LEGENDS & LAIRS

d20 system

TRAPS & TREACHERY

A SOURCEBOOK OF DEADLY MACHINATIONS

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WATCH YOUR STEP...

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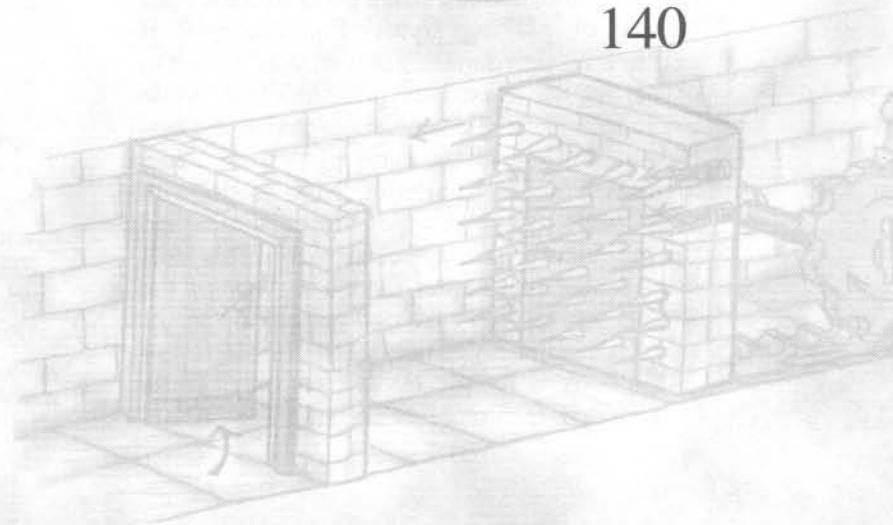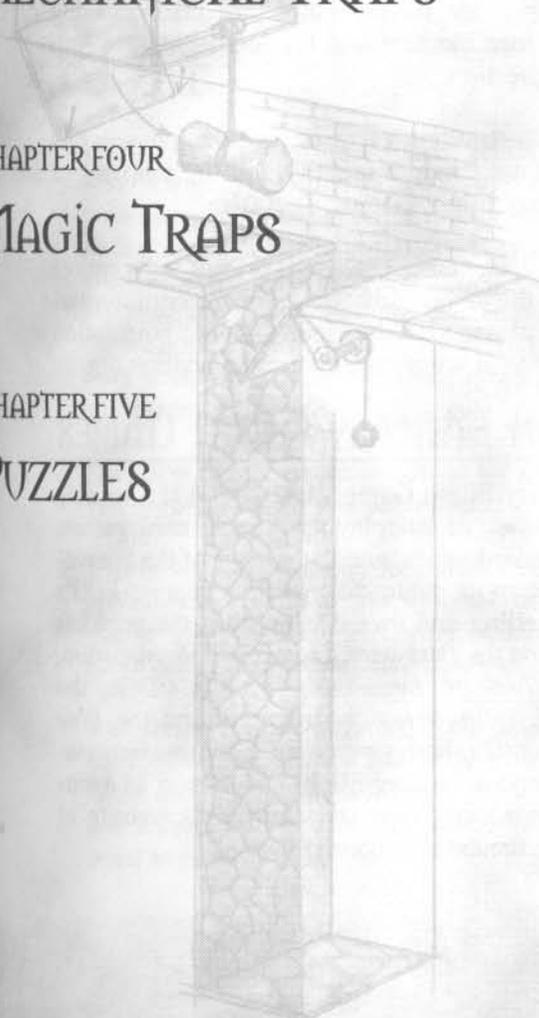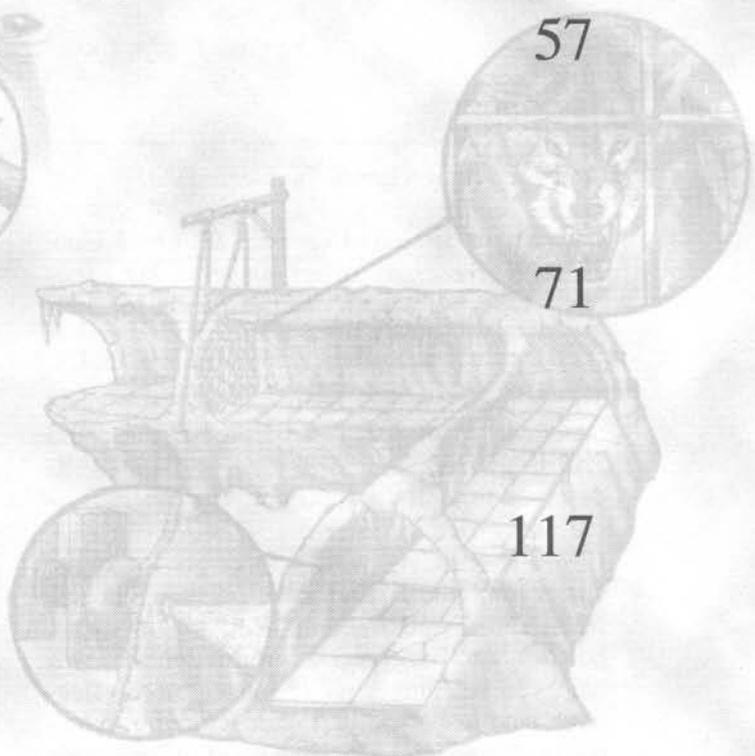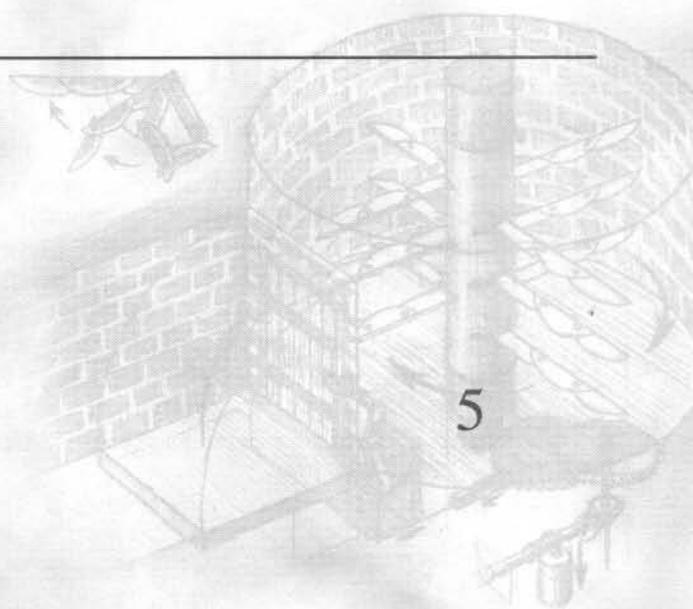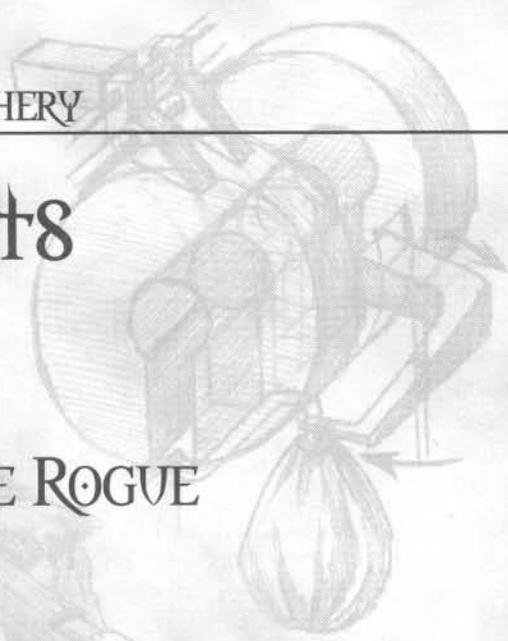
INTRODUCTION

Traps. From my earliest experiences with fantasy roleplaying games, they've been a constant source of amazement, amusement, frustration, and fun. The first time I played (in 1981, though I'm loath to admit it), my friends and I braved the dangers of a huge dungeon complex controlled by slavers. I don't recall what I expected to encounter, but I'll never forget the humble pit trap that killed my half-orc fighter after he'd survived so many battles.

My next character was a halfling thief...

> — Greg Benage
> Line Developer
> Legends & Lairs
> Fantasy Flight, Inc.

WELCOME!

Fantasy Flight Games is pleased to present *Traps & Treachery*, the first d20 System sourcebook in our **Legends & Lairs** line. *Traps & Treachery* offers players—but especially DMs—a wealth of information for their d20 System campaigns.

The rogue class has been one of the biggest beneficiaries of the Third Edition rules, and *Traps & Treachery* offers them their well-deserved time in the spotlight.

If you're a player with a fondness for rogue characters, you'll find new prestige classes, feats, skills, spells, equipment, magic items, poisons, and background information that will help you roleplay your character more effectively and realistically. A wide variety of material is offered, and it's also a good fit for a wide variety of playing styles. For example, if you're a veteran dungeon delver, you'll want to check out the trapmaster prestige class, while the roofrunner and discreet companion are better suited to city-based campaigns. If you're a high-level rogue wondering what to do with your future, check out the info on guilds and the guildmaster prestige class. All of this stuff is presented in Chapter One: The Way of the Rogue, so you won't have to go looking for it. And it's better if you don't, because the rest of the book is for the DM's eyes only. These chapters feature rules for trap design and construction, complete descriptions and illustrations of more than 60 mechanical and magic traps, and puzzles, skill tests, and challenges for the DM to throw at his players and their characters.

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Not everything in this book is Open Content, however. In some cases, we use shaded boxes to clearly identify Open Content. This is useful for relatively short, discrete pieces of rules-related material, but not as useful for longer sections of Open Content. As a result, the introductory remarks at the beginning of each section provide further guidelines distinguishing the Open Content and Product Identity within each section.

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CHAPTER ONE
Way of the Rogue

The Rogue's Role

Your party is exploring the Lost Temple of the Fire King. Tyro the Mighty, his magical greatsword dripping gore, has rendered all life extinct throughout the upper levels of the dungeon. Mab the sorcerer's hands are still smoking from the gouts of flame that engulfed the enemy host. Father Mallory, the cleric, is prattling on about a great evil lying down the hall and behind an unopened crypt gate.

The game comes to a standstill as the DM asks, "So rogue, what do you want to do?"

This is your opportunity to shine! Other than periodically trying to get a sneak attack in, you've spent the last few hours making a log cabin out of pretzel rods and onion dip.

You declare with conviction, "Um, Simbo picks the lock on the gate!" Your DM gives you a blank look, fiddles with his dice for a moment and tells everyone that this would be a good point to break for dinner.

Introduction

This section presents helpful guidelines and tips that will help you play your rogue character more believably and successfully. All material in this section is Product Identity, unless it is derived from the d20 System Reference Document or enclosed within a shaded box.

Trap Lore

There are myriad ways to search an area and many of them will earn you praise and possibly even extra experience points. More importantly, you won't end up as rogue jerky for the wights behind the trapped gate.

As a rogue, you've been taught to be patient, and most importantly, observant. You are trained to recognize and manipulate scores of trapdoors, secret doors, false bottoms, murder holes, chutes, pressure plates, gears, pulleys, and a wide variety of locks and switches. Your life depends on your ability to observe and act on the smallest details.

A sorcerer looks at the gate and notes with satisfaction that it has a lock and that lock seems to be thrown closed. A rogue drops and eyeballs the floor to check for pressure plates

and tripwires. He scans the ceiling and walls for any openings where blades, gas, acid, water, or myriad other harmful agents and objects could be discharged. After deciding the area in front of the opening is safe to work in, the rogue starts checking out the gate itself.

Forget thieves' tools and lock picks—the five basic senses are the core tools the rogue relies on in a dungeon. The rogue has been trained to use them together or with any of them hindered or useless. While some are more developed than others, a successful rogue will use them all to gather as much information as possible.

Sight

For most characters, this is the primary sense. If you are not trying to remain hidden, illuminate mechanisms or suspicious areas. Even if your character has darkvision, he might miss differences in color or texture, which could indicate a poisoned surface or a hidden lever.

Moving a bright light source slowly around a room will cause contrasting shadows to be cast from even the subtlest variations in a surface. This is very helpful in finding secret doors or pressure plates.

You should also have *continual flame* cast onto one of your lock picks or another piece of your gear, as this is a quiet and clean source of light. It can also be hidden in an instant without the smoke and smell of extinguishing a torch.

