



# A SCORE OF TRAPPED CHESTS

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ROLEPLAYING GAME COMPATIBLE

Deep within the darkest dungeon, the inevitable happens, and you open the door to a small chamber that is adorned with a single chest. There it sits all alone in a locked room, a single chest, no furnishings, no creatures...unless it's a mimic? Does it contain treasure? Could it be trapped?

Well, I don't know if it contains treasure, but of course it is trapped! Within these scant pages are a score trapped chests and containers to torment your players with as they explore your haunted tombs or even Purple Mountain.

## FIERY DESTRUCTION

This small steel chest is used by unscrupulous merchants or government officials to store records of their unlawful dealings. Most owners carry the key to this chest on a necklace or keep it hidden in their office. The chest is rigged with a sample of alchemist fire and oil to destroy the contents of the chest if it is opened improperly. Opening the chest by turning the key clockwise triggers the trap but turning the key counter clockwise bypasses the trap.

**Small Steel Chest** 1/2 in. thick; **Hardness** 10; **hp** 30; **DC 20 Disable Device**; **Break** (DC 29)

## DESTROYING EVIDENCE (CR 1, XP 400)

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

### EFFECTS

**Trigger** touch; **Reset** none; **Bypass** turning key counter-clockwise

**Effect** oil and alchemist fire are dropped into the chest destroying its contents.

### CONSTRUCTION

**Skill** Craft (trap) DC 20; **Cost** 500 gp



## RED-HANDED

This large wooden chest is used to by clothing makers to store more expensive clothing items such as undergarments, courtier's outfits or furs. The chest is elaborately decorated to draw the eye of potential thieves and miscreants. During the day, a shopkeeper will store expensive garments in this chest but when they close up for the night he will move the garments to another secure location, fill the chest with substitutes and arm the trap. If the chest is opened when the trap is armed, hidden nozzles will spray the thief's

hands with beet juice as they rummage through the container. It will take two days for the beet juice to wear off or the offending extremities can be scrubbed with vinegar to remove the telltale stain.

**Large Wooden Chest** 1 in. thick; **Hardness** 5; **hp** 10; **Disable Device** DC 20; **Break** DC 29

## RED-HANDED TRAP (CR 1, XP 400)

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

### EFFECTS

**Trigger** timed (2 rounds); **Reset** none; **Bypass** hidden lock (DC 25/DC 30)

**Effect** the interior of the chest is sprayed with an indelible red beet dye. The dye lasts on the skin for 2 days.

### CONSTRUCTION

**Skill** Craft (trap) DC 20; **Cost** 255 gp



## SCENT TRAP

The chest looks to be the type that a carpenter would use to hold his tools. Drawers line the front of the chest and the top is latched down. When discovered at least one of the drawers is partially open to provide the illusion of security. When the top of the chest is unlocked and thrown open a plunger inside the lid is driven downward into a stoppered bag. The contents of the bag spray forth and coat the offender with a noxious liquid.

Characters or creatures with the scent special ability gain a +8 bonus to detect this trap. Scent traps typically use a bladder full of skunk musk as their noxious liquid though some spray blood, bile or even liquefied rot.

**Small Wooden Chest** 1 in. thick; **Hardness** 5, **hp** 10; **Break** DC 17

## Scent Trap (CR 1, 400 XP)

**Type** mechanical; **Perception** DC 20 (see above); **Disable Device** DC 20

### EFFECTS

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

**Effect** spray of noxious liquid (sickened for 10 minutes, -8 DC to Survival check to be tracked by scent for one hour); **Reflex** DC 20 avoids; single target.

### CONSTRUCTION

**Skill** Craft (trap) DC 20; **Cost** 250 gp

## EMPTY

This wooden chest is banded with brass and painted black. The chest does not appear to have a lock but instead has three sets of latches on its front face. One of the latches is open but the other two are closed. This chest has been treated with illusion magic to appear empty. If material is stored in the chest it will easily be discovered by searching by hand.

**Medium Banded Wooden Chest** 1 in. thick; **Hardness** 5; **hp** 10; **Break** DC 23

### Silent Image Trap (CR 2, XP 600)\*

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

#### EFFECTS

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

**Effect** spell effect (*silent image*; the chest appears to be empty as long as the chest is open)

#### CONSTRUCTION

**Prerequisites** Craft Wondrous Items, *silent image*;

**Skill Craft** (trap) DC 25; **Cost** 500 gp

*\* There is no damage to the characters from this trap so a CR 2 may be unreasonable, however if the location is used to hide important loot or clues the challenge rating could be appropriate.*



## SHOPLIFTER'S PERIL

This is not a trap in the traditional sense but instead is a variant form of mimic. This tiny mimic or minimimic is an anathema among its kind. These mimics often try to form friendly relationships with humanoid creatures to make their hunt for food easier. With the trade guilds of Athamor, many of the senior merchants possess friendly minimimics. Minimimics take on the form of simple valuable items such as carvings, gemstones and jewelry that could be easily taken by thieves. Minimimics do not attack curious customers, only thieves looking to pocket or conceal them. Minimimics who successfully thwart robberies are often rewarded by their owners with new shapes to study and learn.

