengaged simultaneously. Although the primary lock is standard construction, the simpler hinge locks permit an untrained Disable Device check. On a standard-sized single door, manacles, or chest, the positioning of the locks and hinges allow two Small or Medium creatures to work side by side—a third may squeeze in to work at a -4 penalty. Alternatively one person may attempt to disengage any two of the three elements with a single check, taking a -8 penalty to both Disable Device checks, or -2 if the person has the Two-Weapon Fighting feat. Larger doors or objects do not permit one person to manipulate two elements, but squeezing is not required. All three elements must be disengaged simultaneously, so it is not possible to take 10 or 20 on these checks. The DC to disengage each hinge lock is half that of the primary lock. A single *knock* spell may disable this device.

**RELOCKING KNOB**

**Weight** 2 lbs **Price** +(2 gp × Lock DC)

This doorknob or latch works in conjunction with an inset lock. When the lock is disengaged (either with the key or a successful Disable Device check), the knob arms itself. Turning the knob re-engages the lock (but does not reset any magical effect). A dedicated Perception check (or an immediate check from a rogue with the Trap Spotter feat) equal to the Disable Device DC provides warning. The bypass is simply to push or pull open the door, or raise the lid of the locked object without turning the knob.

# MENAGERIE OF MISCHIEF

Thieves are perhaps some of the most clever and capable people throughout the realms, but not without help. Even the best of the best in the darkest of alleys or those at the highest of the assassin orders require the use of tools to achieve their goals. Although some items are common to thieves and their ilk, as we see with daggers and lockpicks, the items contained herein can be found only in the darkest corners of the world. These items are technologically advanced, inconspicuous, and curious, and they might even seem useless to those who aren't in the know regarding their capabilities.

## SYSTEM NEUTRAL GUIDELINES

The following items are aimed at fitting into any fantasy campaign setting, and they could turn up anywhere, for any reason, at any time, and at any price. If an item seems too powerful or out of place for you and you still want to use it, remember that payment doesn't always come in the form of coin, and even the simplest of items might be a rarity.

Since no two games are alike, please adjust the items accordingly and keep in mind that though each item has an intended purpose with a few guidelines, they are yours to run wild with. These items are aimed at a wide array of rogues, thieves, cutpurses, assassins, and other shady types, and the word 'rogue' and 'thief' is used interchangeably throughout this section. Each item has some grounding in rules as far as how long they last or how they activate but you'll not find any mention of bonuses or penalties to Armor Class or ability scores—that stuff is up to you and your GM!

## METHODOLOGIES

There are many ways to deal with problems as a rogue, and the solutions for those problems usually call for a few good items or tools. Everyone has their own preferred method and style of accomplishing their goals. As one who skulks in the shadows knows, there are typically four main categories in which the tools you use fall under. Those items classifications are avoidance, deterrent, elimination, and subterfuge. Of course, brute force is also an option, but any silver-tongued sneak who wants to live to fight another day knows this is often a last resort.

An avoidance item's main purpose is to entirely escape whatever threat or factor might get in the way of a one's goals. Deterrents are mostly used as distractions and other ways to manipulate, slow, or re-route targets. Elimination items aim to entirely do away with problems, be it items, ideas, or interlopers. Elements of subterfuge are used to deceive or go unnoticed so that the item's user can gain the upper hand.

This collection of items is labeled accordingly for quick reference: (A)voidance, (D)eterrent, (E)limination, or (S)ubterfuge.

## RARITY, LOCALES, AND COST

A good fence, a guild vault, a gifted heirloom, a gold-toothed grafter—all are places where these mundane and marvelously complex trinkets and treasures can be found. Listed are some of the locales you'll often find them in, their availability (common, uncommon, rare), and their average cost (cheap, moderate, expensive, priceless).

Common items can be found via your average fence or perhaps even some of the shadier general goods vendors. Uncommon items typically show up only in larger cities or places of frequent trade in locales where crime syndicates operate. Rare items can be found only through highly sought-after fences, guild vaults, dungeons, and noted heirs of particular assassin orders.

An item's rarity does not mean it is necessarily costly, though this is often the case. Items listed as cheap are often 2 or 3 times the cost of an average meal each, whereas moderately priced items are going to cost about double what you'd pay for a more mundane solution. Expensive items are going to require quite a haul in whatever valuables you can cough up alongside coin, and priceless items cannot be obtained with mere wealth—you'll have to do something special to obtain them. In fact, priceless items are often given in exchange for quests, favors, or debts measurable only in blood.

## WEAPONS, AMMUNITION, AND EXPLOSIVES

These weapons are ones that deceive, confuse, and act contrary to their more mundane counterparts. They may not be dripping in magic, but you can cherish them like

a long-lost artifact because they may make a world of difference when achieving your questionable pursuits.

## Ammunition

**Liquid Arrows (D, E, S):** Liquid arrowheads are crafted from an alchemically manipulated steel that will instantly fall apart on impact. The arrowheads can be filled with several ounces of water, oil, acid, or other substance the creator desires. These arrows must be properly stored to avoid breakage and aimed carefully. Due to the added weight on the end of the arrow, the trajectory and arc at which they travel is changed significantly, so practice with water-filled arrows is typically advised. Liquid arrows filled with water are also commonly used among many thieves' guilds: Members douse torches from long distances to provide added cover of night or they are used as simple distractions.

**Rarity:** Uncommon

**Cost:** Cheap—Moderate

**Vanishing Munitions (A, S):** Arrows, bullets, bolts, and any other projectiles can be crafted from vanishing dust. Sometimes simply called dust shot, the substance used to create vanishing munitions is harvested from tombs and other long-abandoned places, then it is packed tightly into the shape of arrowheads or sling bullets. Vanishing munitions deal no damage but instead burst into a cloud of thick and chalky smoke in a 5-ft. by 5-ft. area that provides concealment to those within and blocks view to those behind it. Best fired at the ground and used for making surprise entrances and exits, they also cover nearby objects in an extremely fine slate gray dust. Vanishing munitions can also be used to gag and choke foes if shot directly at them.

**Rarity:** Common

**Cost:** Moderate

**Bedlam Arrows (D):** Outfitted with what are typically regarded as celebration explosives that whirr, spin, pop, and crackle, these arrows make for a great diversion. Small packets containing bits of dried parchment and alchemical reductions are affixed to the shaft of an arrow or bolt. A small pull string on each one must be torn off to activate it, and within 20 seconds they begin to burn in bright color patterns, shooting sparks and making loud popping noises that last for 1 minute. Perfect for distracting guard dogs, drunkards, and other easily amused creatures from afar.

**Rarity:** Uncommon

**Cost:** Moderate

## EXPLOSIVES

**Rust Bomb (E):** A shoddy brass or iron shell encases a mechanism that disperses a thick gas able to quickly

fill a small room. This gas turns all metallics inside the area into corroded garbage. Rust bombs were once an item only dwarven craftsmanship could provide, but they have proven to be so popular that over the years they are easily manufactured as long as the rust monster glands needed to produce the gas are available. They make for great heist tools and are ideal for turning small militia armories to dust. The gas from a rust bomb fully disperses within 30 seconds and softens metals within 1 minute. A full 60 minutes of exposure to rust bomb gas completely destroys any metallic substance, turning it completely to a moist brown dust.