Touch

When searching an area, don't just use your hands—feel the floor with your feet, test it using your finely tuned sense of balance. When walking around an old building, you can feel old floors flex under your feet. This will help you identify floor joists and loose boards. A wealthy merchant isn't likely to have his whole staircase rigged to collapse. But, if you notice a joist support missing in one stair, you can bet that's the one that will send you tumbling.

Running the palms of your hands along a surface will sometimes reveal discrepancies your eyes can't identify, especially if they are hidden by illusion spells. A degree of discretion is called for: Blindly sticking your hands into places you can't see will eventually lead to tragedy. Move slowly and always be attentive for unusual features that might be trap triggers.

After visually inspecting a floor, walk a few paces with your eyes closed. Your sense of balance can clue you in to changes in angle and pitch that may be hidden by magic or optical illusion.

HEARING

Every dungeon, wilderness, and city has its own sound, its unique background noise. When moving through a dangerous and unknown location, take note of what you *don't* hear—this can often be more revealing than what you *do* hear. Learn to ignore the routine noise and pay attention to the out-of-place sounds that can single danger. Take advantage of your tools to tip the odds in your favor: Hold a simple cylinder against a door or wall to amplify the sounds behind it. Every few minutes, pause for a few moments and just listen. If you accustom yourself to the ambient environmental sounds, anything out of the ordinary will quickly draw your attention.

Try to minimize the distractions caused by your companions when you are trying to listen. The easiest—but most hazardous—technique is to act as a scout and stay ahead of the party. You will be able to listen, move silently, and hide without greatswords and armor clanking around you. Unfortunately, you will have to hold your own until the rest of the party arrives if you get into trouble.

If available, make use of *silence* spells and encourage your party members to muffle their clanking arms and armor with cloaks or temporary padding.

Use common sense to guide your approach. If your party has just slaughtered a group of screaming orcs, don't spend a lot of time trying to open the next door quietly. Anyone behind that door already knows you're there.

SMELL

Your sense of smell is the most basic of all your senses. The slightest suggestion of perfume or food can conjure up complex memories long forgotten. Use this powerful sense to your advantage. The faintest trace of pitch can warn you of a trap that could immolate your whole party. The smell of water or fresh air may lead you out of a hopeless maze, and the smell of grave rot should encourage you to step aside in favor of your cleric's expertise.

Many creatures have a preternatural ability to use their sense of smell to find and track prey. This has been the undoing of many sneaky rogues. You must be prepared to take precautions if you're invading the home or lair of one of these creatures. Such precautions may include limiting your diet, thoroughly cleaning your gear, and bathing right before your intrusion. Take advantage of the natural environment to mask your scent: Roll in the soil, skin a vanquished beast and rub your skin, clothing, and equipment with the fur, or stay downwind whenever possible.

THE WILDCARD

Some magic traps are very difficult for a rogue to detect. Often a rogue's ability to detect such traps is based solely on experience. "If I were a spellcaster, I would put an explosive rune here…" For these situations, it's a good idea to pursue some training from a spellcaster and learn some basic cantrips that will allow you to detect magical auras or poisons and read magical script. If you don't have the time or inclination to learn a little spellcraft, try to pick up some magic items that allow you to detect magical dweomers.

When you approach an unknown area, make sure you take the proper steps to ensure you own safety. Use a safety rope and give the other end to your strongest fighter. Consume magical draughts to increase your resistance or don magically protected gear. If you have the option, use *levitate* or *fly* spells to avoid mundane traps. *Mage armor* and *shield* can come in handy as well.

Leave any nonessential gear with other members of your party. If you accidentally set off a *fire trap*, you don't want to make saving throws for all of your loot. Especially that bag of thunderstones or the flask of alchemist's fire you've been keeping for emergencies.

Put yourself in the safest position you can. You can climb along walls to bypass traps and access release switches. With a light harness and a carabiner, you can climb along the wall, lock yourself in, and pick the lock on the gate in relative safety. Also, train your party to seek cover when you are performing dangerous tasks. Teach them that your job is not always reliable and predictable, and that they share the responsibility for keeping themselves safe.

After a detailed scan of the area, Simbo determines that the ancient gate is not only locked but armed with a two-stage trap. If the trap is not disabled, the floor on his side of the gate will collapse and the rigged ceiling will follow to crush his unknowning companions. Simbo decides to jam the collapsing floor first and then deal with the relatively simple gate lock.

You need to decide how to handle the locks and traps you discover. You can disarm them, disable them, or simply set them off.

Disarming traps allows you to bypass them without taking any damage or alerting anyone. It also gives you the opportunity to rearm the traps when you're done in the area. This is a good idea if you're being pursued or are trying to avoid leaving a trail. Simbo might jam the pressure plate, locking it open until after he picks the lock and the rest of the party has passed. He could then retrieve his wedge and move on to the next area of the temple without leaving any obvious sign that he and his companions have passed.

Rogues usually choose to disable traps completely. This renders the trap harmless and sometimes permanently damaged or dismantled. If you don't plan on taking possession of the adventure location and you don't care if someone knows you've been there, this is a good option. Simbo might saw through or sprinkle a few drops of acid on the spring-release that activates the trap when the pressure plate is depressed.

Setting off the trap is a good option if you know what the trap is going to do and you can avoid any possible collateral damage. If you misgauge the full effects of a trap, this can be a very dangerous technique. Be especially careful that there are no other traps in the area: The discharge of one trap may trigger others.

When you return from dinner, the DM asks again, "So what exactly did you want to do?" You smile and start to describe, at length, your stealthy assault on the temple's crypt. After successfully jamming the trap, walking the walls, unlocking the gates, and retreating to a safe distance, you smile to yourself and wonder what else your rogue character may be capable of with a little planning.

THE BUSINESS OF THIEVERY

INTRODUCTION

This section provides a wealth of information on the design, organization, activities, and business operations of thieves' guilds and other criminal organizations. All material in this section is closed content, unless it is wholly derived from the d20 System Reference Document or enclosed within a shaded box.

THIEVES' GUILDS

A classic element of any fantasy roleplaying game, many players and DMs consider the thieves' guild as important as any orc, dragon, lost artifact, or holy temple in the campaign. A thieves' guild offers limitless potential for adventure and intrigue in the campaign setting, whether it is a ruthless guild guided by greedy and evil masters, or a band of benevolent outlaws who struggle against injustice as champions of the common folk. No matter what its nature and motives, a carefully drawn guild can mark the difference between a good campaign and a great one.

THE BUSINESS

There are many different business ventures that a local guild might pursue to keep its coffers full. The first and most common is organized larceny. Whether it is a network of pickpockets who infest the markets, bazaars, and commercial districts of the city, or teams of highly trained burglars and second-story men who pillage the homes of unsuspecting nobles, thieving is the economic lifeblood of most guilds.

Like any enterprising merchant, however, most guilds desire not only wealth, but also growth and expansion. When these opportunities arise, guilds will often branch out into less common business activities, such as protection rackets and extortion, blackmail, and smuggling. The following section outlines these various business ventures and the ways many thieves' guilds conduct them. While these may be considered standard practices, guild operations

will vary widely between different cities and cultures. The most successful guildmasters are always on the lookout for new innovations and approaches to the old practices.

EXTORTION

Extortion is the act of taking something—usually money—from another person by force or threat. For many guilds, it would take several volumes to describe each of the individual methods utilized to forcefully liberate coin from unsuspecting townsfolk. From street mugging to kidnapping, extortion is usually among the most dirty and violent of the guild's standard business activities.

On the other hand, extortion is in many cases the easiest of a guild's business activities. Street mugging, for instance, requires little training or equipment. A tough with a wooden club and a hard heart who learns to identify marks and strike quickly and ruthlessly can be a very good "earner." As a result, petty extortion is usually the first assignment of an apprentice guildsman.

The biggest challenges a thieves' guild faces with its extortion operations are recruitment and organization. Recruitment is really a more general problem, one not limited to extortion, but it is most relevant to these operations because it is crucial for keeping them manned with new recruits. The simple fact is, most fantasy campaign settings are based on a feudal or semi-feudal agrarian social, political, and economic order. While large cities certainly exist in such settings, they are typically *not* characterized by a large, *urban underclass. Instead,* the aristocrats, clergy, merchants, and artisans and craftsmen dominate the cities. In this kind of social order, the impoverished masses are still largely restricted to the fields and croplands of their lords.

The absence of large numbers of desperate urban poor in most cities complicates the job of recruitment for the guild. It must work to recruit the sons and daughters of the skilled lower classes, the children of cobblers, carpenters, and smiths. It must capture the imaginations of alienated, disgraced, or disenfranchised noble-born youth, or the disinherited offspring of the merchant class. It must also lure away the sons and daughters of the farmers and serfs when they arrive in the city to sell their goods or attend fairs and festivals. Finally,

it must welcome the nonhuman minorities who are often subject to prejudice and discrimination in the large, human-dominated cities. A young half-orc may turn to the thieves' guild because no one else will have anything to do with him. These, then, are the thugs and robbers who fill the ranks of the guild's extortion network.

The other major challenge posed by these operations is organization. A thieves' guild *must* organize the activities of its members if it is to continue operating smoothly and safely. A large guild may have a hundred or more petty thieves, muggers, and robbers operating in a city. To avoid inefficiency and conflict, each of these guildsmen must be assigned—and restricted—to a specific territory. Some neighborhoods are obviously more profitable than others, and this can either be used as motivation—the best thieves get the best territories—or assignments can be rotated so that all have a chance to prey on the city's most prosperous quarters. The thieves must also be accountable to someone, usually a guildsman one step up in the guild hierarchy. If there are disputes or infractions to report, the street thieves must have someone to report to. To maintain a steady flow of income to the guild, of course, these overseers are also responsible for monitoring the activities of their charges and collecting the guild's share of the action.

PROTECTION RACKETS

In large cities with well-developed commercial sectors, protection rackets are a very common scourge of the merchant class. "Protection" is effectively a form of insurance: The merchant pays the guild a regular fee, with the implicit understanding that he and his business will be victimized by the guild if he does not. Payments are typically made on a weekly or monthly basis—a large guild with ample manpower will be able to conduct regular pickups more often than a smaller guild with only a handful of members.

Establishing and maintaining a protection racket can be a challenging undertaking. For many guilds, the first step is to gather information. Advance scouts, typically new recruits or low-ranking members, are sent out to assess a neighborhood or district and identify potential "clients." These bands of petty thugs will patrol the streets looking for shops that seem profitable and successful. If the guild is small and has limited resources, it may focus on shopkeepers and merchants who appear vulnerable for reasons of size, age, or gender. Once a business is selected, the band splits into two teams, one called the "hammer" and the other the "shield."

The hammers enter the business and intimidate any customers with threats and bravado, inevitably scaring them off. Once the shop is empty but for the thugs and the shopkeeper, the hammers vandalize and destroy most or all of the store's merchandise. Depending on the nature of the guild—and the thugs involved—many hammer teams will also physically assault the shopkeeper and his employees or family.

Before this violence gets out of control, the shields arrive on the scene. After a brief staged confrontation, the hammers leave—usually shouting rehearsed threats or profanity. The shields offer what assistance they can with any injuries and help the shopkeeper clean up his store, all the while discussing at length the travesty of allowing dangerous hooligans to walk the streets and cursing their lawless behavior. When the time is right, the leader of the shield team offers his protection to the shopkeeper in return for a regular fee or even a piece of his business. Whether they recognize the scam or not, most merchants willingly agree to the "protection" for fear of further attacks.

Inevitably, there are times when a shopkeeper refuses the offer, often going immediately to the city watch for assistance. Just as inevitably, law enforcement is unable to provide adequate protection for the beleaguered merchant. Whether in a matter of hours or days, both teams return to the shop and wreck it. The merchant and any present family members or employees are also given a severe beating, though most guilds direct their thugs not to kill anyone: A dead merchant can't pay protection money. This violence will typically continue until even the most stubborn shopkeeper is coerced into accepting the deal.

Once a business has been brought into the racket, a couple of enforcers or journeyman guildsmen visit it regularly to collect the guild's piece of the action. While the "hammer-and-shield job" is typically given to new recruits, these inexperienced apprentices never do collections. Only veteran guildsmen are allowed to handle

protection money. Those merchants who refuse or are unable to pay face further violence and sabotage. In chronic cases, ruthless guilds will eventually kill the "deadbeat" and torch his establishment as a lesson to others in the neighborhood.

This approach is a somewhat complicated charade for what is really a pretty simple scheme. Many guildmasters, however, feel the drama is justified because it makes the merchants feel safe and limits ill will towards the guild and its members. More aggressive and violent organizations, however, do not bother with the playacting. They make it clear at the first meeting that the fee is buying protection from *them*. In old cities with established guilds, these operations are well known to merchants before they even set up business in a certain neighborhood. The attendant costs are simply factored into the merchant's budget as operating expenses from the very beginning.