### MINIMIMIC (CR 2, 600 XP)

N Tiny aberration (shapechanger)

**Init** +7; **Senses** darkvision 60 ft.; **Perception** +10

#### DEFENSE

**AC** 19, touch 14, flat-footed 16

(+3 Dex, +5 natural, +1 size)

**hp** 19 (3d8+6)

**Fort** +3, **Ref** +4, **Will** +4

**Immune** acid

#### OFFENSE

**Speed** 10 ft.

**Melee** slam +4 (1d4 plus adhesive)

**Special Attacks** constrict (slam, 1d4)

#### STATISTICS

**Abilities** Str 11, Dex 16, Con 15, Int 10, Wis 13, Cha 10

**Base Atk** +2; **CMB** +0; **CMD** 13 (can't be tripped)

**Feats** Improved Initiative, Skill Focus (Perception)

**Skills** Climb +6, Disguise +6 (+26 when mimicking objects), Knowledge (dungeoneering) +6, Perception +10; **Racial Modifiers** +20 Disguise when mimicking objects

**Languages** Common

**SQ** mimic object

#### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** incidental

#### SPECIAL ABILITIES

**Adhesive (Ex)** An adhesive-covered mimic automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the minimimic is alive without removing the adhesive first. A weapon that strikes an adhesive-coated minimimic is stuck fast unless the wielder succeeds on a DC 11 Reflex save. A successful DC 11 Strength check is needed to pry off a stuck weapon. Strong alcohol or *universal solvent* dissolves the adhesive, but the mimic can still grapple normally. A minimimic can dissolve its adhesive at will, and the adhesive breaks down 5 rounds after the creature dies. The save DC is Strength-based.

**Mimic Object (Ex)** A minimimic can assume the general shape of any Tiny object, such as a gemstones, jewelry box or a carving. The creature cannot substantially alter its size, though. A minimimic's body is hard and has a rough texture, no matter what appearance it might present. A minimimic gains a +20 racial bonus on Disguise checks when imitating an object in this manner. Disguise is always a class skill for a minimimic.

#### Minimimic Mutations

As a supremely adaptive creature, some minimimics may possess additional powers.

**Corrosive glue (Ex)** The minimimic deals an extra 2d4 points of acid damage with every successful slam or

grapple check (+1 CR).

**Liquify (Ex)** As a swift action, the minimic can shift its body to a pure liquid form and escape through cracks in the floor or move with startling speed. As a liquid it flows with a base speed of 30 ft (+1 CR).

**Mutable Strikes (Ex)** The minimimic's slam attack deals bludgeoning, piercing and slashing damage. The damage for its slam attack is increased by one step (+0 CR).

***Purple Duck Note:** From my table experience, CR adjustments due to variant abilities are only guidelines. In fact I would suggest that if you have two +1 adjustments you treat it like a +1 adjustment and three +1 adjustments would equal +2. The adjustments offered to various monsters are useful but generally do no increase their HD, attack bonus or defense and therefore several +1 could make your monster appear far more deadly on paper than it is in the game.*



## CHEST THAT KNOCKS YOU OUT

A large, bloated wooden chest stands in the center of the room. The red-painted, curved sides seem swollen with potential. The lid of the chest is closed with a brass lock and hinges. This chest is loaded with a toppling magic missile spell. If the chest is opened without the trap being disarmed, five shrieking minotaur heads fly out from the chest unerringly striking the five nearest creatures, damaging them and potentially knocking them prone.

**Large Redwood Chest** 1 in. thick; **Hardness** 6; **hp** 10; **Disable Device** DC 20; **Break** DC 29

## TOPPLING MAGIC MISSILE (CR 3, XP 800)

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

### EFFECTS

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

**Effect** spell effect (*toppling magic missile*; 1d4+1 plus trip +10 CMB; multiple targets [5] (no more than 15 ft. apart))

### CONSTRUCTION

**Prerequisites** Craft Wondrous Item, *magic missile*, Toppling Spell; **Skill** Craft (trap) DC 20; **Cost** 1,350 gp



## ELECTRIFIED CHEST

Squatting on the floor is a large chest carved to look like a giant frog. Its wooden surface has been painted green and its legs are made of copper. Based on the work of a gnome artificer, this magical trap harnesses the bioelectric potential of a thousand sacrificed frogs to deliver a tremendous shock to those adventurers foolish enough to touch it.

**Small Wooden Chest** 1 in. thick; **Hardness** 5; **hp** 10; **Disable Device** DC 20; **Break** DC 17

## DEFENSIVE SHOCK TRAP (CR 4; 1,200 XP)

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

### EFFECTS

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

**Effect** spell effect (*defensive shock*, 6d6 electricity damage; no save); 2nd contact (3d6 electricity damage, no save); 3rd contact (1d6 electricity; no save)

### CONSTRUCTION

**Prerequisites** Craft Wondrous Item, *defensive shock*; **Skill** Craft (trap) DC 20; **Cost** 1,200 gp

## Uncommon Spell

### Defensive Shock

**School** evocation [electricity]; **Level** alchemist 2, magus 2, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, M (a hollow metal sphere)

**Range** personal

**Target** you

**Duration** 1 minute/level or until discharged

Electrical energy floods your body, shocking the next creature that touches you. Any creature striking you with its body or a handheld weapon takes 1d6 points of electricity damage per two caster levels (maximum

6d6). If the attacker has spell resistance, it applies against this damage. Each time the spell discharges, the number of damage dice it deals is halved (rounded down); when the spell's damage dice reach 0, the spell ends.