**Rarity:** Common

**Cost:** Moderate

**Moss Grenade (E, S):** These grenades are crafted from the soft yet resilient carapaces of giant beetles that are packed tightly with quickly spreading moss that expands out in every direction once the casing of the grenade has been broken. The moss grenade serves a double purpose in that it provides a silent traversal surface for those stepping on it and it also releases a cloud of choking spores that can irritate the senses of enemies or even knock them out cold. It's not advisable to attempt to walk over a freshly deployed moss grenade until after a minute has passed, or without proper facial covering to prevent inhalation.

**Rarity:** Uncommon

**Cost:** Moderate

**Grease Pod (D, E):** Crafted from the linings of animal intestines and thinned hides, grease pods create a slippery mess sure to fumble any foe. They are often planted in places so that they are stepped on, or they are dropped from above, or sometimes the smaller pods are launched from slings. After the pods burst, they create a 10-ft. by 10-ft. area of slippery grease; sling munitions create a roughly 3-ft. by 3-ft. area of grease. Sometimes these pods are filled with oil as well, typically followed by flaming arrows or fire magic for an incinerating combo.

**Rarity:** Common

**Cost:** Cheap

## WEAPONS

**Gemjack (E):** Part jeweler's eye, part blackjack, 100 percent inconspicuous. This blackjack is made from an alchemically treated retractable metal tube that makes it hard as steel and light as a feather. Its hollow center is fitted with a sturdy lens in either end, which allows it to double as a jeweler's eye for inspecting gems and other small valuables. As a weapon, it functions as if it were a masterwork club.

**Rarity:** Rare

**Cost:** Moderate

**Widow's Smile (D, E):** This dagger is said to be one of a kind and was reputedly once owned by a great assassin and master of illusions. Dedicated to all things that were fake, he spent a great deal of his old age enchanting his possessions with powerful magic and preparing for his death and subsequent new life as a lich. His personal blade, the Widow's Smile is said to have many facsimiles that were created to operate similar to the original, but only the true blade holds the power to create a duplicate of itself. The Widow's Smile and its replicas allow its user to conjure an illusory group of d6 assassins that step from the shadows to aid its wielder. Those who are stabbed by it and survive also suffer terror-filled dreams and hallucinations during their waking hours. These blades acts as a +3 magic weapon, while the true Widow's Smile acts as a +5.

**Rarity:** Rare

**Cost:** Priceless

**Gearheaded Mace (E):** At first glance, this mace looks more like a common sap than anything, aside from the small protrusions that line the head of the weapon. Each one of these protrusions is actually a button. When pressed, the weapon begins to click and whirr and transform into something entirely different. The head of the gearheaded mace can flare out into several different-sized cogs and pulleys, or transform entirely into a short sword, club, or two separate daggers. A button on the bottom of the handle allows it to retract and reform back into its mundane guise. This weapon functions as a +1 magic weapon for all attack and damage purposes, but it is not actually magical.

**Rarity:** Rare

**Cost:** Expensive

## TOOLS AND TRICKS

Where would rogues be without all their tools? Sure, lock picks and the occasional crowbar are practically a thief's best friend, but what about precision instruments for all those trickier situations and heavily guarded areas? We've got just the thing.

**Stink Stick (A, D, S):** This small cylindrical device is about the size of a baton and crafted from a shiny black metal. It has several slats that slide up and down across its surface. Each of the slides open to unleash a gout of potent scent that quickly billows out to fill a 30-ft. by 30-ft. area with a very pungent odor. Typically olfactory jammers have five or six scents "built in"—commonly things such as fresh meat, baked goods, rain, rot, and animal urine. First used by hunters and pranksters, these devices have also found many uses in the underbellies of society as well.

Often used for distracting guard dogs or fooling predatory creatures, stink sticks have as many uses as one can dream up. More scents can also be acquired

since placing a sample of a desired smell within a vacant slot begins a process that amplifies and proliferates an identically scented harmless gas that is ready to be unleashed within an hour's time.

**Rarity:** Uncommon

**Cost:** Moderate–Expensive

**Clarion Key (S):** Sometimes also called a fate cutter, a clarion key is a scrying stone that is as hard, if not harder than a diamond. The hardness of the gem allows it to double as a fantastic glass-cutting tool, able to slice through glass up to 3 inches thick. The stone itself was the invention of a once-great thief turned archmage who spent his life's work attempting to find ways to control the fates of those who dwelled within the capitol city he called home. The stone can perform minor auguries and act as a scrying device, allowing for clever cutpurses to get a leg up on being in the right place at the right time—and giving them additional aid in getting into said places.

**Rarity:** Uncommon

**Cost:** Costly

**Iron Oculus (S):** This item is only for the most absolutely dedicated and perhaps masochistic spies who desire an enhanced view of the world. A meticulously crafted sphere of magic and metals complete with precision lenses, reticles of silver, and a fine iron aperture is placed into the eye socket during an expensive and dangerous surgery. The procedure itself can be performed only by the steadiest of hands and weakens the body permanently. As a result, a character with an iron oculus will permanently lose some hardness in exchange for this new gift.

This permanent eyepiece allows its user to see up to ten times the normal distance without any reduction in detail and also provides darkvision. An iron oculus gives off a faint bluish white glow from the inner magic that makes them possible, and they are therefore typically covered with an eye patch or hood since they are unable to be passed off as a regular eye.

**Rarity:** Rare

**Cost:** Expensive

**Lesson Locks (D, E):** Used for training fledgling rogues, ordinary practice locks don't serve much more use beyond their obvious scholastic value. The difference with lesson locks is that after they have been successfully bypassed, they can be armed to explode the next time a tool is slid into the keyhole, or the bolt can be pulled from the lock, which gives it a 10-second timer before detonation. The explosion is a forceful one for such a small device and sends the metal shards from the lock out into exposed flesh as well. These locks are great for getting past security since they seem like ordinary locks to an outsider, and also make for great booby traps.

**Rarity:** Uncommon

**Cost:** Moderate

**Scouting Orb (S):** Sometimes referred to as a “rogue’s familiar,” these floating spheres of precious metal and clandestine magic are used only by the wealthiest and most prestigious of thieves and cutting-edge explorers. A scouting orb will delve into any area it is commanded and project back a three-dimensional image of its surroundings to an area designated by its operator. Magical prowess is not needed to use a scouting orb, since its user needs to know only a few command words and simply think them or say them aloud. The language of the command words the orbs interpret often vary, since it comprehends only the languages its creators allowed for, which largely depends on who, where, and when the orb was created.

Scouting orbs are made by a powerful ritual that takes several days and involves dozens of artisans and powerful spellcasters. The process involves a freshly harvested illithid brain, which is fused into a complex apparatus made of obsidian and platinum. The ritual itself can be performed only during a full moon and with only the finest materials. Scouting orbs are peculiar pieces of equipment since they sometimes, albeit rarely, retain some sentience of the illithid that was used to create them. When this anomaly is present in the orb, it sometimes results in inaccurate mapping, which often leads its navigators into grim situations.

Scouting orb commands are as follows: traverse, ascend, descend, survey, and return. Scouting orbs cannot move through impassable terrain but can otherwise navigate through water, gas, rough terrain, and tight spaces since they are typically only about 3 inches in diameter. The survey command forces the scouting orb to spend 1 full minute focusing on its surroundings, and during this period of time the orb hovers completely still and can detect intelligent life and simple mechanisms such as doors, pulleys, and gears within 50 ft. After a scouting orb has mapped out the entirety of the floor or level it is on, it will await further instruction in the last area it explored and will attempt to return to its user within 5 minutes of not receiving a command.