BLACKMAIL

Another time-tested criminal operation favored by many guilds is the art of blackmail. These activities are typically handled by upper-level guildsmen and often even the guildmaster himself. Blackmail is only truly effective and profitable when it targets the wealthy and powerful, and such victims must be handled with the utmost skill and delicacy. In general, a guild's blackmail operations are crafted to produce two vital resources: money and power. The objective is to coerce the victim into providing what the guild wants for fear of exposure or reprisal.

Targets of blackmail schemes typically come from the upper classes, particularly the merchant classes and aristocracy. The former are blackmailed for their wealth, while the latter are usually victimized for the influence they wield in government. In all cases, the guild must uncover some incriminating evidence that will damage the victim's reputation, or status if exposed.

These criminal operations are guided by a single principle: Everyone has secrets. The more important the person, it seems, the greater the secrets and the more damage that can be inflicted by revealing them. There are countless details of a person's past that could provide leverage for blackmail schemes. A few common ones include:

• Violation of social taboos or customs: This includes adultery or deviant sexual behavior (as defined and accepted by the culture).

• Embarrassing or socially humiliating behavior: These activities may not actually be taboo or explicitly prohibited, but nonetheless damaging to a person's reputation. Gambling and chemical addiction are common examples in many cultures, and are paralleled in others by similar "irresponsible" behaviors.

• Illegal activity: If exposed, these activities would be socially disgraceful, career-threatening, and might lead to criminal prosecution.

In many cases, a target is actually engaged in one or more of these activities, and the guild need only do some legwork and digging to gather sufficient evidence for a blackmail scheme. Again, this is typically handled by veteran guildsmen, who either shadow the target and monitor his actions, or use some ruse or other to "get close," perhaps even entering the mark's confidence. When these efforts are unsuccessful or impossible, the guild can also act indirectly through manipulation of family members, associates, and henchmen to gather the incriminating evidence.

In other cases, the guild may need to blackmail a person who *has* no incriminating secrets—at least none that the guild is able to uncover. The guildsmen must then fabricate suitable evidence themselves. Official documents and seals are stolen from city offices and used to forge incriminating papers that could end a career or endanger a life. Physical evidence is planted that links the mark to an unsolved crime. Elaborate social ambushes are manufactured and the innocent targets lured into humiliating situations. Trained and highly skilled confidence artists manipulate or tempt the mark into becoming involved in socially unacceptable activities.

Once the deed is done and the evidence gathered, the guildsmen must wait until the right moment to confront the mark. The best opportunity presents itself when the target has benefited from the illicit activity or its consequences are at their most dire. When the apprentice wizard who has cheated on his entrance tests has gained admission to the Arcanists' Guild, it is time to strike. When the serving girl has given birth to the ille-

gitimate child of a highborn noble, it is time to act. These events raise the emotional and social stakes to their highest level, and most marks are therefore actually *relieved* when they learn there is something they can do to simply make the whole mess go away. The skilled blackmailer gives the mark a taste of the consequences, then offers a slim thread of hope.

The blackmail scheme is also most effective if the blackmailer can offer the mark the *only* way out. Most importantly, the blackmailer has to convince the target that he *will* be exposed if he takes the matter to the authorities.

Fortunately for the blackmailer, most targets of blackmail don't want to reveal their secrets even to the authorities. This is often especially true of the aristocracy, since "the authorities" are usually their family and peers. In cases of particularly stubborn marks, true blackmail artists will manipulate the situation so that the target further implicates himself by lying and attempting to cover up his misdeeds. This further entangles the mark in the web of deceit and makes it even more difficult for him to get free without the blackmailer's "help."

Many blackmail schemes are extremely complex and very risky. Individuals might undertake such schemes driven by desperation or other motivations, but a wise guildmaster will always weigh the risk with the reward. When deciding whether to sanction a blackmail scheme, the guildmaster will evaluate the potential payoff and determine whether or not it can be obtained from another source more easily.

CORRUPTION

Many large thieves' guilds also profit from the systematic corruption of both public and private institutions. As always, the objectives of these activities are money, power, or both. Government officials are perhaps the most common targets of guild corruption. The guild pays the tax collector 100 gold to erase 1,000 gold in tax debt from the ledger of the guild's legitimate or semi-legitimate businesses. The guild bribes the town watch—or even the watch captain—to look the other way when a crime is being committed. Judges and magistrates are even on the payroll of some very influential guilds.

The trade guilds of large commercial centers are also ripe for corruption. With the treasurers and other officials of these organizations on the payroll, the thieves' guild can divert thousands of gold in dues money and profits to its own coffers. Guild officials who discover and threaten to expose this corruption are often found dead or never found at all.

BANDITRY

Many large, well-established thieves' guilds operate outside the city limits as well. Banditry is an important part of these activities. Trade between cities and nations is pretty common in the civilized areas of most fantasy campaign settings, and thieves' guilds are in an excellent position to prey on this commerce. Merchant caravans traveling along public roads are the most common targets of bandit attacks.

Many bandit gangs are organized and funded by the thieves' guild in a nearby city, but operate semi-independently. The guild provides the bandit gang with recruits, weapons, supplies, and a market for the stolen merchandise; the gang plans and executes its attacks on its own. While banditry can be extremely profitable, especially in wealthy areas, it is not without its dangers. Armed soldiers typically patrol the most well-traveled roads. The further into the wilderness the gang moves, the less likely it is to enjoy a steady stream of affluent travelers and merchant caravans. And of course there are other things in the wilderness, things more dangerous than bandits.

Some thieves' guilds in coastal cities do not limit their bandit activity to the roads and highways. Some are also connected to pirate gangs. Typically, only the largest and most prosperous guilds are involved in piracy, however. Piracy requires investment in ships, which are expensive to build and maintain. The sailors who operate them also require considerably more training than a common street thug or highwayman, especially since the sailors aboard a pirate vessel must be trained to fight. In many cases, thieves' guilds and pirate gangs form loose alliances. The guild uses its dockside resources to gather information on merchant ship inventories and itineraries, and offers the pirates access to black markets for the sale of their goods, all in return for a share of the pirates' income.

SMUGGLING

Smuggling is simply the secret and illegal transportation of people or merchandise. Large thieves' guilds can become involved in smuggling operations for a number of reasons. Smuggling can be very profitable. Laws that ban or impose heavy tariffs on certain goods create artificial market disparities that can be manipulated by shrewd smugglers. The smuggler buys a shipment of the angel-flower poppy from the Old Empire, where it is perfectly legal, for a few copper per dose. He then ships it to the Iron Kingdom where it is illegal, but still popular among the decadent aristocracy, and sells it through his guild contacts for a few gold pieces per dose. The Iron Kingdom's laws have given him a profit margin that he could never match with unregulated goods, and he is a prosperous smuggler indeed.

Smuggling can also be profitable for goods that are heavily taxed, rather than banned outright. If there is a high tariff on a particular import, the smuggler can bring it into the city illegally and sell it at a price much lower than its legitimate price—because the smuggler isn't paying the tax. These tariffs are very common for goods that are only available from—or offered more cheaply by—foreign sources. The guild might make a fortune smuggling elven wine or dwarven weapons into the city.

TAXES

Many thieves' guilds collect taxes, only not the taxes that the commoners are accustomed to paying. While some guilds forbid independent thieves from operating in their cities, others allow them to ply their trade but impose a tax on their ill-gotten gains.

This practice is most common with relatively small guilds in large cities. Larger guilds, or those operating in smaller towns and cities, must exercise tighter control over the thieving activity in their territory. In large cities, however, independent thieves will often be allowed to operate indefinitely, though they will be regularly coerced into handing over a percentage of their take to the guild. In this respect, the independent thieves are little different from legitimate business owners forced to pay protection. These taxes can even be used as a recruitment tool. A particularly successful independent thief may opt for membership in the guild simply to escape the taxes that are claiming so much of his income.

FENCING

Much of a guild's income is composed of stolen merchandise, and it therefore requires effective means to convert that merchandise to coin. Many guilds maintain sophisticated fencing operations for this purpose. Some guilds also generate significant income by offering fencing services to independent thieves allowed to operate within their territories.

A fence is simply an individual who buys and sells stolen merchandise. In many cities, fences operate in backrooms scattered throughout the commercial and underclass districts. Many fences operate from legitimate businesses, using the stores and shops as fronts to disguise their illicit business dealings.

A typical fence will purchase stolen goods at about a third of the market price. If the fence is connected to the thieves' guild—which is very helpful in supplying working capital and protection—a percentage will go to the lieutenant who is responsible for supervising the fence's activities.

Many guild fences work hand-in-hand with smuggling operations. Some of the most valuable merchandise, such as artwork or magic items, can be dangerous to resell in the city where it was stolen. A smuggling operation allows the guild to transport fenced merchandise from one city to another, thereby avoiding unwanted entanglements with the law or legitimate owners.

Guild Membership

The traditions and customs of thieves' guilds vary widely, and this is especially true with membership. In some cities, even a small-time pickpocket will be unable to ply his trade without receiving a visit from guild representatives. The thief will then be given a choice: Join the guild or stop plying his trade in the guild's territory. In other cities, the guild is almost invisible and a thief who *wants* to join the guild may have trouble finding it. Indeed, making the necessary contacts can be a dangerous undertaking for a newcomer to a guild city.

This danger has two main sources. First, in cities where the guild is extremely secretive, a newcomer may endanger himself if he overtly identifies and attempts to contact a guildsman. The compromised guildsman may elect to silence the newcomer rather than risk exposure. Second, in cities with a heavy law enforcement presence, efforts to make contact with the criminal underworld may draw unwanted attention from the city watch. The safest approach is usually for the newcomer to conduct his business as usual and allow the guild to make contact with him. The fledgling thief may have to be patient, as a particularly secretive guild may choose to observe him for months from afar before finally approaching him. In some cities with especially insular guilds, a newcomer or outsider may never be offered membership. In these guilds, the only way to become a member is to be born into the guild or grow up on the streets of its neighborhoods.

Different guilds follow a wide range of customs for the induction of a new member. In some guilds, there is an elaborate initiation ritual or ceremony. In others, the new guildsman doesn't even have any contact with the guild beyond one or two supervisors who oversee his activities. Once the new member has been inducted, he may begin a trial or probation period or immediately assume the full duties and obligations of a guildsman. Whether by a ritualistic oath or an implicit understanding, every new guildsman is expected to swear allegiance to the guild, and abide by its customs, laws, and traditions. Foremost among these, of course, is the prohibition against betraying the guild to outsiders.

Climbing the Ladder

Guild organizations vary from one city and culture to the next, but most are built around variations of the same basic power structure. The names and titles may differ from guild to guild, but the hierarchy, ranks, and responsibilities usually remain the same. The following is a common guild hierarchy, listing the title of each position, its responsibilities within the guild, and the means by which a thief advances from one rank to the next.

GUILDMASTER (boss, grandfather)
The guildmaster oversees the daily operation of the guild and establishes its overall goals and objectives. He coordinates directly with the captains to set general policies, evaluate performance, and develop strategies for each of the guild's enterprises. The guildmaster is also responsible for making the big decisions that affect the entire organization's status and future. For example, only the guildmaster can

give the order to go to war with a rival guild. The guildmaster typically also reserves the right to "fire" and promote his own captains, and is responsible for mediating disputes and conflicts between them.

There is no higher position in the guild, and once he has taken the reins of power, the guildmaster has no further possibilities for promotion. To expand his power, the guildmaster must look outside the guild, to rival organizations, new enterprises, and neighboring cities. On the other hand, the guildmaster is often the envy of his captains, capable men and women who often naturally believe themselves better suited to leadership of the guild. The guildmaster must always stay alert for potential traitors and mutinies within his ranks. If the guildmaster dies or is otherwise removed from power, a new guildmaster is typically chosen by and from his inner circle of captains. In some cases, the outgoing guildmaster will name an heir; in others, the line of succession is much more uncertain and power struggles are often the result.

CAPTAIN (underboss)
Second only to the guildmaster, there are usually only a handful of captains active at any one time. The captains assist the guildmaster with the guild's overall strategies and policy-making, and also supervise the operations of assigned enterprises or territories within the city. For example, a captain may be given charge of the guild's smuggling operations, or he may be responsible for all activities in the Foreign Quarter.

The captains answer directly to the guildmaster and are responsible for the guildsmen under them. The captains set and enforce the rules the other guildsmen live and work by. They are also responsible for promoting their own lieutenants from among the ranks of the soldiers and specialists. When a position among the guild's captains becomes available, it is typically the responsibility of the guildmaster to fill it.