## SPRAY OF ACID

This large oak chest is painted blank and carved with the visage of a dragon. The lock mechanism rests within the dragon's fearsome maw. The maw itself is a ruse as it contains an easily spotted hinge (Perception DC 10) that is used to make thieves think that the jaws will close on trigger. However the true trap below the carved dragon's tongue is a nozzle that will send forth a torrent of acid when someone loud approaches the chest.

**Large Oak Chest** 2 in. thick; **Hardness** 6; **hp** 20; **Disable Device** DC 30; **Break** DC 29

### SPRAY OF ACID (CR 4, XP 1,200)

**Type** mechanical; **Perception** DC 10/25; **Disable Device** DC 20

#### EFFECTS

**Trigger** sound (+15 Perception); **Reset** none

**Effect** acid cone (4d6 acid damage, DC 20 Reflex save for half damage); multiple targets (all targets in a 30 ft. cone).

#### CONSTRUCTION

**Skill** Craft (trap) DC 20; **Cost** 4,000 gp



## WIZARD'S BANE

This small contain is a locked scroll case. The case is made of ivory and decorated with symbols of the various elemental lords. Within the lock mechanism is a tiny dart that has been poisoned with mind hammer. Opening the scroll case with the silver arcane marked key of its owner bypasses the trap completely.

**Tiny Ivory Scroll Case** 1/2 in. thick; **Hardness** 6; **hp** 10; **Disable Device** DC 20; **Break** DC 20

### WIZARD'S BANE (CR 4, XP 1,200)

**Type** mechanical; **Perception** DC 20; **Disable Device** DC 21

#### EFFECTS

**Trigger** touch; **Reset** none; **Bypass** silver *arcane marked* key

**Effect** Atk +10 (1d3 plus mind hammer)

#### CONSTRUCTION

**Skill** Craft (trap) DC 20; **Cost** 5,400 gp

## New Poison

### MIND HAMMER (1,400 gp; +3 trap CR)

**Type** poison, contact; **Save** DC 20

**Onset** 1 minute; **Frequency** 1/round for 6 rounds

**Initial Effect** 1 Int drain; **Secondary Effect** 1d3 Int damage; **Cure** 2 consecutive saves

Brewed from the leaves of the skull orchid, this poison causes a cerebral aneurysm in any creature that fails its saving throw upon making contact with it. It has a rose-like odor and a sweet taste. If applied to the surface of a weapon or some other object, its viability outside of the bottle is approximately three hours, after which it becomes useless.

Some people, particularly thrill-seeking nobility, like to coat the rims of their wine glasses with expired mind hammer, relishing in the taste of "danger" even though it is harmless to them (most of the time).

One vial of the poison remains good for approximately 1d4 weeks if an herbalist has treated its stopper with preservative chemicals.



## A SMALL PROBLEM

This large granite chest is veined with glittering embers of red, orange and yellow. The surface is carved with flowing symbols and arcane script. A DC 20 Linguistics check can recognize the text as containing elements of Ignan and Draconic language common among geniekind and the wizards that enslave them. When this trap was built, the wizards involved in its construction had managed to confine a heat swarm within its stony embrace before its enchantments were placed. This diminutive swarm of elemental fire beings has been trapped, seething with rage for untold centuries.

When the trap is triggered, the character who touched it is targeted with a greater reduce person spell that could shrink them to Diminutive size or small. At the same moment as the trap triggers, the lid of the chest cracks in two allowing the heat swarm to spill outward in a confinement-induced madness.

If a character has been reduced to Diminutive size, he will be lost within the swarm. For him, the battle plays as one character (with unmodified statistics) against a horde of Medium fire elementals (see Pathfinder Bestiary) and for the other characters they face a diminutive horde. Any magical area of effect attacks directed at the swarm will also affect their companion.

Large Granite Chest: 4 in. thick; Hardness 8; hp 60; DC 25 Disable Device; Break (DC 29)

### A MILLION MOTES OF FIRE (CR 5, XP 1,600)

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

#### EFFECTS

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

**Effect** spell effect (*greater reduce person*, DC 16 Fortitude negates) plus the chest opens and a heat swarm escapes its confinement.

#### CONSTRUCTION

**Prerequisites** Craft Wondrous Item, *greater reduce person*; **Skill** Craft (trap) DC 20; **Cost** 3,400 gp\*

\* includes 2,000 gp worth of high quality granite.