**Rarity:** Rare

**Cost:** Expensive–Priceless

## GEAR

What people wear often reflects what dwells in their hearts, even among the piece-mealed underbellies and clandestine oligarchies of the world. These bits of gear are often a lot more than they seem at first glance, especially when time for a second glance is never given.

**Dead Man’s Treads (A, S):** Referred to as “trackless boots” by the wizards who create them, these boots are intended for the silent study of subjects for arcane

research—but on the feet of a rogue they become an instrument of death, espionage, and betrayal. Simple soft leather boots mottled with specks of black dust allow the wearer to become ethereal and hover just above the ground upon uttering a command word. The effect lasts for 5 minutes and can be used again only after the boots are recharged, which the user must do by placing them on the feet of a dead person and burying this corpse for 24 hours.

**Rarity:** Rare

**Cost:** Expensive

**Magician’s Cuff (E, S):** First used for parlor tricks and improved upon by artisan leatherworkers of thieves’ guilds the world over, these sturdy leather bracers feature coiled springs that allow for instantly readied and hidden weapons. Somewhat bulky and best worn under loose-sleeved shirts and beneath darkened cloaks, these rather complex armguards have ample bindings that allow for daggers, wands, and small pistols to be holstered and hidden away. They can be triggered only by a precise flick of the wrist, which propels the weapon into an open hand. These cuffs are sturdy enough to support a dagger for plunging into a foe while simultaneously using that open hand to grab the foe.

**Rarity:** Uncommon

**Cost:** Moderate

**Multigloves (A, E, S):** These pairs of gloves are highly sought after due to their prestigious and omnipotent nature. They are truly an all-in-one solution for most anyone with deft hands. Rumors claim that they are crafted from the hide of a displacer beast, allowing for unearthly sleight of hand and unmatched quickness. The grip area of the gloves features the preserved hooks of squid tentacles, allowing its wearer to scale almost any surface with ease. The fingertips of each glove contain various picks and rakes for picking locks, and the index finger of each glove also houses a small pair of razor-sharp snips. The palm of each glove also houses a circular inlay: When the hands are pressed together and turned slightly, an extremely strong and sharp garrote wire is drawn out between each hand.

**Rarity:** Uncommon

**Cost:** Expensive



# WHISPERS OF WYRMHOOD

An adventure for 6th-level characters

Kobolds, scions of dragonkind, are destined to rule the world!

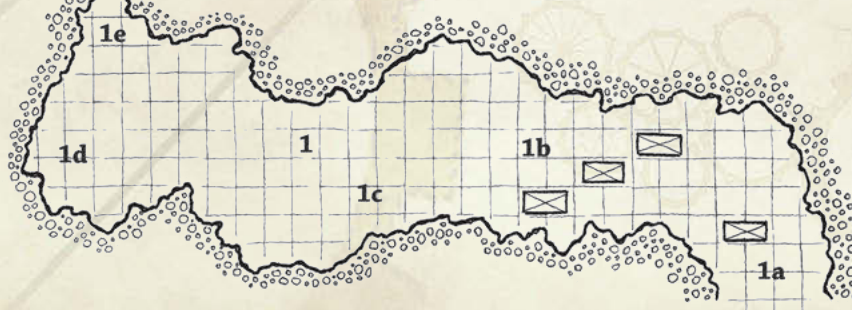
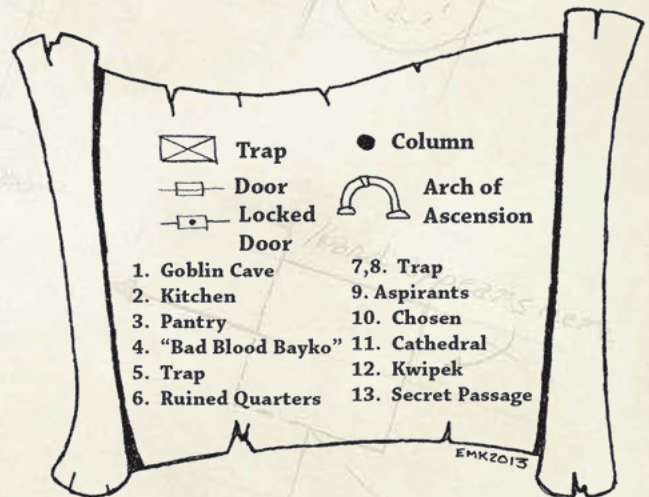
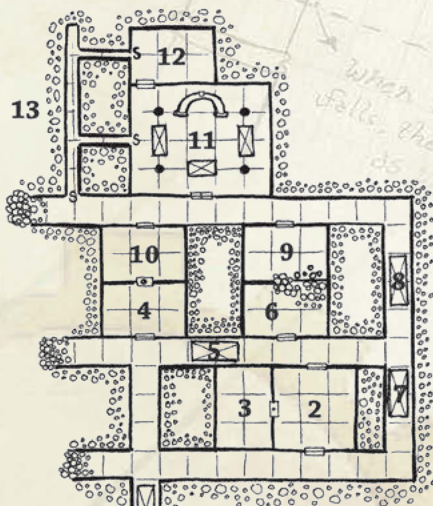
Many a kobold rabble-rouser has made this proclamation. Each time, though, this audacious statement was dismissed as being merely fevered kobold dreams. Now rumors fly about a charismatic kobold healer that has found a way to make this statement transition from something that intelligent beings scoff at and into something worth taking into serious consideration. Kobolds can become dragons, these rumors state. Some have seen this to be the case! Are these rumors true? If so, could it be that the rule of kobolds is at hand?

In this adventure, 6th-level player characters (PCs) are tasked by nervous authorities or anxious kobold kings to determine the truth of the rumors. Tracking kobold pilgrims to the place of their ascension is the

first step in ascertaining the truth of these rumors, and the adventurers should have no problem doing so. No, the problems facing the PCs truly begin when they reach Craggy Peak, a steep mountain that dominates the landscape. As they venture farther within the caverns they find, they discover all manner of traps, plus a power-hungry kobold who seeks to change the entire kobold race. Will the adventurers survive the traps and put an end to the schemes of a powerful kobold?

## Seeing the Traps in Action

“Whispers of Wyrmhood” is a quick and easy way to start using some of the traps in this book in your game. You can run this adventure as written, or you can use elements of it to see how you can start using some of the traps detailed in this book in your own campaign. Either way, you and your players will have a great time seeing



just how well that rogue or other trap-oriented person in the group deals with this element of the game. For your convenience, each trap in this adventure refers back to the page on which its details are more fully fleshed out.

## GETTING THE PARTY INVOLVED

The following hooks can be used to involve the characters.

- Lord Mayor Sebastian Graf, troubled by reports of kobolds on the move, asks the party to investigate this rise of kobold activity. He is willing to pay the party 800 gp for their troubles.
- Jiro IV, king of kobolds, has heard the rumors of the kobold Kwipek's ascension and does not want to lose his tin crown to this upstart healer. He asks the party to secure Kwipek's source of power and place it in his, more capable, hands. Jiro IV offers the party 800 gp for their time.
- The lure of Torheim entices the adventurers. The party discovers an ancient book or scroll detailing the location of lost Torheim. Drawn in by the lure of undiscovered treasure at this ancient dwarven ruin, the party arrives at Craggy Peak.