LIEUTENANT (junior boss)
The lieutenants work directly below the captains and are responsible for organizing and running the individual thieves, thugs,

and gangs that constitute the guild's workforce. Lieutenants are typically assigned a specific territory within the guild's operating area, rather than a business or enterprise. The lieutenant is then responsible for all of the guild activity within that territory. The lieutenant must also recruit new members within his territory and promote journeymen and enforcers from among the ranks of apprentices and recruits. The lieutenants are also responsible for resolving disputes between the journeymen and enforcers who work under them.

JOURNEYMAN (specialist)

These are the veteran thieves who have been guildsmen for an extended period of time and have established a place for themselves in the organization. While they have not yet been promoted to a position of true authority, they are given additional responsibilities and more challenging assignments. For example, a journeyman guildsman is typically responsible for collecting payments from merchants under the guild's protection. Journeymen may also be tasked with running the guild's legitimate and illegitimate businesses, from gambling parlors to brothels. Highly skilled rogues, such as jewel thieves and catburglars, usually earn this rank as well. Terms of service vary widely among guilds, but a thief must usually be a guildsman for at least three years before becoming a journeyman.

ENFORCER (soldier)

These are the ranks of thugs and gangsters who provide muscle for the thieves' guild. Enforcers serve as guards at the guild headquarters, safehouses, and businesses. They protect the guild's treasuries and serve as street troops during times of war between rival organizations. They are also often responsible for carrying out guild-sanctioned violence, such as the beating of an interfering public official or the murder of a traitorous guildsman.

While enforcers are typically considered to be equal in rank to journeymen, they are often the victims of subtle prejudice within the guild. Soldiers are often considered "brainless muscle" by other guildsmen, even their own lieutenants. On the other hand, the lieutenants are often chosen from the most cunning, capable, and ruthless ranks of the guild's enforcers. A journeyman, no matter how skillful, is much less likely to rise in the guild than a successful soldier who has "gotten his hands dirty."

APPRENTICE (recruit)

Recruits are the newest members of the guild. While their responsibilities are typically confined to grunt work and petty larceny, this is often the bread and butter of the guild's operations. Apprentices start out learning their trades in the low-end rackets. They often work in gangs or teams with other recruits, and answer directly to the local lieutenant who runs the operations in their neighborhood. A recruit who proves himself worthy and capable is then promoted into the journeyman or enforcer ranks, depending on his particular talents and inclinations.

THE GUILD'S ROLE

A thieves' guild will most often be used as an adversary for the PCs, perhaps a largely unseen one that works in the background and shadows. A powerful and influential thieves' guild can be a tremendous challenge to a lawful or good-aligned group of heroes, posing a constant threat through political subterfuge and intrigue or brutal street warfare. While a villain may be vanquished and soon forgotten, a thieves' guild can be an ongoing source of challenge and danger. The guild can be a persistent threat that grows and changes as the campaign develops, constantly raising the stakes and increasing the campaign's excitement and suspense.

If the guild is being used as an adversary, there are a number of ways to introduce it into the campaign. Perhaps the characters thwart one of the guild's schemes or expose an important enterprise. Maybe the guild retaliates by sending enforcers to exact the guild's vengeance on the meddling heroes. As the campaign progresses, the characters' activities might draw the attention of increasingly important members of the guild hierarchy, perhaps ultimately leading to a confrontation with the guildmaster himself.

Below are a few examples of ways to introduce a rivalry between a guild and the characters.

The guild stages an attack on a member of the local government, then plants evidence that incriminates one or all of the characters. The heroes are just hapless marks who happen to be in the wrong place at the wrong time, but this conspiracy makes them fugitives and forces them to investigate their mysterious malefactors.

While the characters are out of town, the guild robs their home or base of operations, striking when the heroes can do nothing about it. Nothing can be so frustrating as to return home after a dangerous adventuring campaign to find all of one's hard-won possessions missing. Worse yet, the characters might find some of them for sale at the local bazaar a few days later.

A local lieutenant who has had several run-ins with the characters may decide to issue a warning by sending soldiers to harass or harm the heroes' loved ones. If the characters don't heed the warning, the lieutenant may send assassins to dispose of them permanently. When the conflict reaches this point, it becomes personal and raises the emotional stakes immensely.

This kind of brutality and overt violence is unusual for many guilds, as the guildsmen tend to avoid public attention and scrutiny. With this sort of action, the guild sends a message that it is not to be crossed, and makes examples of the characters to discourage others from taking similar actions.

Of course, not all guilds are created equally, and some are not the greedy, backstabbing cabals that are usually the focus of traditional campaigns. In some game settings, tyrants who overtax the commoners and oppress the down-trodden may dominate the local government. In this case, a guild of gentleman thieves or band of outlaw champions who strike back at the unjust establishment and distribute their stolen wealth among the poor might be revered as heroes. Such a campaign can give the players an opportunity to assume the roles of fugitive heroes who fight an evil far more insidious than the necromancer in his tower or the dragon in its cave.

Designing a Guild

Creating a guild is not a difficult task, but the following guidelines will structure the process and make it even easier. Before you set out to design a new thieves' guild, ask yourself the following questions:

What is my guild's main purpose?
What is the guild's primary overall goal or long-term objective? Is the accumulation of wealth the only motive that drives the guild's activities? Do its leaders want to gain a

foothold in the city's political structure? While dictated by the actions of its members, is the basic alignment of the guild good, neutral, or evil?

What is the organization of the guild?
Who runs the guild? Is it one person, a guild-master? Or is it a council of high-ranking members? Is it possibly a freeform organization that resolves matters of interest to the general membership with a democratic vote? Or is the guild a chaotic, loosely organized group; if so, it might be one in which the members operate independently but help each other in time of need, or a cutthroat organization in which the guildsmen constantly scheme against and back-stab one another for personal gain.

NAME
Once you've established the guild's general characteristics, you should decide on a name. In many cases, there is no formal name for a thieves' guild because it never acts in any official capacity. Such organizations are often associated with the city in which they are established, such as the Old Haven Thieves' Guild. Other guilds are never given any proper name at all, but are referred to in customary terms by those familiar with them. Examples might include the "family," the "organization," or simply the "guild." Still other guilds adopt more dramatic names influenced by their origins, traditions, or the beliefs of their founders. Examples include the Black Brotherhood, the Faceless Men, or the Order of Shadow.

BASE OF OPERATIONS
The DM should also consider the location and nature of the guild's headquarters. A small guild might operate from the backrooms of a single business or warehouse, while a large guild might have a central headquarters and safehouses and other assets scattered through-out the city. The headquarters of some guilds might be hidden, while others use legitimate businesses or residences as fronts. Some partic-ularly secretive and loosely organized guilds may not even *have* a headquarters, preferring to meet in predetermined places and times when the need arises.

CURRENT LEADER
This entry indicates who is presently in charge of the guild, as well as the guild's accus-tomed form of leadership. Common forms of leadership include guildmaster, coun-

cil, or freeform. It is also useful to include the name, gender, race, class, and level of the leadership for easy reference. For example, Guildmaster: Kirk Fairwind, Male Human Rog14.

GUILD STRUCTURE

This entry lists the guild's organizational structure. Is the guild a democracy or a traditionally structured hierarchy with a defined chain of command? Are openings for positions of leadership typically filled from within the membership? What rules and customs does the guild follow? What are the usual punishments for violating these rules?

BUSINESS OPERATIONS

These are the basic enterprises through which the guild makes its money. Examples include larceny, extortion, protection, corruption, and smuggling. To add further detail to the guild's operations, it is useful to indicate the relative importance of each enterprise by noting the percentage it represents of the guild's overall business. *Example*: Larceny (45%), extortion (25%), smuggling (20%), corruption (10%).

RITUALS OR CUSTOMS

Some guilds will elect to follow certain customs or rituals, such as tests, initiations, or rights-of-passage to challenge guild members and demonstrate respect for the guild's traditions. Listing one or two examples will help the DM to communicate the "feel" of the organization and add the details that will make it seem like a real fixture of the campaign setting.

BENEFITS

What benefits does a guildsman enjoy as a result of membership? These advantages could include weapons and equipment, training, or protection from the law. At the DM's discretion, a guild may even offer tangible benefits in the form of specific skill bonuses. For example, membership and training in the Rooftop Brotherhood, a guild of expert burglars, might afford a character two free skill ranks in Climb or Open Locks.

ALLIES AND ENEMIES

This section lists the allies—whether individuals or organizations—that the guild enjoys. They may include prominent merchants, city watchmen, influential politicians, a religious

Sample Guild

Aquisitioner's Consortium

Base of Operations: The Free City
Current Leader: Orbo Smalltoe, Male Halfling Rog16
Guild Structure: Guildmaster
Business Operations: Larceny (75%), Corruption (25%)
Rituals or Customs: None, other than proving one's ability to Orbo himself
Benefits: By joining the consortium, a halfling becomes part of an information network that grants him a +10 circumstance bonus on any Gather Information checks made while in the Free City. Also, the consortium is proficient at "finding" particular items at bargain prices. Any item a guild member purchases from the consortium comes at a 25% discount, and the discount is increased to 40% if he aids in the "acquisition."
Allies and Enemies: Since its beginnings, the consortium (primarily Orbo) has made several allies among the elite of the Free City, developing ties to numerous political figures and prominent merchants. On the other hand, the consortium has also made numerous enemies, many of which are individuals whose property the consortium has acquired. Among these enemies are the Free City's old and well-established thieves' guild and its vengeful guildmaster.
Membership: 15; halfling (100%). The Consortium has yet to offer membership to a rogue of any race other than halfling.
Alignment: Neutral good. Orbo Smalltoe isn't evil, and he makes sure his growing cadre isn't either.

cult, or an arcane cabal. Note specific NPCs who would have the most contact with the guild and the most influence on its operations. Likewise, few guilds can operate for long without making enemies. Common examples include the city watch, local government, and legitimate merchant and trade guilds. But these enemies may also include local heroes, influential temples, and other organizations opposed to the guild's activities.

MEMBERSHIP
This section lists the number and racial make-up of the guild's membership.

ALIGNMENT
This entry notes the overall alignment of the guild. This will typically match the alignment of the guildmaster or leadership, as they are responsible for setting the guild's policies and directing its activities. The alignments of individual members, of course, may vary widely.

DESCRIPTION
In this section, the DM should include all the details he has developed for the guild. This includes its history, famous members, religious affiliations, resources, and any other information that will help to make the guild a vital part of the campaign setting. When creating thieves' guilds, keep in mind that a little detail can go a long way. Don't worry if you can't spend hours describing the organization's entire history. The little things—like a code phrase the members use to identify each other or the name of the journeyman who runs the dockside tavern—are likely to be more accessible and memorable to the players, and therefore more effective in bringing the thieves' guild to life for their characters.

Founded by Orbo Smalltoe many years ago, the Acquisitioner's Consortium is not really a thieves' guild—or so Orbo will tell you if you ask. "I'm not a thief, I'm a businessman," says the charismatic halfling. A one-time adventurer, Orbo has an eye for the finer things in life and has a knack for getting out of trouble in a hurry, either with words or by sheer cunning. With his age starting to show, Orbo as of late has given some thought to retiring. Though he is tight-lipped on the subject, rumors persist that he is searching for someone to hand the business over to.

And a lucrative business it is, too. With contacts all over the city, the Consortium works on a personal basis with individuals who wish to have an item "acquired." These items range from priceless works of art to lost tomes of forgotten knowledge. Enjoying an exclusive and prominent clientele within the city, Orbo has become a bit of a local celebrity, so much so that at one time he actually entered the political arena and made a run to become the mayor of the Free City.

The Consortium members are passionate about their work and love the challenges that the trade provides them, but it is this passion that has gotten them into trouble on more than one occasion with the Free City's thieves' guild. The guild contends that Orbo's Consortium is a rival thieves' guild and that the Consortium should pay a percentage of its earnings to the larger organization. Naturally, Orbo was offended and refused to pay the thieves a single coin. As such, tension has risen as of late and one member of the Consortium has even turned up dead. Some fear that an all-out guild war is brewing between the Consortium and the Free City Thieves' Guild.

PRESTIGE CLASSES

Introduction

This section presents four new prestige classes for use in your d20 System campaigns. The names and game statistics of the prestige classes are designated as Open Content. The textual descriptions are designated as closed content.

Discreet Companion

The discreet companions exist, in an informal and unspoken way, throughout the civilized lands of most fantasy campaign settings. They are, nonetheless, strongest in decadent empires, high courts, wealthy city-states, and sprawling trading centers. The companions exist, as their name implies, discreetly, and few outsiders can distinguish them from the concubines, escorts, courtesans, and sacred prostitutes who populate the elegant houses of wealthy merchants and the palaces of great kings.