## New Spell

### Greater Reduce Person

**School** transmutation; **Level** alchemist 4, magus 4, sorcerer/wizard 4, summoner 4, witch 4

**Components** V, S, M (a pinch of powdered magnesium)

This spell functions like *reduce person*, except that the diminution of the humanoid creature is even greater. The humanoid creature's height, length, and width are reduced to one-eighth and its weight is divided by 512. This decrease changes the creature's size category to three sizes smaller. The target gains a +6 size bonus to Dexterity, a -10 penalty to Strength (to a minimum of 1), and a +4 bonus on attack roles and AC due to its reduced size.

The creature's space and reach are determined by their new size.

## SWARM, HEAT

*A swirling mass of blue dancing flames advances toward you, with a skull embedded in each flame.*

### Swarm, Heat (CR 7; XP 3,200)

N Diminutive outsider (elemental, extraplanar, fire, swarm)

**Init** +11; **Senses** darkvision 60 ft.; Perception +15

**Aura** fire (20 ft., 2d6 fire)

## DEFENSE

**AC** 21, touch 21, flat-footed 14

(+7 Dex, +4 size)

**hp** 90 (12d8+36)

**Fort** +12, **Ref** +15, **Will** +6

**DR** 10/-; **Immune** elemental traits, fire, swarm traits, weapon damage

**Weakness** vulnerability to cold

## OFFENSE

**Speed** 30 ft., fly 60 ft. (average)

**Melee** swarm (3d6 plus 2d6 fire)

**Space** 10 ft.; **Reach** 0 ft.

**Special Attacks** burn (2d6, DC 20), distraction (DC 18)

## STATISTICS

**Abilities** Str 1, Dex 24, Con 14, Int 6, Wis 10, Cha 6

**Base Atk** +12; **CMB** —, **CMD** —

**Feats** Ability Focus (Burn), Dodge, Great Fortitude, Improved Initiative, Iron Will, Toughness

**Skills** Fly +28, Perception +15

## ECOLOGY

**Environment** any (Paraelemental Plane of Heat)

**Organization** solitary, mass (2–4 swarms), or holocaust (7–12 swarms)

**Treasure** none



A heat swarm is a mass of flying, aggressive, foul-tempered elementals from the Para-Plane of Heat. A single heat elemental resembles a thumb-sized ball of fire with vaguely discernable facial features; a mass of them makes a swarm.

Heat swarms are highly territorial and attack any creatures (other than their own kind) entering their domain. Several swarms often work together to drive away a common foe. When encountered on the Material Plane (which is a very rare occurrence indeed), a heat swarm is most often found in a highly unbearable (by human standards) climate such as an active volcano or at the command of a powerful elemental-ist.



## CHEST OF WOLVES

After years of having the wilderness despoiled by adventurers traipsing around on one quest or another, a circle of druids gathered together to devise traps that would eliminate some of the more disruptive adventurers. Some of the druids suggested traditional traps such as deadfalls and pits but others wanted more creative options. Thus the chest of wolves trap was devised.

This chest appears to be composed of living wood as if grown up from the soil. The surface is covered with vines and new growth. The bark of its side is vibrant and solid. When a creature not carrying a sprig of holly and mistletoe approaches the chest, a pack of augmented wolves are summoned to deal with the trespassers. Occasionally the area around the chest is also littered with pits and deadfalls.

**Medium Livewood Chest** 2 in. thick; **Hardness** 6; **hp** 30; **Disable Device** DC 25; **Break** DC 28

### CHEST OF WOLVES (CR 5, XP 1,600)

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

#### EFFECTS

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

**Effect** spell effect (*summon nature's ally IV*; summons 1d4+1 augmented wolves)

#### CONSTRUCTION

**Prerequisites** Augment Summoning, Craft Wondrous Item, *summon nature's ally IV*; **Skill** Craft (trap) DC 25; **Cost** 1,400 gp

## OOZE!

This medium chest is composed of red stone, laced with veins of gold and silver. The chest has no locking mechanism but instead has a tight-fitting stone lid. There is no trap on this chest nor is it even a chest in a tradition sense. This container is used as prison to confine a slithering tracker. This alien creature cannot ooze through the tight-fitting lid is not strong enough to remove it (Strength DC 25) and so it sits patiently waiting for someone to free it. When the lid is removed it will remain undetected and as long as the treasure hunters do not seek to seal it away again it will bide its time and begin tracking them.