## BACKGROUND

The hatred that gnomes have toward goblins and kobolds is well known. A lesser-known fact is that goblins and kobolds have an intense hatred of each other. After exterminating a nest of goblins, a kobold warband discovered that the goblins' lair granted access to the ancient dwarven ruin of Torheim. The kobolds lost a few members to dwarven traps, but, in the end, they claimed the ruins as their own.

After venturing deep within Torheim, these kobolds found the Arch of Ascension. Kwipek, the band's leader, passed under the arch and transformed into a greater being. Kwipek's draconic heritage, having long lain dormant, activated. After recognizing the opportunity he'd been given, Kwipek sent out ambassadors to nearby kobold communities with a simple request: Join him in his ascension, as his band has.

### 1. GOBLIN CAVE

This cave was home to the Bloodeye tribe before Kwipek's warband butchered them all. At the entrance, the cave is 25 feet wide and roughly 10 feet high. The cave narrows as it bends westward before widening again. At its center, the cave is 60 feet wide and almost 40 feet high. The ceiling comes down toward the dwarven ruins of Torheim.

### 1A. GOBLIN CAVE ENTRANCE CR 1

*Beyond the cave's gaping mouth, a well-used trail leads westward, deeper into the cave.*

In the westward bend, the goblins placed a skull-on-a-rope trap (see page 27 for more information). The kobolds appreciate its crude effectiveness and maintained it. If the party triggers the trap, dozens of skulls swing down. Each skull is outfitted with sharp pieces of metal, which tear and rend at the trap's victims.

#### SKULL-ON-A-ROPE TRAP CR 1

**Type** mechanical; **Perception** DC 18; **Disable Device** DC 19

**Trigger** location; **Reset** repair

**Effect** swinging spikes (4d4 damage, Reflex DC 14 avoids); multiple targets (all Medium or larger targets in a 10-ft. square)

### 1B. TRIO OF TRAPS CR 1+

*Two incredibly tall stalagmites reach for the cave's ceiling.*

The stalagmites, each 15 ft. wide, present a natural bottleneck in the cave. The kobold occupiers have placed three separate traps on each route around the stalagmites. Succeeding on a DC 15 Survival check reveals that the trail that the party has been following splits up into three separate routes around the stalagmites and that the path leading through the middle sees the most use.

The southern and northern trail feature a pit of gouters trap. For more information on this type of trap, see page 16.

#### PIT OF GOUTERS TRAP CR 1

**Type** mechanical; **Perception** DC 18; **Disable Device** DC 17

**Trigger** location; **Reset** manual

**Effect** tripwire and shallow pit (Reflex DC 14 avoids); gouters (attack +10 melee, 2d3 gouters/target for 1d4 damage each)

The trail leading through the middle section has been trapped with a sound security trap. If the trap activates, depending on whether it is day or night, the bat swarms at 1c or the Chosen at the entrance to the dwarven ruins (1e) become aware of the party. You can review the fuller details of this trap on page 55.

#### SOUND SECURITY TRAP CR 2

**Type** mechanical; **Perception** DC 24; **Disable Device** DC 20

**Trigger** touch; **Reset** none

**Effect** sonic boom; DC 15 Fortitude negates or be

deafened for 1 hour; multiple targets (all targets within a 10-ft. radius)

**Effect** sunshine (sunrod is activated)

### 1C. OLD GOBLIN CAMP

CR 5

*Abandoned shelters and fire pits are scattered throughout this part of the cave. Here and there skeletal remains form a strange trail leading westward.*

On a closer examination, a DC 13 Knowledge (local) check reveals that the remains are of goblins. Succeeding on a DC 15 Heal check indicates that the goblins met a violent end and that their deaths were more recent than the skeletal nature of the remains would indicate.

The kobolds haven't bothered to bury the goblins they have butchered, and the carrion has attracted three bat swarms that now serve the kobolds as daytime guards. During the night, the bat swarms exit the caves to find food. Kwipek's Chosen guards the cave in the bats' absence at 1e.

If the bat swarms detect the party, they fly into a frenzy and immediately attack the PCs.

- **3 Bat Swarms (CR 5):** See *Bestiary*, page 30.

### 1D. KILLING GROUNDS

CR 3

*The trail of goblin remains ends at a rough semicircular pile of bodies.*

The Bloodeye tribe made its final stand with its back to the western wall. Kwipek's warband gave no quarter and massacred them all. The violence of that bloody day still haunts the site.

### NO ESCAPE

CR 3

XP 800

CE haunt (20-ft.-by-30-ft. area)

Caster Level 3rd

**Notice** Perception DC 20 (to hear the clash of weapons and the goblin shouts, screams, and cries for mercy)

**hp** 10; **Weakness** slow (manifest at initiative rank 0);

**Trigger** proximity; **Reset** 1 day

**Effect** When this haunt is triggered, the affected area is filled with the stench of excrement, sweat, and palpable fear. All creatures in the area of effect are targeted by the *crushing despair* spell (DC 16).

**Destruction** Killing all the kobolds responsible for the massacre and consecrating the area destroys the haunt.

### 1E. ENTRANCE TO TORHEIM

CR 1+

*Defaced dwarf statues stand beside two open stone doors.*

During the night, when the bat swarms leave the cave, Kwipek's Chosen take up position here. If they detect intruders, they unleash a hailstorm of arrows before retreating toward Bad Blood Bayko's quarters (location 4), alerting him and Kwipek. There they take

up positions to shoot down the corridor. A pursuit pausing trap placed at the entrance should give them a few extra shots at the intruders. During the day, the kobolds switch out the pursuit pausing trap's trigger to a proximity trigger. This increases the CR to 2. (See page 6 for more on this trap.)

- **6 Ascended (Draconic) Kobolds, Warrior 4 (CR 6):** See area 10.

### PURSUIT PAUSING TRAP

CR 1

**Type** mechanical; **Perception** DC 15; **Disable Device** DC 20

**Trigger** timed (1d3 rounds delay); **Reset** none

**Effect** demolition (4d4 damage); DC 17 Reflex save for half damage; multiple targets (all targets within a 10-ft. square)

**Effect** rubble generation (creates 2d4 connecting squares of difficult terrain)

## TORHEIM'S INTERIOR

Within the ruins of Torheim, corridors are 10 ft. wide and have ceilings that are 10 ft. overhead. Flagstones cover the floor and masonry the walls. All rooms are 30 by 30 ft. unless another dimension is specified. Doors are of simple wooden construction and are 5 ft. wide unless another dimension is specified.

### 2. KITCHEN

*This disorderly kitchen has seen better days. Fresh ashes reveal that the kitchen is still in use.*

The kobolds use the ancient kitchen to prepare their meals. It is currently empty. To the west, a locked door leads to the pantry.

### 3. PANTRY

CR 5

*The door leading to the pantry is securely barred.*

A carefully maintained patch of brown mold was used to cool the pantry back when the dwarves lived here. Since the downfall of Torheim, the mold has taken over the entire pantry. Over the centuries, the temperature has decreased to absolutely frigid levels. The PCs need to succeed on a DC 14 break check to open the pantry door. It is a DC 10 Perception check to notice that the door is very cold. Opening the door or failing at the Disable Device check unleashes a frigid blast that shoots into the kitchen.