The discreet companions are traders in information and intrigue, and they acquire their merchandise through the oldest of means. Of all genders and races, discreet companions can be found in the courts of kings, the temples of high priests, and the back alleys of the seediest cities. They ply their trade with apparent disregard for the nature of their putative employer, though, in their own way, they are amazingly discriminating. Only those with knowledge to gain will find one of the companions entering their lives, though, of course, the true nature of the relationship remains well hidden from the individual in question.

There is no way to seek out the discreet companions. Those of intelligence, cunning, and charisma who are already engaging in their primary apparent occupation will be contacted. If it becomes evident that the contact was unwise, the prospective member will find his memory wiped and will return to his life unharmed and unaware that anything unusual occurred.

The discreet companions support themselves by selling the information they acquire to the highest bidder, with the bidder usually unaware he is dealing with an organization and not just an individual. The money itself is funneled deep into the order, to serve unknown purposes. (In other words, DMs should come up with a suitably complex and intricate long-term purpose that fuels the order. The "rank and file" of the order need not know this purpose; most join for their own reasons. It may be benign or evil, lawful or chaotic. Perhaps there are even conflicting factions within the order.)

As a general rule, this class is best suited for NPCs. Adventures in which characters of this class would have an opportunity to exercise their skills and gain experience in the class' specialty would be somewhat unorthodox.

Special note on XP: Killing orcs and looting dungeons is all well and good, but the skills of a discreet companion tend to be honed in different circumstances. Allow a companion to gain XP through successful "employment" by powerful or rich patrons, with the patron's level determining the Challenge Rating.

For example, Alayne is a 6th-level rogue/1st-level discreet companion. He has made his way to a dance hosted by one of the leading noble families of Delorais. During the dance, he dazzles and charms the daughter of an important Iron Baron, and manages to become her favored concubine. As she is a 5th-level aristocrat, she is considered to be CR 5, and Alayne (a 7th-level character) gains 1,050 XP for this encounter.

Hit Die: d4

REQUIREMENTS

Alignment: Any non-lawful. The work of the discreet companions goes against the rules and mores of most societies, and to be a discreet companion is to live a deception, to pretend to be one thing while being another.

Gather Information: 10 ranks.
Bluff: 6 ranks.
Diplomacy: 8 ranks.
Innuendo: 4 ranks.
Perform: 4 ranks.
Profession (escort): 5 ranks (see below).

Feats: Alertness, Skill Focus: Gather Information.

Special: An established career, or at least a sideline, in some form of "companionship for pay" trade or profession, with the associated Profession skill. How sexual this profession is depends upon the culture of the character, but the nature of the discreet companions is such that anyone over-nice about such things is unlikely to be invited to join.

Special Restriction: Mentioning that the order exists is absolutely forbidden, as is allowing any genuine emotion to influence your relationship with your current "partner." Any member of the order who breaks these rules will be quickly and discreetly eliminated.

While great Charisma is not a requirement, it is unlikely that anyone of low or average Charisma will enter the companions, nor will they benefit much from such membership, as many of the powers and feats of the class rely on the Charisma ability.

CLASS SKILLS

The discreet companion's class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Gather Information (Cha), Innuendo (Wis), Intimidate (Cha), Listen (Wis), Mimic Voice (Cha), Perform (Cha), Profession (Wis), Read Lips (Int), Search (Int), Sense Motive (Wis), Spot (Wis), and Urban Lore (Wis).

Skill Points at Each Level: 6 + Int modifier

CLASS FEATURES

All of the following are class features of the discreet companion prestige class.

Secret: At 1st level, and every three levels thereafter, the character learns one very important secret. The exact information gained depends on the character's circumstances and the DM's judgment, but it should be something known only to an elite few—one of whom, obviously, must be a patron of the companion.

Resist Charm: The character may apply his Charisma modifier (if positive) to any Will save versus an Enchantment or Charm effect.

Charmtouch: This ability grants the extraordinary ability to *charm* someone by touch alone. This ability may be used a number of times per day equal to the companion's Charisma bonus. It takes 10 minutes of reasonably close physical contact, usually accompanied by enthralling conversation. The DC to resist the *charm* is 10 + the companion's Charisma bonus.

Bonus Class Abilities: The character may select from one of the following special abilities. Members may also pick one of these abilities whenever they are entitled to select a feat, as long as they meet any prerequisites.

TALKINGTOUCH
Prerequisite: Innuendo +4.
Talkingtouch is a special form of Innuendo. It allows two people with the skill to communicate through simple physical contact. This is not telepathy or psionics; it is the art of carefully orchestrated muscle motions and body language too subtle to be noticed by outsiders (DC 27 Spot check to notice; a character with the Talkingtouch ability receives a +2 synergy bonus).

TRUTHTOUCH
Prerequisite: Sense Motive +4.
Truthtouch is distantly related to talkingtouch, in that it involves an intimate knowledge of small muscle movements. However, truthtouch is a means of gathering information, not communicating. A character using truthtouch can tell if the person he is touching is lying. Flesh-to-flesh contact is required. Using this ability on beings of races the character is unfamiliar with is difficult. The base DC for a familiar race (defined here as the standard PC races) is 10 + the target's Wisdom bonus, with the following modifiers:

Activity	DC Modifier
Casual contact (holding hands)	+2
Close contact (dancing, massage)	+0
Intimate or prolonged contact	–2 to –4
Unfamiliar humanoid (ogre, kobold)	+2
Non-humanoid (dragon)	+4
Undead	+4
Outsider	+6

These modifiers stack, so the DC of reading a non-humanoid, undead outsider would be +14, or DC 24 + the target's Wisdom modifier.

PAINTOUCH
Prerequisite: Dex 15+.
The character's knowledge of muscles and nerves enables him to do an extra 1d6 points of subdual damage with a successful unarmed strike. This ability only works against humanoids.

MAGEKISS [Metamagic Feat]
Prerequisite: None.
This feat makes any spell with a Will save significantly harder to resist, at a cost in casting time and combat utility. To successfully cast a spell prepared with magekiss, the caster must maintain flesh-to-flesh physical contact with an unresisting (willing or helpless) target for at least five combat rounds (30 seconds). The spell is cast without any additional verbal or somatic components required once this contact is completed. The DC of any Will save required by the spell is increased by the caster's Charisma bonus, with an additional +2 DC if the target is being touched willingly. This, of course, does not require that the target is the willing subject of a spell, or even aware that one is being cast. Only spells requiring a Will save can be prepared with Magekiss. The use of this feat has created legends of mortals so

THE DISCREET COMPANION

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	0	+0	+1	+2	Secret, bonus class ability
2	0	+0	+1	+3	Resist charm
3	+1	+1	+2	+3	
4	+1	+1	+2	+4	Secret
5	+1	+1	+3	+4	Bonus class ability
6	+2	+2	+3	+5	
7	+2	+2	+4	+5	Secret
8	+2	+2	+4	+6	
9	+3	+3	+5	+6	
10	+3	+3	+5	+7	Charmtouch, secret, bonus class ability

alluring they can "enslave a man with a single kiss."

SIREN'S SONG
Prerequisite: None.
This feat allows the companion to add his levels in the discreet companion prestige class to any bard levels he has for purposes of using the Perform skill. It is, obviously, of no use to a companion without any bardic training.

CARESS OF THE LOST HOUR
Prerequisite: Dex 15+, Cha 15+, charmtouch.
With a combination of extraordinary knowledge of anatomy and overwhelming personal magnetism, the companion can cause a victim to forget recent events that occurred while the individual was in the presence of the companion. At most, one hour of time spent with the companion can be erased, and the time must be continuous. The victim may make a Will save (DC 20 + the companion's Charisma bonus) to resist. The victim is not simply "blanked"—he or she will have a vague sense of a pleasant time, but exact details are blurred and indistinct. This ability, mastered only by the most skilled companions, is used when subtlety has failed and someone who has given up information involuntarily needs to forget about it. This is an extraordinary ability.

GUILDMASTER

There's an old saying: There are no old thieves. As with much folk wisdom, it is based at least partially on truth—climbing walls, delving into lost tombs, and running from the law is definitely a young person's game. But, even so, there are a few individuals who survive the hazards of the occupation long enough to see a gray hair or two, but who don't wish to resign just yet. Just as warriors aspire to lead a mercenary band, just as wizards dream of someday running an academy of magic, just as clerics yearn to found their own church—so, too, do some rogues envision themselves as masters of their own guild.

Not all guildmasters are old, and some are not even primarily rogues, though all must have spent some time in the shadows. Overall, though, it's a logical "next step" for rogues with a few levels under their belt, though not many have spent time laying the necessary groundwork to take on the position.

Guildmaster can be a PC class, with the DM's permission, but this will often mean that the campaign becomes centered around the guild itself. Such a campaign can certainly be rewarding, but the DM must insure that it is well suited for his players and their characters.

Since Guildmasters rarely get to bash kobolds or slay dragons, DMs with guildmaster PCs should make sure to use story awards or provide ample non-combat challenges with level-appropriate Challenge Ratings.

Hit Die: d6.

REQUIREMENTS

Alignment: Any non-good, but usually lawful evil or neutral evil.

Base Attack Bonus: +3.

Gather Information: 10 ranks.
Diplomacy: 8 ranks.

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Intimidate: 8 ranks.
Disguise: 4 ranks.
Bluff: 5 ranks.

Feats: Leadership, Skill Focus: Intimidate.

Special: Sneak attack or backstab.

CLASS SKILLS

The guildmaster's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Knowledge (home city, other guilds, local powerbases, *etc.**), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Read Lips (Int, exclusive skill), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Urban Lore (Wis), and Use Rope (Dex).

* The guildmaster may choose any two such appropriate knowledge skills as class skills.

Skill Points at Each Level: 8 + Int modifier.

CLASS FEATURES

All of the following are class features of the guildmaster prestige class.

Weapon and Armor Proficiency: Guildmasters are proficient with crossbow (hand or light), dagger, dart, light mace, sap, and short sword. Medium-size guildmasters are also proficient with club, heavy mace, morningstar, quarterstaff, and rapier. They are proficient with light armor, but not with shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Guild Hall: The guildmaster has ownership and/or control over a building or other location that serves as his headquarters. This may be an abandoned warehouse, a suite of rooms over a pawn shop, or the basement or backroom of an inn, a shop with shoddy goods and high prices (which, thus, has no customers, but which seems to never go out of business). The acquisition of the Guild Hall and its location and nature should be established as part of the process of gaining the first guildmaster level.

THE GUILDMASTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Guild hall, favor
2	+1	+0	+0	+3	+1 reputation
3	+2	+1	+1	+3	Respectable citizen
4	+3	+1	+1	+4	+2 reputation, sneak attack +1d6
5	+3	+1	+1	+4	Just the man for the job, favor
6	+4	+2	+2	+5	+3 reputation
7	+5	+2	+2	+5	
8	+6	+2	+2	+6	+4 reputation, sneak attack +2d6
9	+6	+3	+3	+6	
10	+7	+3	+3	+7	+5 reputation, favor

Favor: Someone owes the character something "big time." The exact details must be worked out with the DM. Each Favor can be used precisely once, but they do accumulate. Thus, a 10th-level guildmaster who has not used any of his favors can "call in" three of them all at once. The DM and the player should establish the circumstances of the favor and who owes it. Regardless of the number of Favors owed, no more than one per week can be used.

Reputation: This bonus is added to the character's Leadership score when he uses the Leadership feat (DMG 45).

Respectable Citizen: This allows the guildmaster to establish a cover identity, allowing him to move freely among different elements of society. It allows him to make two Gather Information checks per day, one as "himself," and one as his "cover," with appropriately different modifiers based on his perceived status.

Just the Man for the Job: A guildmaster sits in the center of a massive web of contacts, spies, rumormongers, and other henchmen and associates. As a consequence, he can sometimes find people to meet almost any description. Once per month, the guildmaster can recruit a specific hireling for a single task (at normal rates of compensation). The guildmaster can specify any ability or possession other than class, level, hit points, or base attack bonus. For example, he can say, "I need someone who can cast a maximized *fireball*," not "I need a 10th-level wizard." The DM may rule out any request he considers impossible (*e.g.*, if the world has no elves, asking for "an elvish wizard" won't make one appear), but he should be lenient as regards odd, but still possible,

characters (*e.g.*, "I need a half-orc spellcaster"). The maximum character level possible is the highest-level cohort the guildmaster could recruit using Leadership.