**Medium Stone Chest** 3 in. thick; **Hardness** 8; **hp** 45; **Disable Device** DC see above; **Break** DC 35

### SLITHERING TRACKER (CR 5, XP 1,600)

*Variant firebreathing slithering tracker (see Bestiary 2)*  
**hp** 50

**Fort** +9

Resist fire 5

**Special Attacks** breath weapon (2d6 fire, 30 ft. cone; Ref DC 20 halves; 1d4 rounds)

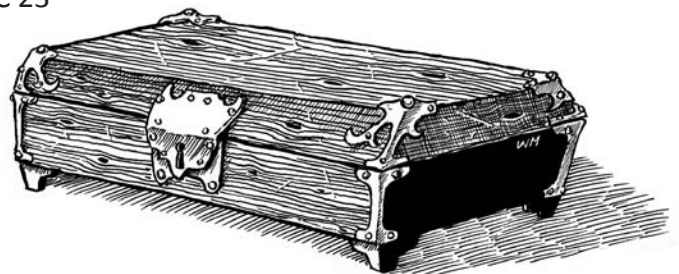
**Con** 27



## SILENT DEATH IN THE DARK

This chest is a standard chest with iron bands securing the wood slats. An exterior lock fitted with a keyhole keeps the lid secure. A person who opens the chest causes the trap to activate. Inside the chest is an iron cobra. When the chest is opened without disabling the trap a darkness and silence spell is cast upon the iron cobra. The cobra attacks the creature opening the chest. Once that creature is dead the cobra attacks others within 30 ft. The cobra chases the person who springs the trap until it is destroyed or the thief is dead.

**Medium, Locked, Banded Wood Chest** 1 1/2 in. thick; **Hardness** 7, **hp** 15; **Disable Device** DC 20; **Break** DC 23





### SILENT DEATH IN THE DARK TRAP (CR 5, XP 1,600)

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

#### EFFECTS

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

**Effect** spell effect (*darkness* and *silence* cast on the iron cobra) and the iron cobra attacks the person opening the trap.

#### CONSTRUCTION

**Prerequisites** Craft Wondrous Item, *darkness*, *silence*;

**Skill** Craft (trap) DC 20; **Cost** 600 gp\*

\* Does not include the cost of an iron cobra or its poison.

### IRON COBRA (CR 2, XP 600)

**hp** 15 (see Pathfinder RPG Bestiary)



### POISON GAS URN

Standing two feet in height this burial urn is laced with gold and covered with carvings designed to protect its contents for passage into the underworld. The lid of the urn is tightly sealed with wax. Most tombs, meant to preserve their owner's organs or fortunes for use in the afterlife, are filled with traps. This urn is filled with a pressurized dose of ungol dust. When the seal on the burial urn is broken, its contents will be sprayed in the air poisoning all within 10 square feet.

**Sealed small ceramic urn** 1/2 in. thick; **Hardness** 1; **hp** 4; **Disable Device** DC 15; **Break** DC 17

### POISON GAS URN (CR 6; 2,400 XP)

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

#### EFFECTS

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

**Effect** poison gas (ungol dust); never miss; onset delay (1 round); multiple targets (all targets in a 10 ft. square area).

#### CONSTRUCTION

**Skill** Craft (trap) DC 25; **Cost** 2,500 gp



### MADNESS CONTAINED

This small steel chest appears to be a dwarven business owner's lockbox. It has four short legs which support its curved mass. Its surface is decorated with

geometric runes, hammers and anvils. This chest is designed to contain a vial of nightmare vapor in its locking mechanism. When the chest is unlocked or broken into the vial will break releasing the poisoned gas. One of the hammer decorations on the underside of the lockbox can be turned and it is this mechanism that moves the vial so that it is not broken when the chest is opened.

**Medium Steel Chest** 1 in. thick; **Hardness** 10; **hp** 30; **Disable Device** DC 30; **Break** DC 29

### NIGHTMARE VAPOR TRAP (CR 6, XP 2,400)

**Type** mechanical; **Perception** DC 28; **Disable Device** DC 15

#### EFFECTS

**Trigger** touch; **Reset** none; **Bypass** hidden switch (DC 30)

**Effect** vial of nightmare vapor is broken (nightmare vapor; all creatures within 15 ft. of the chest; never miss)

#### CONSTRUCTION

**Skill** Craft (trap) DC 25; **Cost** 8,800 gp



### MEMORY THIEF CHEST

An open-mouthed, leering face decorates the lid of this chest. The face seems strangely life-like and animated though it never moves. Its eyes sparkle with amused intelligence. The chest itself is a large box, measuring four feet on each side. The trap activates when a creature touches the chest in any way, including attempts to break or smash it. The magic of the trap puts forth a damaging 30 ft. burst of energy. This burst also erases the memory of each creature in the area such that they forget they were hurt and what they were attempting to do. All they understand is they are standing before an unopened chest that they were going to open.

**Large Wooden Chest** 2 in. thick; **Hardness** 5; **hp** 20; **Disable Device** DC 25; **Break** DC 29

### MEMORY THIEF CHEST (CR 8; XP 6,400)

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

#### EFFECTS

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

**Effect** spell effect (*fireball*; 30-ft. burst, 6d6 fire damage, DC 14 Reflex half plus modify memory (DC 16 Will) or target forgets they attempted to touch or

open chest.)

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### CONSTRUCTION

**Prerequisites** Craft Wondrous Item, *fireball*, *modify memory*; **Skill** Craft (trap) DC 30; **Cost** 27,000 gp



### BODY IN GREEN GLASS CHEST

This chest appears as a coffin rather than a chest. It is composed of a translucent green glass-like substance. Inside the chest is a human body, perfectly preserved and dressed in golden plate mail, hands crossed at the chest around the hilt of a greatsword. A DC 20 Appraise check is enough to determine that the armor and weapons are masterwork quality, but also of great age and worth 10,000 gp. The lid is locked and the chest, though apparently composed of glass, is quite durable. The chest is part of an insidious trap. It acts like a gem for a trap the soul spell. The soul inside the chest is the soul of the body, preserved through a permanent gentle repose spell. If a creature opens the chest without first deactivating the trap, the trap the soul spell attempts to capture the opener's soul and the soul currently contained in the chest returns to the prostrate man, who then attacks all nearby creatures. A person can avoid the trap by breaking the chest, but this releases the soul and reanimates the man inside.