- **Brown Mold (CR 2):** See *Pathfinder Roleplaying Game Core Rulebook*, page 416.

### FRIGID BLAST TRAP

CR 4

**Type** mechanical; **Search** DC 10; **Disable Device** DC 30  
**Trigger** location; **Reset** none

**Effect** frigid blast (4d6 cold damage, DC 13 Reflex save for half); multiple targets (all targets in a 30-ft. cone)

Succeeding on a DC 13 Knowledge (dungeoneering) or a DC 15 Survival check correctly identifies the mold covering the pantry's interior. The pantry hides a rare treasure: a centuries old cask of dwarven ale, perfectly preserved due to the pervasive cold. Interested parties are willing to pay up to 200 gp for this rare find.

#### 4. BAD BLOOD BAYKO'S QUARTERS CR 6

Kwipek's most powerful warrior has also ascended. Alas poor Bayko's heritage proved to be something other than draconic, and his fellow kobolds have started calling him Bad Blood Bayko. Now shunned by his kobold brethren, Bayko spends his days fuming in his quarters, raging against the injustice of it all. Intruding PCs offer a welcome chance to unleash his rage.

Recently, the foul quasit Kershayn sought out Bayko. Its shadowy masters learned of Bayko's transition through mysterious means of their own, and they are keenly interested in Bayko's ascended nature and the possibility that it offers. It spends much of its day listening to Bayko rave and rant. Slowly, it is poisoning Bayko's mind against his fellow kobolds. If something threatens Bayko, Kershayn defends the warrior and attempts to help Bayko escape.

The door to area 10 is locked (Disable Device DC 22) since Bayko and the Chosen are no longer on speaking terms.

*This black-skinned, red-eyed, heavily armored kobold snarls and hisses at being disturbed.*

#### BAD BLOOD BAYKO

CR 6

Ascended (abyssal) kobold warrior 9

CE Small humanoid (reptilian)

**Init** +5; **Senses** darkvision 60 ft.; Perception +10

#### DEFENSE

**AC** 23, touch 14, flat-footed 19 (+7 armor, +2 Dex, +1 dodge, +1 natural, +1 shield, +1 size)

**hp** 58 (9d10+9)

**Fort** +6, **Ref** +5, **Will** +2; +4 vs. poison

**Resist** electricity 10; **Weaknesses** light sensitivity

#### OFFENSE

**Speed** 20 ft.

**Melee** +1 battleaxe +13/+8 (1d6+2/19–20×3) or 2 claws +11 (1d4+1) or +1 battleaxe +12/+7 (1d6+2/19–20×3) and claw +5 (1d4)

**Special Attacks** claws 2 rounds/day

**Bloodline** abyssal

#### STATISTICS

**Str** 12, **Dex** 14, **Con** 10, **Int** 10, **Wis** 9, **Cha** 8

**Base Attack** +9; **CMB** +9; **CMD** 21

**Feats** Dodge, Improved Critical (battleaxe), Improved Initiative, Toughness, Weapon Focus (battleaxe)

**Skills** Craft (trapmaking) +8, Perception +10, Stealth +15;

**Racial Modifiers** +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)

**Languages** Draconic

**SQ** claws, crafty, demon resistances, strength of the abyss

**Combat Gear** 2 potions of cure moderate wounds

**Other Gear** +1 battleaxe, +1 breastplate, buckler, 100 gp in various coinage

#### SPECIAL ABILITIES

Crafty (Ex) Craft (trapmaking) and Stealth are always class skills for a kobold.

- **Kershayn, Quasit (CR 2):** See *Bestiary*, page 66.

#### Tactics

Bayko's tactics are simple, yet effective. If he is aware of the intruders, he will hide next to the door. The first target passing through the door receives his full attention. Kershayn supports Bayko by flanking targets or by targeting meddlesome spellcasters.

#### 5. TAPESTRY OF TORHEIM'S FOUNDING CR 5

An old, dusty tapestry covers the northern wall. Depicted are several scenes detailing Torheim's founding. A DC 18 Knowledge (history) check reveals this, and dwarf characters gain a +2 on this check. A successful check allows the party to make additional checks (see area 6).

If triggered, the tapestry launches off its railings and entangles everyone within a 10-ft. square. Tiny crystal spheres studding its surface break whenever the tapestry launches, releasing an airborne agent that poisons all creatures trapped underneath it. (See page 29 for more information about this trap.)

#### SMOTHERING TAPESTRY TRAP

CR 5

**Type** mechanical; **Perception** DC 24; **Disable Device** DC 24

**Trigger** touch; **Reset** manual; **Bypass** hidden switch

**Effect** attack +10 ranged touch (entangled plus poison); multiple targets (all targets within a 10-ft. square); poison (black aether poison)

**Note:** The tapestry has 15 hp and hardness 1; an Escape Artist check or a Strength check DC 25 ends the entanglement

#### Black Aether

**Type** poison, inhaled; **Save** Fortitude DC 14

**Frequency** 1/round for 3 rounds

**Initial Effect** 1 Wis damage; **Secondary Effect** unconsciousness for 1d6 hours; **Cure** 1 save

**Cost** 150 gp

#### 6. RUINED QUARTERS

*The ceiling of this room has collapsed. You can clearly make out a lone, skeletal leg jutting out from beneath the rubble.*

Succeeding on a DC 18 Perception check uncovers the remains of three dwarfs. One of them has a stone tablet clutched in his hands. Reading the dwarven script

reveals that the ruins were named Torheim and that the famed sorcerer Dolgrin Stonehands was making a visit. Characters may attempt Knowledge checks against DCs detailed on the Torheim Lore table to learn more.

### 7. ANVIL AND HAMMER TRAP CR 5

The hammer and anvil trap pounds and separates intruders. A 10-ft.-square stone block falls down, creating a vertical wall. (See page 18 for more about this trap.)

#### ANVIL TRAP CR 3

**Type** mechanical; **Perception** DC 25; **Disable Device** DC 20

**Trigger** location; **Reset** none; **Bypass** hidden switch

**Effect** swinging wall (4d6 damage, Reflex DC 15 avoids); multiple targets (all targets in a 10-ft. square)

Creatures that fail their saves end up on the southern side of the wall (2 inches thick; hardness 8; 30 hp).

After the wall is in place, merely touching it triggers the hammer trap in which a large stone block swings down on the southern side of the wall. (See page 18 for more about this trap.)

#### SMALL HAMMER TRAP CR 4

**Type** mechanical; **Perception** DC 25; **Disable Device** DC 20

**Trigger** touch; **Reset** none

**Effect** swinging block (5d6 damage, Reflex DC 15 avoids); multiple targets (all targets in a 10-ft. square)

If the anvil trap is triggered, it seals off the corridor in such a way that the bone-crushing boulder (if triggered) is redirected toward the kitchen.

### 8. DEADLIER BOULDER TRAP CR 7

This long corridor is guarded by the deadlier bone-crushing boulder trap. It can be bypassed by successfully locating and flipping the hidden switch (Perception DC 25). (See page 8 for more information about this trap.)

#### DEADLIER BONE-CRUSHING BOULDER TRAP CR 7

**Type** mechanical; **Perception** DC 25; **Disable Device** DC 20

**Trigger** location; **Reset** none; **Bypass** hidden switch

**Effect** attack +15 melee (8d6); multiple targets (1 attack on each target in the path of the boulder; boulder follows corridor or a straight line for 200 ft.)