Note that this is not a summoning spell: The desired person does not magically appear in front of the guildmaster. Rather, the guildmaster's web of contacts and agents allows him to locate, and get a message to, a person meeting the desired criteria. This person generally cannot be a PC or specific NPC—it cannot be used to find a known individual, or to lure such a person into a trap. Nor does this ability compel obedience, though the found individual will be considered to be amenable to the offered job.

Sneak Attack: The guildmaster is much less active than he once was, but he does keep his hand in on occasion. To reflect this, the specified bonus is added to any sneak attack bonus damage from rogue character levels.

SPECIAL RESTRICTIONS

The guildmaster must have a guild! If, at any time, he has fewer than five living followers (not counting any fellow PCs), he becomes an ex-guildmaster (see below) until he has re-established his guild.

The guildmaster is somewhat more settled than he used to be—he has to keep tabs on things, organize, oversee, work his networks, and so on. As a result, he must spend at least two full days a week doing administrative tasks, and, as a consequence, cannot be off adventuring. For each week he misses such work, he loses access to his class abilities for two weeks; if this happens more than six times in a

single year, or if the guildmaster is "out of town" for more than four weeks, he has let his affairs degenerate to such a point that his guild will be taken over by someone a bit more responsible, and he will be considered an ex-guildmaster. To regain any use of class skills, he must re-establish himself in a new city.

Ex-Guildmasters: A guildmaster without a guild is a boss without employees, a leader without followers. He cannot use any of his class abilities, or gain any levels as a guildmaster. Furthermore, each such failure to keep his guild together results in a permanent −1 to Reputation, even if he re-establishes himself later.

EXAMPLE

Jenna Redknife ran the Pinions gang in Verellia until she found herself on the losing end of a turf war. She was a 5th-level guildmaster at the time. She later re-established herself in Delorais. She has a +1 Reputation bonus: +2 for being a 5th-level guildmaster, −1 for losing one guild. If her Delorais guild also goes belly-up, she'll be at a −2 penalty (net Reputation bonus of 0) if she manages to put together a third gang somewhere else.

ROOFRUNNER

It is wise for any rogue to know his territory well. For those who truly live in time to the heartbeat of the city, though, it is possible to become a roofrunner—a member of a rare breed who knows a single city so well that his abilities seem almost superhuman. A roofrunner, it is said, can vanish down a dead end, or appear inside a locked room, or cross a vast urban sprawl in a handful of minutes.

The roofrunner is an interesting class with some unique abilities, but the degree to which he is bound to a single city makes him an unusual choice for a PC, unless the campaign is centered almost entirely on his home city. The DM should carefully consider whether or not to permit a roofrunner PC—doing so means constraining the campaign or annoying a player.

Hit Die: d6

REQUIREMENTS

Urban Lore: 8 ranks.
Climb: 5 ranks.
Balance: 5 ranks.
Jump: 5 ranks.
Move Silently: 5 ranks.
Knowledge (home city): 10 ranks.
Gather Information: 5 ranks.

Special: The character must have lived in the same city for 80% of the past five years. This is the character's home city and is the only city in which he can use his class abilities.

Alignment: Any. The mental discipline required to keep track of so much information about the city and its structure appeals to those of lawful bent, while the freedom and mobility the class provides lure the chaotic.

Special Restrictions: A roofrunner is one with his city. He lives by knowing everything about it. Every time an old hole is sealed up or new construction is layered on old, he finds out quickly. If he is away from his city for more than one week, he cannot use any of his special class abilities for a number of days equal to 1/2 the time spent away, as he has to reacquaint himself with the city. If he is ever away from his home city for more than one week six times in a single year, he can no longer gain levels as a roofrunner until at least one year has passed.

CLASS SKILLS

The roofrunner's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intuit Direction (Wis), Jump (Str), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Swim (Str), Tumble (Dex), Urban Lore (Wis), and Use Rope (Dex).

Skill Points at Each Level: 6 + Int modifier

CLASS FEATURES

All of the following are class features of the roofrunner prestige class.

Weapon and Armor Proficiency: Roofrunners are proficient in light armor and with bucklers. They are proficient in crossbow (hand or light), dagger, dart, light mace, sap, and short sword. Medium-size roofrunners are also proficient in club, heavy mace, morningstar, quarterstaff, and rapier.

Roofrunning: It is this ability that gives a roofrunner his name. He can move at full movement speed across the roofs of the city, leaping over alleys and crossing streets as if he could fly. He knows what will and will not hold his weight, where the streets narrow to allow an easy jump across, which tiles will be slick after a rainfall and which will not. This is an extraordinary ability. He cannot cross any gap of more than 10 feet without making a Jump check. However, his ability to move at full speed among the gables, spires, and slanting roofs of the city makes such checks easier.

Neverlost: An Intuit Direction check (DC 10) while inside the home city will tell a roofrunner exactly where he is, even if he was knocked unconscious and carried through a maze of streets. As long as he can hear or smell the outside world, the roofrunner knows his exact location. This is an extraordinary ability.

Find the Way: Cities can be likened to a living thing, which grows and changes over time. The roofrunner knows the city not just as it is now, but as it was. He knows where the old doorway was plastered over and where the cellar of a long-gone inn still exists beneath the street. Once per day, he can make a Knowledge (home city) check (DC 25), adding his levels of roofrunner to his Knowledge ranks. If it succeeds, he immediately finds a door, passage, or tunnel nearby—within 20 feet. This ability is used either to evade pursuit or to find a way into a well-guarded location. Of course, anyone who
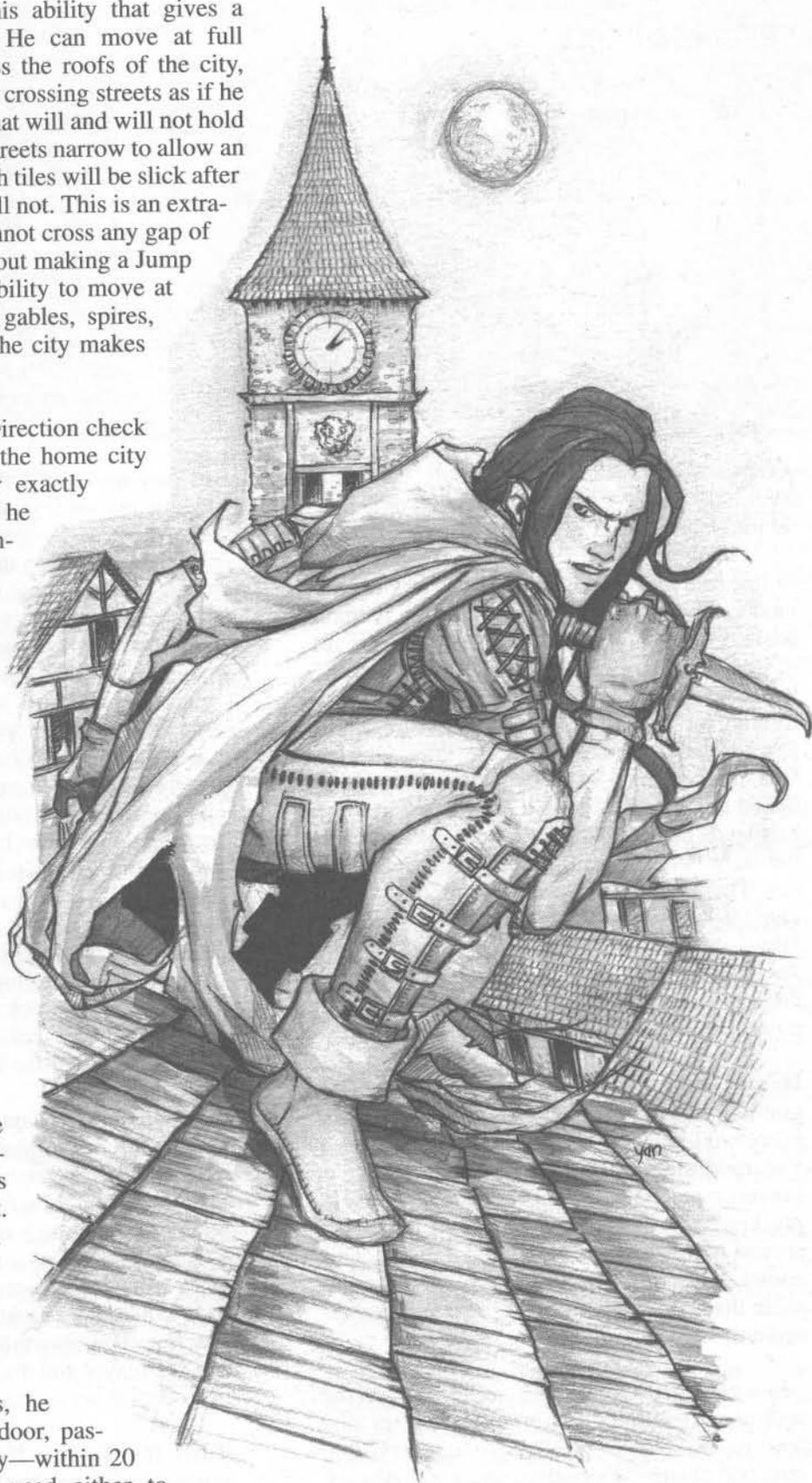
THE ROOFRUNNER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Roofrunning, neverlost
2	+1	+0	+3	+0	Find the way 1/day, home turf +1
3	+2	+1	+3	+1	Sense the city's soul
4	+3	+1	+4	+1	Home turf +2
5	+3	+1	+4	+1	Safehouse
6	+4	+2	+5	+2	Find the way 2/day, home turf +3
7	+5	+2	+5	+2	Turn the tables
8	+6	+2	+6	+2	Home turf +4
9	+6	+3	+6	+3	
10	+7	+3	+7	+3	Find the way 3/day, home turf +5

watches the roofrunner will know where he went, and this ability can't create a magic portal into a bank vault at whim.

In the case of PC roofrunners, the DM should moderate use of this ability with common sense. For example, a roofrunner needs to get in to see a high-ranking official in the palace, but lacks the credentials and doesn't feel like fighting or sneaking his way past the entire Royal Guard. He uses Find the Way, and the DM informs him he knows of a long-abandoned tunnel built during a siege a century ago that leads into the palace only one floor below the suite belonging to the official he needs to see. The DM never placed this tunnel on any map prior to the roofrunner using Find the Way—it was "lost" but has now been "found." At higher levels, the roofrunner can use this power more times each day. This is an extraordinary ability.

Home Turf: The roofrunner knows his ground—every loose cobblestone, every wall, every well-balanced brick. This translates to a circumstance bonus to Armor Class so long as the roofrunner is within his home city. He simply knows how to take advantage of the area around him to provide incidental defense. This ability cannot be used if the roofrunner has more than light encumbrance. This is an extraordinary ability.

Sense the City's Soul: This ability reflects the roofrunner's affinity with the city. He can "listen" to it—absorb snatches of conversation, note odd changes in routine, see that things are different from the norm, and thus, clue in to major events that are not public knowledge. Once a week, the roofrunner with this abil-

ity may make an Urban Lore check (DC 25), adding his roofrunner levels. If he succeeds, the DM will inform him of any significant events occurring in the city, even those that the roofrunner could not have learned of directly—the arrival of an envoy from a distant kingdom, the local baron covertly mobilizing for war, a major territorial fight brewing among the local thieves' guilds, and so forth. The main advantage of this is that the roofrunner doesn't call attention to himself by asking questions: He intuits the events from watching the city. Doing so gives him a +2 synergy bonus to any Gather Information checks he might want to perform to get more details. This is an extraordinary ability.

As another aspect of this ability, the roofrunner can predict the following day's weather with 100% accuracy unless there is supernatural power involved. This accuracy drops 10% per additional day of the forecast.

Safehouse: The character has found a forgotten room, formerly sealed alcove, or other secure area where he can rest in perfect safety. The character cannot be found (except by magic or another roofrunner) while he is there, and can sleep, prepare spells, store treasure, or recover from wounds without needing to keep a watch. The safehouse is usually a fairly small area, less than 100 square feet. If the roofrunner is a PC, the player and the DM should work together to decide on its exact location in the city.

Turn the Tables: If the roofrunner is being pursued while in the streets, and can get out of sight of his pursuers for one round (ducking around a corner into an alley, running into a crowded inn, leaping over a wall while his pur-

suers need to use the gate, *etc*.), he can use his almost-supernatural knowledge of the city to find some way to sneak around behind them, surprising them. A surprise round ensues, and, since the roofrunner will be behind his foes, he has ample opportunity to use sneak attacks, if he has any. This is an extraordinary ability.