**Medium Green Glass Coffin** 2 in. thick; **Hardness** 20; **hp** 15; **Disable Device** DC 25; **Break** DC 25

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### BODY IN GREEN GLASS CHEST (CR 9, XP 6,400)

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

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#### EFFECTS

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

**Effect** spell effect (*trap the soul*; no save)

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#### CONSTRUCTION

**Prerequisites** Craft Wondrous Item, *trap the soul*; **Skill** Craft (trap) DC 30; **Cost** 17,000 gp

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### SIR PELGRANE (CR 10, XP 9,600)

Male aasimar cavalier 11 (order of the star)

LE Medium outsider (native)

**Init** +5; **Senses** darkvision 60 ft.; **Perception** +3

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#### DEFENSE

**AC** 24, touch 12, flat-footed 23

(+10 armor, +1 Dex, +1 deflection, +2 natural)

**hp** 93 (11d10+33)

**Fort** +9; **Ref** +4; **Will** +6

**Defensive Abilities** order of the star challenge; **Resist** acid 5, cold 5, electricity 5

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#### OFFENSE

**Speed** 20 ft. (30 ft. base)

**Melee** +1 *greatsword of shock* +17/+12/+7 (2d6+7 plus 1d6 electricity)

**Special Attacks** cavalier's charge, for the faith (1/day)

**Spell-like Abilities** (CL 11th; concentration +14):

1/day—*daylight*

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#### STATISTICS

**Abilities** Str 18, Dex 13, Con 14, Int 8, Wis 12, Cha 16

**Base Atk** +11; **CMB** +15; **CMD** 27

**Feats** Blind-Fight, Furious Focus, Iron Will, Power Attack, Precise Strike<sup>B</sup>, Outflank<sup>B</sup>, Improved Initiative, Toughness, Weapon Focus (greatsword)<sup>B</sup>

**Skills** Diplomacy +5, Intimidate +12, Ride +9; **Racial Modifiers** +2 Diplomacy, +2 Perception

**Languages** Celestial, Common

**SQ** banner, expert trainer, greater tactician, order abilities (resolute, stem the tide), tactician

**Gear** +1 *greatsword of shock*, +1 *full plate*, *amulet of natural armor* +2, *ring of protection* +1, *belt of giant strength* +2



### THE TERRIBLE THING IN THE BOX

This pentagonal wooden chest is bound with straps of adamantine and decorated with strips of silver. The surface is carved with the goat-faced malevolence of arguing schir demons that struggle against the bindings of silver and adamantine. The surface of the chest is uneven as it sprouts many protruding horns or the depicted demons. The box is truly a terrible thing to behold. The chest has been created to house a weird trap that will conjure an image of a terrible monster springing from the trap toward each person in the room. The monster varies from person to person but it is always something deeply personal and terrifying.

**Medium Banded Wooden Chest** 2 in. thick; **Hardness** 8; **hp** 25; **Disable Device** DC 25; **Break** DC 23

---

### WEIRD TRAP (CR 10, XP 9,600)

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

---

#### EFFECTS

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

**Effect** spell effect (*weird*, death, DC 23 Will disbelief, then Fort partial [3d6 damage, stunned for 1 round

and 1d4 Str damage; multiple targets (all who can see the chest))

---

### CONSTRUCTION

**Prerequisites** Craft Wondrous Item, *weird*; **Skill** Craft (trap) DC 30; **Cost** 7,650 gp



### THE BUTTON

This wooden chest has a large, red button next to its lock mechanism. The button will unlock the chest but it will also trigger a finger of death spell at the closest single target other than the button pusher. Originally constructed at great expense for a paranoid merchant, he planned to use this button to kill any thief that forced him to open the chest.

**Medium Wooden Chest** 1 in. thick; **Hardness** 5; **hp** 20; **Disable Device** DC 30; **Break** DC 23

---

### FINGER OF DEATH TRAP (CR 13; 25,600 XP)

**Type** magical; **Perception** DC 32\*; **Disable Device** DC 32

---

#### EFFECTS

**Trigger** touch; **Reset** automatic (5 rounds)

**Effect** spell effect (*finger of death*, 130 points of damage, DC 20 Fortitude partial (3d6+13); single target that is not the button pusher within 60 ft.)

---

#### CONSTRUCTION

**Prerequisites** Craft Wondrous Item, *finger of death*; **Skill** Craft (trap) DC 30; **Cost** 45,500 gp

\* The button is immediately observable, while detecting the magic requires a Perception check of DC 32.