### 9. ASPIRING ASCENDANTS CR 3

Twelve kobolds are currently awaiting their ascension in these quarters. Without the courage of dragons flowing through their veins, these kobolds try to mob the PCs before either fleeing the ruins of Torheim or alerting mighty Kwipek.

### ASPIRING ASCENDANTS CR 3

**12 kobolds, warrior 1:** See *Bestiary*, page 183.

### 10. CHOSEN CHAMBERS CR 6

These quarters house Kwipek's Chosen. Unless defeated at area 1e, the PCs encounter them here. If given time to prepare, the Chosen overturn some tables for added cover and prepare to launch their alchemist's fire flasks. Their ascended nature offers them some protection against fire, and their goal is to create a firestorm in which to battle.

*These kobolds have a fiery red hide, and their scales are more pronounced.*

### KWIPEK'S CHOSEN CR 1

Ascended (draconic) kobold warrior 4

LE Small humanoid (reptilian)

**Init** +1; **Senses** darkvision 60 ft.; **Perception** +7

#### DEFENSE

**AC** 18, touch 12, flat-footed 16 (+4 armor, +1 Dex, +2 natural, +1 size)

**hp** 22 (4d10)

**Fort** +4, **Ref** +2, **Will** +0

**Resist** fire 5; **Weaknesses** light sensitivity

#### OFFENSE

**Speed** 30 ft.

**Melee** mwk heavy pick +7 (1d4/×4) or 2 claws +5 (1d3) or mwk heavy pick +7 (1d4/×4) and claw +0 (1d3)

**Ranged** longbow +6 (1d6/×3)

**Special Attacks** claws 2 rounds/day

**Bloodline** draconic (red)

#### STATISTICS

**Str** 10, **Dex** 13, **Con** 10, **Int** 10, **Wis** 9, **Cha** 8

**Base Atk** +4; **CMB** +3; **CMD** 14

**Feats** Point-Blank Shot, Weapon Focus (heavy pick)

**Skills** Craft (trapmaking) +6, **Perception** +7, **Stealth** +10;

**Racial Modifiers** +2 Craft (trapmaking), +2 **Perception**, +2 **Profession** (miner)

**Languages** Draconic

**SQ** claws, crafty, dragon resistances

**Combat Gear** alchemist's fire (3), potion of cure light wounds, masterwork heavy pick, longbow, 20 arrows

**Other Gear** chain shirt, 80 gp in various coinage

#### SPECIAL ABILITIES

**Crafty (Ex)** Craft (trapmaking) and **Stealth** are always class skills for a kobold.

### 11. THE CATHEDRAL OF CHANGE CR 10

Two strong wooden doors bar access to the cathedral of change. The doors feature intricate carvings, marred by crude cuts that chiseled away at dwarf forms. Beyond the door lies an ancient temple dedicated to the Earth domain. Adventurers with access to the Earth domain may make a DC 11 **Wisdom** check to feel power pulsing beyond the doors. For other spellcasters, the DC is increased by 4.

The temple is 50 ft. by 50 ft. wide, and four massive columns, each representing a different dwarven deity, reach upward to a height of 40 ft. Between the two northernmost columns, a granite arch rises to a height of 7 ft.

Kwipek, his bodyguards, and twelve aspiring ascendants are determined to protect the arch of ascension since it holds the promise of kobold greatness. Helping them is a trap; three separate 10-ft. squares act as the traps' trigger. The hand of god trap can be triggered only once per round and requires 2 rounds to reset. (See more about this trap on page 18.)

## HAND OF GOD TRAP

CR 9

*From the temple's ceiling, statues depicting the faith's saints watch your progress as they clutch their deity's favored weapon.*

**Type** mechanical; **Perception** DC 29; **Disable Device** DC 24

**Trigger** proximity; **Reset** automatic; **Bypass** hidden switch

**Effect** attack +19 ranged (2d8 damage); lifted upward (2d6 damage/10 ft. lifted, ceiling is 40 ft. high); harpoon extraction (2d8 and nauseated for 1d3 rounds, Fortitude DC 16 negates); 40-ft. fall (4d6 falling damage, Reflex DC 15 avoids)



## Torheim Lore

### DC Knowledge Skill Check

- 15 **Knowledge (history):** Founded a millennium ago, citadel Torheim was meant to keep the goblin tribes in check.
- 18 **Knowledge (history):** Citadel Torheim became the destination for religious pilgrimages as a cathedral was established 200 years after its founding.  
**Knowledge (local):** Dolgrin Stonehands was a hero of the Goblin Wars. Until his disappearance roughly 300 years ago, he was considered to be one of the greatest earth elementalists of his day  
**Knowledge (religion):** Torheim's cathedral was dedicated to the Earth domain.
- 22 **Knowledge (history):** Around 300 years ago, a terrible earthquake rocked Torheim, forcing the dwarves to abandon it.  
**Knowledge (local):** Stories detail how Dolgrin became obsessed with reaching a new level of existence.  
**Knowledge (religion):** Torheim's cathedral was a site of great power: Several ley lines crossed paths underneath the cathedral.

*This kobold's skin is a sickly green in hue. He looks weaker than the other kobolds, but his gaze is intense.*

### KWIPEK

CR 6

Ascended (draconic) kobold adept 9

LE Small humanoid (reptilian)

**Init** +4; **Senses** darkvision 60 ft.; Perception +14

#### DEFENSE

**AC** 17, touch 10, flat-footed 17 (+4 armor, +2 natural, +1 size)

**hp** 40 (9d6+9)

**Fort** +3, **Ref** +7, **Will** +11

**Resist** acid 10; **Weaknesses** light sensitivity

#### OFFENSE

**Speed** 30 ft.

**Melee** mwk dagger +3 (1d3-3/19-20) or 2 claws +2 (1d4-3)

**Ranged** flask of acid +5 (1d6)

**Special Attacks** claws 3 rounds/day, breath weapon 1/day (30 ft. cone, 9d6 acid damage, **Reflex** DC 14 for half)

**Adept Spells Prepared** (CL 9th; concentration +12)

3rd—*cure serious wounds*, *lightning bolt* (DC 16)

2nd—*invisibility*, *scorching ray*, *web* (DC 15)

1st—*bles*, *burning hands* (DC 14), *obscuring mist*, *protection from good*

0—*detect magic*, *ghost sound* (DC 13), *guidance*, *touch of fatigue* (DC 13)

**Bloodline** draconic (green)

#### STATISTICS

**Str** 5, **Dex** 10, **Con** 10, **Int** 10, **Wis** 17, **Cha** 11

**Base Atk** +4; **CMB** +0; **CMD** 10

**Feats** AlertnessB, Combat Casting, Improved Initiative, Iron Will, Lightning Reflexes, Toughness

**Skills** Knowledge (religion) +8, Perception +14, Spellcraft +9, Stealth +4; **Racial Modifiers** +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)

**Languages** Draconic

**SQ** breath weapon, claws, crafty, dragon resistances, summon familiar (weasel)

**Combat Gear** flask of acid (4), *potion of cure moderate wounds*, masterwork dagger

**Other Gear** +1 studded leather, headband of inspired wisdom +2, 200 gp in various coinage

#### SPECIAL ABILITIES

**Crafty (Ex)** Craft (trapmaking) and Stealth are always class skills for a kobold.

- **2 ascended (draconic) kobold warrior 4 (CR 2):** See area 10.