Important: While a roofrunner can lead another person through the back-alleys and lost doorways that only he knows, he cannot make maps or give directions. The roofrunner's knowledge of the city is based on intuition and continual reevaluation of his surroundings; it cannot be shared easily with others.

Trapmaster

Trapmasters are obsessed with the art and beauty of a finely crafted ambush. They travel above and below ground to challenge themselves with legendary traps. They painstakingly document every original trap they encounter and pass the information along to other masters. Trapmasters have been known to bring ruin upon their comrades because of their unwillingness to leave a good trap alone. Fortunately, they train their bodies to overcome the hazards of their profession and are blessed with an uncanny ability to avoid danger.

Trapmasters enjoy using what they have learned to protect themselves and their dens. A trapmaster is said to be able to conceal a trap in shadow and wind. As time goes on, their lairs become more and more dangerous with every new trick they learn. This has earned many trapmasters nicknames like "the Black Widow" or "the Spider."

Trapmasters are highly sought after by thieves' guilds and are often employed to train elite footpads, delvers, and second-story men. Rogues are best suited to become trapmasters because only they can disable complex mechanical and magic traps. However, wizards sometimes possess the same thirst for hidden knowledge, and clerics of deities of trickery and thievery sometimes pursue the trapmaster's path as well.

Hit Die: d6.

Requirements

To qualify to become a trapmaster, a character must fulfill all the following criteria.

Alignment: Any non-chaotic.

Craft (trapmaking): 6 ranks.
Disable Device: 10 ranks.

Feats: Mechanical Aptitude

Special: There can only be one trapmaster in a single thieves' guild.

Class Skills

The trapmaster's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Pick Pocket (Dex), Profession (Wis), Read Lips (Int, exclusive skill), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha, exclusive skill), and Use Rope (Dex).

Skill Points at each Level: 4 + Int modifier

Class Features

All the following are features of the trapmaster prestige class.

Weapon and Armor Proficiency: Trapmasters are proficient with all weapons normally allowed to the rogue class; the crossbow (hand, light), dagger (any type), dart, light mace, sap, shortbow (normal and composite), and short sword. Medium-size rogues are also proficient with certain weapons that are too big for small rogues to use and conceal easily: club, heavy crossbow, heavy mace, morningstar, quarterstaff, and rapier. Trapmasters are proficient with light armor but not with shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Sneak Attack: Trapmasters have concentrated their training on dealing with non-living hazards. While they continue to develop the art of the ambush as normal rogues, they progress more slowly with their sneak attack abilities. Sneak attacks gained from levels in the trapmaster prestige class do 1d6

points of bonus damage at 1st level, and this bonus damage increases by 1d6 every three levels thereafter. Should the trapmaster score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks only count as sneak attacks if the target is within 30 feet. The trapmaster can't strike with deadly accuracy from beyond that range.

Trap Sense: Starting at 3rd level, the trapmaster can sense the presence of mechanical and magic traps without actively searching for them. When the character approaches within 10 feet of a trap, the DM should make a Spot check for him with a DC equal to the trap's normal Search DC. If the check is successful, the trapmaster is aware of the trap just as if he had searched for and discovered it.

Trapsmithing: Starting at 1st level, the trapmaster may construct impromptu or improvised traps. The trapmaster can craft these improvised devices using whatever materials he has on his person or can scrounge from the surrounding area. For example, while the trapmaster would not have the time or materials to construct a true falling block trap, he could improvise one by loosening a ceiling stone and rigging it to a concealed tripwire.

The trapmaster must make a Craft (trapmaking) check, with a DC equal to 10 + the Challenge Rating of the trap. This construction takes 10 minutes multiplied by the Challenge Rating of the trap. If he fails the skill check, the trapmaster may try again. The character cannot craft an improvised trap with a CR greater than his number of class levels in trapmaster.

Trap Resistance: Trapmasters train their bodies relentlessly to avoid and resist the effects of traps of all types. This extraordinary ability develops as the character becomes more experienced. At 2nd level, the trapmaster receives a natural bonus on all saving throws to avoid or resist the effects of traps, and this bonus increases by +1 for every two levels the trapmaster gains (+1 at 2nd level, +2 at 4th level, +3 at 6th level, and so on).

THE TRAPMASTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Sneak attack +1d6, trapsmithing
2	+1	+0	+3	+0	Trap resistance +1
3	+2	+1	+3	+1	Trap sense
4	+3	+1	+4	+1	Sneak attack +2d6, trap resistance +2
5	+3	+1	+4	+1	
6	+4	+2	+5	+2	Trap resistance +3
7	+5	+2	+5	+2	Sneak attack +3d6
8	+6	+2	+6	+2	Trap resistance +4
9	+6	+3	+6	+3	
10	+7	+3	+7	+3	Sneak attack +4d6, +5 trap resistance

	Spells per Day		
Level	1st	2nd	3rd
1st	—	—	—
2nd	—	—	—
3rd	0	—	—
4th	1	—	—
5th	1	0	—
6th	1	1	—
7th	1	1	0
8th	1	1	1
9th	2	1	1
10th	2	2	1

Spells: Beginning at 1st level, a trapmaster gains the ability to cast a small number of arcane and divine spells. To cast a spell, the trapmaster must have and Intelligence score of 10 + the spell's level, so a trapmaster with an Intelligence of 10 or lower cannot cast these spells. Trapmaster bonus spells are based on Intelligence, and saving throws against these spells have a DC of 10 + spell level + the trapmaster's Intelligence modifier (if any). When the trapmaster gets 0 spells of a given level, such as 0 1st-level spells at 1st level, the trapmaster gets only bonus spells. A trapmaster without a bonus spell for that level cannot yet cast a spell of that level. The trapmaster's spell list appears below. A trapmaster prepares and casts spells just as a wizard does.

1st level—*animate rope, detect secret doors, feather fall, invisible object, jump, spider climb.*

2nd Level—*cat's grace, darkvision, daylight, invisibility, knock, protection from arrows.*

3rd Level—*dispel magic, wind wall, fly, gaseous form, haste, water breathing.*

NEW NPC CLASS

INTRODUCTION

This section presents a new NPC class, the thug. The name and game statistics of the NPC class are designated as Open Content. The textual description is designated as closed content.

THUG

Thugs are to rogues what warriors are to fighters—less skilled individuals who nonetheless can be effective in their own circles. They fill out the ranks of the local thieves' guilds, they work as mercenaries when need be, and they help keep the crews of pirate ships in line. Not as good a combatant as a warrior but nastier in a fight than an expert, the thug fills a necessary, albeit unsavory, role in society.

Most thugs are specialists—a pickpocket, a trap expert, or a con man, rather than the general-purpose knaves that rogues are.

While it is possible to play a PC thug, it's not recommended—a rogue is superior in nearly all respects. The only edge thugs have is their limited access to fighter feats, to reflect their rough and tumble lifestyle. However, a player desiring access to this

advantage would be better served by taking a level or two of fighter.

Hit Die: d6.

CLASS SKILLS

The thug's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Wis), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Rope (Dex), Urban Lore (Wis).

Skill Points at 1st Level: (4 + Int modifier) x 4.

Skill Points at Each Additional Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the thug NPC class.

Weapon and Armor Proficiency: Thugs are proficient with crossbow (hand or light), dagger, dart, light mace, sap, shortbow, and short sword. Medium-size thugs are also proficient in club, heavy crossbow, heavy mace, morningstar, quarterstaff, and rapier. Thugs are proficient with light armor, but not with shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Backstab: Thugs are not as subtle or skilled as rogues, but they still know that the fastest way to a man's heart is through his ribcage. A thug may perform a backstab against an opponent who does not get his Dex bonus to AC. This does not include flanked opponents and may not be performed at range. A backstab does an additional 1d4 points of damage, increasing with experience. All the limits of sneak attacks apply to the backstab ability.

Combat Feat: Thugs lead rough lives. At 10th level, a thug may pick one feat from the fighter's list of bonus feats, except for Weapon Specialization. A second feat may be chosen at 20th level.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Backstab +1d4
2	+1	+0	+3	+0	
3	+2	+1	+3	+1	
4	+3	+1	+4	+1	
5	+3	+1	+4	+1	Backstab +2d4
6	+4	+2	+5	+2	
7	+5	+2	+5	+2	
8	+6/+1	+2	+6	+2	
9	+6/+1	+3	+6	+3	
10	+7/+2	+3	+7	+3	Backstab +3d4, combat feat
11	+8/+3	+3	+8	+3	
12	+9/+4	+4	+8	+4	
13	+9/+4	+4	+9	+4	
14	+10/+5	+4	+9	+4	
15	+11/+6/+1	+5	+10	+5	Backstab +4d4, special ability
16	+12/+7/+2	+5	+10	+5	
17	+12/+7/+2	+5	+11	+5	
18	+13/+8/+3	+6	+11	+6	
19	+14/+9/+4	+6	+12	+6	
20	+15/+10/+5	+6	+12	+6	Backstab +5d4, combat feat

Special Ability: A thug may choose *crippling strike*, *defensive roll*, or *opportunist* from the rogue's list of special abilities.

NEW SKILLS

Introduction

This section presents two new skills, Mimic Voice and Urban Lore. This material is designated as Open Content.

Mimic Voice [CHA]

Use this skill to repeat any phrase or short sentence in a spoken language you hear. You must have the proper vocal organs to make the required sounds.

Check: Your Mimic Voice check determines how well you reproduce the intonation, dialect, and general quality of any voice you hear. It is opposed by the targets' Listen check results. You only have to make one check, but each opponent makes a separate opposed Listen check. The DM makes your Mimic Voice check so you're not sure how good it is. You do not have to speak the language of your target, but the following modifiers apply.

Voice Reproduced	Modifier
Unknown language	–4
Different gender	–2
Different race	–2
Different creature type	–4
Different age	–2*

* This modifier is applied for each step of difference between your age category and the age category of the person you are trying to mimic (child, adult, middle age, old, and venerable).

These modifiers stack. So, if you are a male human and you attempt to mimic a non-humanoid female creature one category older than you, speaking in a language that is unknown to you, you suffer a –14 circumstance penalty on the skill check.

If you are attempting to reproduce the voice of a particular individual, those who know the person get the following circumstance bonuses on their Listen checks.

Familiarity	Modifier
Passing familiarity with voice	+4
Friends or associates	+6
Close friends	+8
Intimate	+10

Usually, an opponent makes a Listen check upon first hearing your character and every round thereafter as long as you continue speaking. If you are casually interacting with many different individuals, the DM should make a check once an hour or day, using an average Listen check for each group.

Special: If you have 5 or more ranks in Bluff, you receive a +2 synergy bonus on Mimic Voice checks. If you have 5 or more ranks in Disguise and have made a successful Disguise check, you also get a +2 synergy bonus. These bonuses stack. You cannot use this skill to reproduce verbal spell components or other magical vocal abilities, such as a siren's song or banshee's wail.

URBAN LORE [Wis]

Use this skill to survive in the urban jungle. You are a skilled scavenger of the streets, capable of finding the essentials of life in any city or urban environment.

This skill is the urban counterpart to Wilderness Lore. Rogues, bards, and rangers may take it as a class skill. Rangers who take Urban Lore as a class skill must make Wilderness Lore a cross-class skill, and such rangers gain the Shadow feat (see page 37) in place of Track. You must make this decision when you take your first level of ranger.

Check: You can keep yourself safe in a city or town without relying on others to help you.

DC 10: Scrounge enough food and water to stay alive; find a reasonably safe place to sleep on the streets.

DC 15: Determine if an abandoned building is safe or is likely to collapse or to be inhabited by monsters.

DC 20: Recognize signs of underworld factions; know whose turf you're on. A successful check against this DC also grants you a +2 synergy bonus to Gather Information checks in this specific area or neighborhood.

Retry: You may try to find food and shelter once per day. You may attempt to gain the +2 synergy bonus on Gather Information checks only once per use of the Gather Information skill.

NEW FEATS

INTRODUCTION

This section presents several new feats of particular interest to rogue characters. This material is designated as Open Content.

ACROBATIC [GENERAL]

You are exceptionally agile and flexible.

Prerequisite: Dex 15+.

Benefit: You gain a +2 bonus on Balance checks and Tumble checks.

CASING SENSE [GENERAL]

Your eyes are automatically drawn to the most expensive items in a room. This feat is especially useful when time is of the essence.

Benefit: When moving into a room, you can make an Appraise check (DC 15) as a free action. With a successful check, you notice the three most expensive items in the room and know their approximate values (see Appraise, PHB 63). If you don't roll a high enough score to precisely identify any rare or exotic items, the DM may rule that these items merely "catch your eye," but that you don't know their exact worth. Because this feat is used quickly and on the move, special equipment such as magnifying glasses and merchant scales confer no bonuses on the Appraise check.