### CHEST TO THE ABYSS

This massive cold iron chest bears no visible exterior markings. It stands three feet high, five feet wide and three feet deep. An arcane mark displays the name of the wizard who constructed the chest. With a Knowledge (arcana) or Knowledge (history) check DC 35 a character recognizes the mark (if they can see it) as that of Thigonous, a legendary summoner.

The chest bears two traps. The first springs when a creature attempts to open the chest without first unlocking it. This includes breaking open the chest. The second trap activates when the contents of the chest

are touched or removed from the chest. The vrock fights until killed or dispelled. The glabrezu demons attempt to grab a weak character and stuff them into the chest, after which they teleport to a special place where they can sacrifice the character in some unspeakable rite.

**Large, Locked, Cold Iron Chest** 3 in. thick; **Hardness** 10, **hp** 90; **Disable Device** DC 30; **Break** DC 29

---

### CHEST OF RUIN (CR 8, XP 4,800)

**Type** magic; **Perception** DC 32; **Disable Device** DC 32

---

#### EFFECTS

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

**Effect** spell effect (*summon monster VII*, summons a vrock which attacks any creature attempting to open or damage the chest).

---

#### CONSTRUCTION

**Prerequisites** Craft Wondrous Item, *summon monster VII*; **Skill** Craft (trap) DC 25; **Cost** 3,250 gp

---

### RUINOUS GATE (CR 15, XP 51,200)

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

---

#### EFFECTS

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

**Effect** spell effect (*gate*, opens the way for two tasked glabrezu demons)

---

#### CONSTRUCTION

**Prerequisites** Craft Wondrous Item, *gate*; **Skill** Craft (trap) DC 30; **Cost** 17,650 gp

*Purple Duck Note: It didn't seem fair to leave all these terrible traps in this book without leaving some kind of reward for your players, so we decided to include this legendary weapon for inclusion in your game.*



### THE DUCKAXE (A legendary weapon)

Garona was very young when the slaver mages killed her family. Her human mother was electrocuted by their lightning and her father faced the double indignity of being turned into a duck before being incinerated. Garona would have faced a similar fate had she not surrendered—a choice that haunted her throughout her adolescence and eventually drove her to madness.

Having little use for a mad slave, the half-orc adolescent was institutionalized and used to fight in the en-

tainment pits. For years, her mental instability and savagery grew until she was finally able to free herself from her captors and fled into the wilds. With the aid of helpful clerics who had themselves suffered at the hands of the mage slavers, Garona was able to regain her mind and found her purpose—to rid the world of wizards, witches, summoners and their ilk.

For years she studied the craft of magic and alchemy and trained her body to be able to instantly spot the workings of the arcane and separate it from the works of the divine. In her studies she came upon reference to a strange greenish star metal that could resist the power of spells. At great expense to herself and her clerical mentors she purchased some of the metal and had it forged into a weapon for killing mages. The greenish battleaxe she topped with an obsidian carved duck head to remind her of father's final indignity at the hands of the mages.

Garona used the duckaxe to kill hundreds of mages before her time on the world was over. Under her command the blade could cut through the mightiest of magical defenses and she could interrupt the most dedicated of mages. She has passed from the world now and the duckaxe remains, but it is said that her soul still hunts mages across the outer planes.

### Requirements

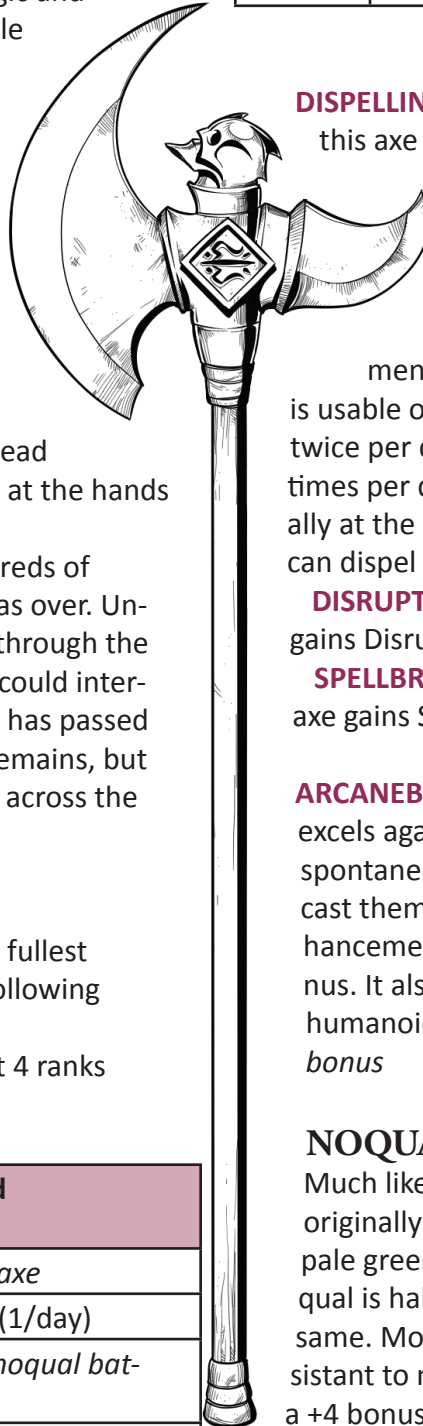
To successfully wield the *duckaxe* to its fullest potential, a character must meet the following requirements.