#### ASPIRING ASCENDANTS

CR 3

**12 kobolds, warrior 1:** See *Bestiary*, page 183.

#### Tactics

Kwipek, his bodyguards, and the aspiring ascendants know where the hand of god trap triggers. The aspiring ascendants and the bodyguards shield Kwipek and try to draw the party into the trap's field of fire. Kwipek casts *invisibility* as soon as possible and then maneuvers for a position where he can deploy his breath weapon, *lightning bolt*, or *web* spell. Kwipek flees to his quarters and the secret passage if brought below 15 hp.

#### Arch of Ascension

This artifact is made of granite and is an arch with a height of 7 ft. Built by Dolgrin Stonehands, he crafted the arch to increase his connection to his bloodline's element: earth. The arch proved to be his greatest achievement and downfall. As Dolgrin passed under the arch, his connection to his heritage strengthened, but he was unprepared for the other results: a powerful earthquake ravaged the citadel called Torheim and ultimately claimed his life as he was crushed in a collapsing tunnel.

When the kobolds discovered the arch, it enhanced the connection to their bloodline: dragons. If the PCs pass under the arch, they might discover or enhance a bloodline at the GM's discretion.

Sorcerers gain the following benefit for passing under the Arch of Ascension: Their level is considered to be one level higher for the purpose of bloodline powers. For

example, a sorcerer with the undead bloodline would receive the grasp of the dead bloodline power at 8th level instead of 9th level.

Characters without a sorcerer level or bloodline must roll 1d12 to discover their bloodline, or GMs and players can talk about this individually so that players can craft their heritage more carefully. Once determined, a bloodline can never be changed. If a player and GM chooses to pick a bloodline, the player can still choose to go ahead and roll on the table below to see if the player's result is 12.

On a roll of 12, the bloodline strength is stronger than most. The strength of the character's bloodline increases to major and, if very lucky, to full blood.

Roll	Bloodline
1	Aberrant
2	Abyssal
3	Arcane
4	Celestial
5	Destined
6	Draconic
7	Elemental
8	Fey
9	Infernal
10	Undead
11	Player's choice of bloodline
12	Strong bloodline, roll again

Bloodline Strength	Benefit
Minor	For the purpose of determining bloodline powers, the character acts as if he or she has a level in sorcerer for every 3 levels the character has.
Major	For the purpose of determining bloodline powers, the character acts as if he or she has a level in sorcerer for every 2 levels the character has.
Full Blood	For the purpose of determining bloodline powers, the character acts as if he or she has a level in sorcerer for every level the character has.

Characters who discover a bloodline and choose a level in sorcerer later in life treat the bloodline strength as being 1 level stronger than it was previously treated for the purpose of bloodline powers.

## 12. KWIFEK'S QUARTERS

*This rectangular room is cleaner and more refined than the others you've seen.*

## MOUNTING AN INTELLIGENT DEFENSE

The PCs might fail to defeat the kobolds on their first foray. If this is the case, a second incursion will be decidedly harder. All remaining aspiring ascendants will walk under the arch of ascension—effectively turning them into Kwipek's Chosen.

The arch of ascension is of paramount importance to the kobolds. They fortify the cathedral of change and establish positions in area 4 or area 10, and they cover the corridor at area 8 with snipers. If the party falls back even farther, then the bottleneck at 1e is the primary redoubt for the kobolds. In 1d4+1 days, the first of Kwipek's ambassadors returns with 3d10 aspiring ascendants in tow.

These are Kwipek's quarters. He has discovered the secret passage in this room, and he uses it if he needs to flee. A stone tablet similar to the one found at location 5 lies on a table. Knowing that it could undermine morale if the kobolds understood that a dwarf was responsible for their ascension, Kwipek has decided to keep it hidden. A small chest holds the warband's treasure and the donations of the aspiring ascendants. The chest contains 17 bloodstones, 5 golden holy symbols of dwarven deities (each worth 50 gp), 89 pp, 397 gp, 1893 sp, and 65 cp.

A DC 25 Perception check uncovers the location of the secret door leading to the secret passage.

## 13. SECRET PASSAGE

A secret passageway runs from Kwipek's quarters to the hallway. It also offers a concealed viewing position of the cathedral of change. Succeeding on a DC 25 Perception check reveals the location of the secret doors.

## CONCLUSION

With the kobolds defeated or on the run, the PCs face the challenge of what to do with the arch of ascension. The word is out, and kobolds from far and wide will make their way to Torheim to ascend. The party could choose to re-establish Torheim or once again seal it off against the world. What is clear is that they have discovered only a small part of the ancient citadel. Craggy Peak undoubtedly features more hidden accesses to Torheim, and you, the GM, can choose to expand upon the ruins as you see fit.



## TRAPS BY CR

For your convenience, page numbers for the stat block for each trap are provided.

NAME	PAGE	CR
Alchemical Bouquet	5	CR 1
Burning, Biting, Tripping	40	CR 1
Caltraps from Ceiling	19	CR 1
Caustic Bubbles	46	CR 1
Crossbow Cannonade	5	CR 1
Dancing Scimitar	8	CR 1
Jerky Stake	24	CR 1
Mounted Blade	24	CR 1
Pit of Gouters	43	CR 1
Poison Dart	8	CR 1
Pressurized Piton	16	CR 1
Pursuit Pausing	23	CR 1
Rippling Floor	23	CR 1
Soapy Slide and Sour Staking	46	CR 1
Skull-on-a-Rope	6	CR 1
Slipper Steel Mirror	25	CR 1
Smothering Fire	8	CR 1
Sound Security	27	CR 1
Steamer	46	CR 1
Swinging Block	46	CR 1
Wall Blade	46	CR 1
Bone-Crushing Boulder	6	CR 2
Box of Brown Mold	47	CR 2
Box of Bursting Brown Mold	30	CR 2
Cheesy Downpour	8	CR 2
Grease	8	CR 2
Heavy Swinging Block	9	CR 2
High-Powered Poison Dart	9	CR 2
Launched Tanglefoot Bag	39	CR 2
Negative Energy Burst	19	CR 2
Poison Needle	30	CR 2
Shredding Shrapnel	19	CR 2
Uncovered Pit	37	CR 2
Anvil	47	CR 3
Blast of Marbles	31	CR 3
Corridor of Remembrance	17	CR 3
Create Pit	39	CR 3
Crystal Chandelier	10	CR 3
Gift of Angels	10	CR 3
Hail of Poison Needles	11	CR 3
Hydraulic Push	42	CR 3
Kobold Tail	16	CR 3
Misdirection	19	CR 3
Scything Blade	43	CR 3
Searing and Snatching	21	CR 3
Toxic Tripping	45	CR 3
Blue Billowing Barrel	48	CR 4
Death's Pull	39	CR 4
Frigid Blast	37	CR 4
Guardians of Stone	58	CR 4
Homing Horror	17	CR 4
Light and Life Leeching	18	CR 4
Jerky Stake	42	CR 4
Nondetection	44	CR 4
Noxious Branding	21	CR 4
Religious Fear	44	CR 4
Shadowspores	45	CR 4
Small Hammer	26	CR 4
Swinging Gouter-Log	18	CR 4
Treacherous Torch	16	CR 4
Blast of Electricity	30	CR 5
Fire Enclosure	36	CR 5
Hail of Darts	13	CR 5
Hellish Oil-Mist	17	CR 5
Improved Levitation	19	CR 5
Poison Pearl	20	CR 5
Rise of Evil	32	CR 5
Seeing Stars	37	CR 5
Slime-Slinging	43	CR 5
Smoke and Mirrors	9	CR 5
Smothering Tapestry	29	CR 5
Torrent of Souls	29	CR 5
Trollboon Teeth	37	CR 5
Clinching Corpse	48	CR 6
Corridor of Remembrance	41	CR 6
Forceful Winds	10	CR 6
Hungry Pit	36	CR 6
Painful Lure	19	CR 6
Treacherous Torch	22	CR 6
Cagefight	31	CR 7
Dashing Acid	9	CR 7
Deadlier Bone-Crushing Boulder	11	CR 7
Hammer	8	CR 7