**Skills** Craft (alchemy) 4 ranks, Spellcraft 4 ranks

**Feats** Combat Reflexes, Toughness

Weapon Level	Wielder Level	Abilities Granted
1 <sup>st</sup>	--	+1 <i>noqual battleaxe</i>
2 <sup>nd</sup>	4 <sup>th</sup>	Dispelling Strike (1/day)
3 <sup>rd</sup>	6 <sup>th</sup>	+1 <i>arcane bane noqual battleaxe</i>
4 <sup>th</sup>	8 <sup>th</sup>	Disruptive
5 <sup>th</sup>	10 <sup>th</sup>	+2 <i>arcanebane noqual battleaxe</i>
6 <sup>th</sup>	12 <sup>th</sup>	Dispelling Strike (2/day)

7 <sup>th</sup>	14 <sup>th</sup>	+3 <i>arcanebane noqual battleaxe</i>
8 <sup>th</sup>	16 <sup>th</sup>	Spellbreaker
9 <sup>th</sup>	18 <sup>th</sup>	+4 <i>arcanebane noqual battleaxe</i>
10 <sup>th</sup>	20 <sup>th</sup>	Dispelling Strike (3/day; 2 effects)



**DISPELLING STRIKE (Su)** As a free action when this axe strikes a creature that would be subject to the weapon's arcanebane, the wielder may make a targeted dispel magic check against the target creature. The check is made with the wielder character level and highest mental characteristic modifier. This ability is usable once per day at the 2<sup>nd</sup> weapon level, twice per day at the 6<sup>th</sup> weapon level and three times per day at the 10<sup>th</sup> weapon level. Additionally at the 10<sup>th</sup> weapon level the dispelling strike can dispel two spell effects per use.

**DISRUPTIVE (Feat)** The wielder of the duckaxe gains Disruptive as a bonus feat.

**SPELLBREAKER (Feat)** The wielder of the duckaxe gains Spellbreaker as a bonus feat.

**ARCANEANE SPECIAL PROPERTY** This weapon excels against humanoids that cast arcane spells spontaneously or must prepare arcane spells to cast them. Against these foes, the weapon's enhancement bonus is +2 better than its actual bonus. It also deals +2d6 points of damage against humanoid arcane spellcasters. **Cost Modifier +1 bonus**

### NOQUAL

Much like adamantine, noqual is a metal that originally fell from the heavens. It looks like a pale green crystal but can be forged like iron. Noqual is half as heavy as iron, yet as strong as the same. More importantly, noqual is strangely resistant to magic. An object made of noqual gains a +4 bonus on any saving throw made against magical sources. Creating a magic item that incorporates any amount of noqual into it increases the price of creation by 5,000 gp, as costly reagents and alchemical supplies must be used to treat the metal during the process.

Weapons made of noqual weigh half as much as normal, and inflict +1 point of damage against constructs and undead (this is an enhancement bonus to damage).

Armor made of noqual weighs half as much; noqual armor is one category lighter than normal for the purposes of movement and other limitations (light armor is still treated as light armor, though). The armor's maximum Dexterity bonus is increased by 2, and armor check penalties are lessened by 3. The armor's spell failure chance increases by 20% and applies to all magic cast while wearing the armor, regardless of the magic's source or class abilities possessed by the wearer. The wearer of a suit of noqual armor gains a +2 resistance bonus on all saving throws against spells and spell-like abilities.

Noqual has 30 hit points per inch of thickness and hardness 10. Noqual ore is worth 50 gp per pound.

Type of Noqual	Item Cost Modifier
Light Armor	+4,000 gp
Medium Armor	+8,000 gp
Heavy Armor	+12,000 gp
Shield	+2,000 gp
Weapon or other items	+500 gp
Magic Item Cost	+5,000 gp



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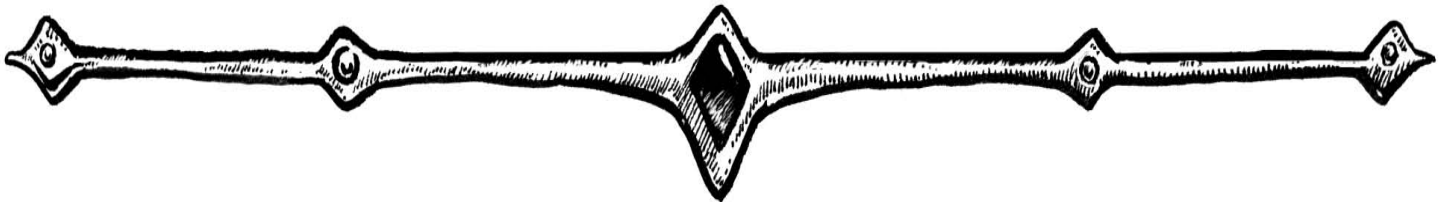
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