Refuse Pit	24	CR 7
Ruptured Harmony	25	CR 7
Statue of a Dwarf King	17	CR 7
The Orb of Champions	22	CR 7
Adequate Collapsing Corridor	10	CR 8
Camouflaged Spiked Pit	9	CR 8
Drowning Pool	12	CR 8
Improved Burning, Biting, Tripping	40	CR 8
Reversed Water Well	24	CR 8
Snapping Chain	47	CR 8
Table of Swords	30	CR 8
Corridor of Remembrance	10	CR 9
Crushing Iceball	11	CR 9
Flaring Fire	14	CR 9
Hail of Arrows	4	CR 9
Hand of God	18	CR 9
Icy Grasp and Claws	20	CR 9
Treacherous Torch	31	CR 9
Water-Filled Corridor	32	CR 9
Final Words	13	CR 10
Forced Collapse	15	CR 10
Heightened Misdirection	21	CR 10
Stunning Switch	30	CR 10
The Last Puzzle	20	CR 10
Pivoting Trapdoor	23	CR 11
Statue of a Dwarf God	17	CR 11
Treacherous Torch	31	CR 11
Deadly Dagger	12	CR 12
Devil Pit	12	CR 12
Sliding Separation	27	CR 13
The Bridge and the Pendulum	34	CR 13
Collapsing Corridor	10	CR 14
Ball of Tentacles	7	CR 15
Shocking Fall	26	CR 15
Unwanted Destination	33	CR 19
Chosen of Air	36	CR 24
Squishing Grab	33	CR 35

## TRAPS BY ALPHABETICAL ORDER

For your convenience, page numbers for the stat block for each trap are provided.

NAME	PAGE	CR
Adequate Collapsing Corridor	10	CR 8
Alchemical Bouquet	5	CR 1
Anvil	18	CR 3
Ball of Tentacles	7	CR 15
Blast of Electricity	36	CR 5
Blast of Marbles	39	CR 3
Blue Billowing Barrel	39	CR 4
Bone-Crushing Boulder	8	CR 2
Box of Brown Mold	9	CR 2
Box of Bursting Brown Mold	9	CR 2
Bridge and the Pendulum	34	CR 13
Burning, Biting, Tripping	40	CR 1
Cagefight	19	CR 7
Caltrops from Ceiling	19	CR 1
Camouflaged Spiked Pit	9	CR 8
Caustic Bubbles	46	CR 1
Cheesy Downpour	39	CR 2
Chosen of Air	36	CR 24
Clinching Corpse	41	CR 6
Collapsing Corridor	9	CR 14
Corridor of Remembrance	10	CR 3
Corridor of Remembrance	10	CR 6
Corridor of Remembrance	10	CR 9
Create Pit	10	CR 3
Crossbow Cannonade	5	CR 1
Crushing Iceball	11	CR 9
Crystal Chandelier	11	CR 3
Dancing Scimitar	8	CR 1
Dashing Acid	11	CR 7
Deadlier Bone-Crushing Boulder	8	CR 7
Deadly Dagger	12	CR 12
Death's Pull	37	CR 4
Devil Pit	12	CR 12
Drowning Pool	12	CR 8
Fearful Furball	42	CR 3
Final Words	13	CR 10
Fire Enclosure	13	CR 5
Flaring Fire	15	CR 9

Forced Collapse	16	CR 10	Rippling Floor	25	CR 1
Forceful Winds	36	CR 6	Rise of Evil	37	CR 5
Frigid Blast	16	CR 4	Ruptured Harmony	25	CR 7
Gift of Angels	16	CR 3	Soapy Slide and Sour Staking	8	CR 1
Grease	19	CR 2	Scything Blade	26	CR 3
Guardians of Stone	17	CR 4	Searing and Snatching	45	CR 3
Hail of Arrows	17	CR 9	Seeing Stars	43	CR 5
Hail of Darts	18	CR 5	Shadowspores	26	CR 4
Hail of Poison Needles	24	CR 3	Shocking Fall	26	CR 15
Hammer	18	CR 4	Shredding Shrapnel	47	CR 2
Hand of God	18	CR 9	Skull-on-a-Rope	27	CR 1
Heavy Swinging Block	30	CR 2	Sliding Separation	29	CR 13
Heightened Misdirection	21	CR 10	Slime-Slinging	9	CR 5
Hellish Oil-Mist	19	CR 5	Slippery Steel	46	CR 1
High-Powered Poison Dart	24	CR 2	Small Hammer	18	CR 4
Homing Horror	19	CR 4	Smoke and Mirrors	29	CR 5
Hungry Pit	19	CR 6	Smothering Fire	46	CR 1
Hydraulic Push	19	CR 3	Smothering Tapestry	29	CR 5
Icy Grasp and Claws	20	CR 9	Snapping Chain	47	CR 8
Improved Burning, Biting, Tripping	40	CR 8	Soapy Slide and Sour Staking	46	CR 1
Improved Levitation	20	CR 5	Sound Security	6	CR 1
Jerky Stake	43	CR 1	Squishing Grab	33	CR 35
Kobold Tail	43	CR 3	Statue of a Dwarf God	17	CR 11
Last Puzzle	21	CR 10	Statue of a Dwarf King	17	CR 7
Launched Tanglefoot Bag	19	CR 2	Steamer	47	CR 1
Light and Life Leeching	44	CR 4	Stunning Switch	30	CR 10
Misdirection	21	CR 3	Swinging Block	30	CR 1
Mounted Blade	8	CR 4	Swinging Gouter-Log	16	CR 4
Negative Energy Burst	37	CR 2	Table of Swords	30	CR 8
Nondetection	21	CR 4	Torrent of Souls	37	CR 5
Noxious Branding	44	CR 4	Toxic Tripping	48	CR 3
Orb of Champions	22	CR 7	Treacherous Torch	30	CR 4
Painful Lure	22	CR 6	Treacherous Torch	31	CR 6
Pit of Gouters	16	CR 1	Treacherous Torch	31	CR 9
Pivoting Trapdoor	23	CR 11	Treacherous Torch	31	CR 11
Poison Dart	24	CR 1	Trollboon Teeth	48	CR 5
Poison Needle	32	CR 2	Uncovered Pit	31	CR 2
Poison Pearl	32	CR 5	Unwanted Destination	33	CR 19
Pressurized Piton	46	CR 1	Wall Blade	8	CR 3
Pursuit Pausing	6	CR 1	Water-Filled Corridor	32	CR 9
Refuse Pit	24	CR 7			
Religious Fear	45	CR 4			
Reversed Water Well	25	CR 8			

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