CRAFT MAGIC TRAP [ITEM CREATION]

You can create magic traps, which have varied magical effects.

Prerequisites: Spellcaster level 10th+, Craft (trapmaking) skill.

Benefit: You can create a magic trap imbued

with any spell or spell-like effect you have access to. Crafting a magic trap requires one day for each 1,000 gp of the trap's cost.

Crafting a one-use magic trap costs 50 gp and 2 XP multiplied by the caster level. For example, a one-use *fireball* trap with a caster level of 5 would cost 250 gp and 10 XP to create.

Crafting a multiple-use magic trap costs 500 gp and 20 XP multiplied by the caster level. For example, a charged or continuous *fireball* trap with a caster level of 5 would cost 2,500 gp and 100 XP to create.

You can also repair a broken or inoperative magic trap if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to craft the trap in the first place.

Some magic traps incur extra costs in material components or XP, as determined by the DM.

EMPATHY [GENERAL]

You are sensitive to the moods, attitudes, and feelings of others.

Benefit: You get a +2 bonus to Innuendo checks and Sense Motive checks.

EYE FOR DETAIL [GENERAL]

You notice the subtlest details of items and objects you observe closely.

Benefit: You get a +2 bonus to Appraise checks and Search checks.

FAST TALKER [GENERAL]

You have exceptional verbal skills and can more easily influence others through your powers of persuasion.

Prerequisite: Cha 15+.

Benefit: You gain a +2 bonus on Bluff checks and Diplomacy checks.

IMPROVED KNOCKOUT ATTACK [GENERAL]

You can use a melee weapon, such as a sword, to make a sneak attack that

inflicts subdual damage with no penalty.

Prerequisites: Knockout Attack, ability to sneak attack.

Benefit: You can make a sneak attack that inflicts subdual damage using any melee weapon without suffering the usual –4 penalty.

Improved Ranged Sneak Attack [General]

You can make a ranged sneak attack on a target more than 30 feet away.

Prerequisites: Point Blank Shot, Far Shot, ability to sneak attack.

Benefit: When you use a projectile weapon, such as a bow, to make a sneak attack, the maximum allowable range is increased from 30 feet to 45 feet. When you use a thrown weapon, the maximum range for a sneak attack is increased to 60 feet.

Improved Sneak Attack [General]

You can make exceptionally precise and lethal sneak attacks.

Prerequisites: Base attack bonus +2 or higher, ability to sneak attack.

Benefit: Your bonus damage for sneak attacks is 1d8 at 1st level and an additional 1d8 every two levels thereafter. This extra damage is not multiplied if you score a critical hit with a sneak attack.

Normal: Rogues without this feat receive 1d6 bonus damage for sneak attacks at 1st level and an additional 1d6 every two levels thereafter.

Special: Thugs (see page 31) can take this feat to improve their backstab ability. However, in this case, the feat increases the thug's backstab damage die from d4 to d6.
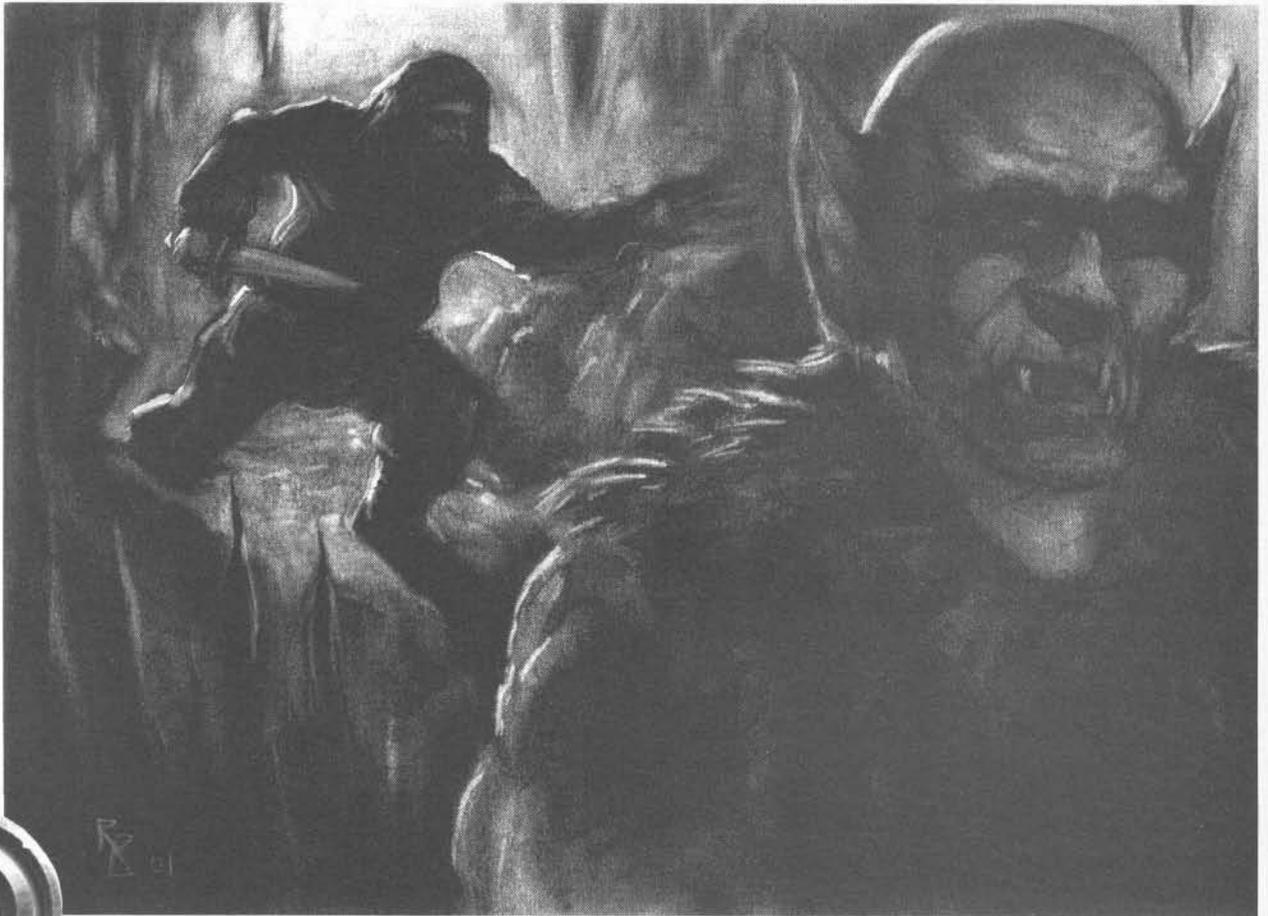
IMPROVISE THIEVES' TOOLS [GENERAL]

You are able to fashion impromptu thieves' tools out of whatever is at hand or can be scrounged from your surroundings.

Benefit: You are extremely resourceful. Even without formal thieves' tools, you do not suffer the –2 circumstance penalty to your Disable Device and Open Lock skill checks.

Normal: A rogue suffers a –2 circumstance penalty when attempting a Disable Device or Open Lock check without a set of thieves' tools, even if a simple tool is used.

KEEN VISION [GENERAL]

Your eyes are so sharp you notice even the smallest details.

Benefit: You get a +2 bonus on all Search checks and Spot checks.

KNOCKOUT ATTACK [GENERAL]

You can use a melee weapon to make a sneak attack that inflicts subdual damage.

Prerequisite: Ability to sneak attack.

Benefit: Normally, a rogue cannot use a melee weapon to inflict subdual damage with a sneak attack, not even by taking the usual –4 penalty. With this feat, you can use any sort of melee weapon to inflict subdual damage with a sneak attack, but the normal –4 penalty applies.

MECHANICAL APTITUDE [GENERAL]

You have a natural affinity for working with mechanical devices and gadgets.

Prerequisite: Dex 15+.

Benefit: You get a +2 bonus on all Disable Device and Open Lock checks.

PERFECT MEMORY [GENERAL]

You can instantly commit anything you see to memory.

Prerequisite: Int 14+.

Benefit: If you view a letter or a map for a few seconds you can reproduce it perfectly from memory. You can memorize a number of pages equal to your Intelligence modifier x3. Memorizing additional pages will cause those memorized earlier to be lost. You cannot memorize spells from tomes or scrolls with this feat.

POISON IMMUNITY [GENERAL]

You have trained your body to resist the effects of poisons.

Prerequisite: Con 12+, 5 ranks in Knowledge (poison).

Benefit: You have spent many years ingesting small doses of poison to develop a powerful immunity. You receive a +4 fortitude bonus to resist the effects of all mundane (non-magical and non-supernatural) poisons.

QUICKSTRIKE [GENERAL]

You can make a rapid, additional attack as a follow up to a successful sneak attack.

Prerequisites: Base attack bonus +2 or higher, ability to sneak attack.

Benefit: If you deal damage to a creature with a sneak attack, you get an immediate extra melee attack against that same creature. The extra attack is at the same bonus and with the same weapon as the sneak attack. The damage bonus for the sneak attack does not apply to the extra attack. You can use this ability once per round.

SHADOW [GENERAL]

Shadow is to Track what Urban Lore is to Wilderness Lore. It is the ability to follow someone through the twisting alleys of a city, ideally without the subject knowing he is being followed. It allows you to find someone and keep him in sight as he goes about his business.

Population Density	DC
Abandoned area (a ruined or deserted section of a city)	5
Lightly populated area (upper-class neighborhoods, parks)	10
Normal population density (most middle-class and commercial districts)	15
Crowded (a slum or refugee camp)	20
Very crowded (a mass celebration or street festival)	25

These base DCs reflect the ease with which the subject can hide or be lost in a crowd.

General Conditions	DC Modifier
Very clean	+5
Average	+0
Cluttered	−5

These modifiers to the base DC reflect the physical trail the subject will leave behind.

Other Modifiers	DC Modifier
Every three subjects in the group being shadowed	−1
Each hour of shadowing	+2
Subject is of a different race than most of the inhabitants	−2 to −5
Poor visibility*	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Shadowed individual hides trail (and moves at half speed)	+5
Size of creature or creatures being tracked**	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium-size	+0
Large	−1
Huge	−2
Gargantuan	−4
Colossal	−8

* Apply only the largest modifier from this category. Good illumination in the city (*e.g.*, street-lamps) will reduce visibility penalties.

** For a group of mixed sizes, apply only the modifier for the largest size category.

A character with this feat can make an Urban Lore check when following some quarry. If the check is successful, the character may follow the subject at a distance up to 60 feet. An additional check must be made each hour to keep the quarry in sight.

The DC of the Urban Lore check depends on the surrounding conditions and population density. If you have 5 or more ranks in the Gather Information skill, you gain a +2 synergy bonus on Urban Lore checks. If you fail an Urban Lore check by more than 10 while shadow-ing a subject, he knows he is being followed and will take action as appropriate.

If you fail an Urban Lore check, you can retry after 10 minutes.

SIGNATURE SKILL [GENERAL]

A skill outside your normal area of expertise comes naturally to you.

Benefit: One of your cross-class skills is now considered a class skill.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.

Stealth [General]

You have a natural talent for lurking and avoiding observation.

Benefit: You get a +2 bonus to all Hide checks and Move Silently checks.

New Equipment

Introduction

This section presents new equipment of particular interest to rogue characters. The names and game statistics of entries in this section are designated as Open Content. The text descriptions are designated as closed content.

Acid Drops

This concentrated acid will burn through 1/2 inch (or 2d8 hp) of nonmagical metal per round. Many alchemists have exclusive contracts with the thieves' guilds of their areas to concoct this product, as its ability to efficiently burn away locks limits the need for thieves skilled in lock picking. This acid is specially formulated to burn through metal. It is functionally harmless to wood and stone and will only cause minor irritation to humanoid skin. If the drops are being used on a magical metal surface, the DM should assign an appropriate save (PHB 136). A standard vial of acid drops contains three applications of the substance. *Cost*: 25 gp; *Weight*: —

Honey Paper

These sheets of heavy cloth are covered with an amber-colored adhesive. When placed against a window or other breakable surface, they will adhere and prevent small shards or fragments from falling to the ground. The cloth can then be removed and rolled up for surreptitious disposal. The adhesive is flammable, so caution is advised. *Cost*: 2 gp; *Weight*: —

Iron Backbone

This is a short metal rod with wide clawed ends. It is designed to block open windows and other openings. *Cost*: 8 gp; *Weight*: 4 lbs.

Ladder Box

Originally designed by frustrated gnomish librarians, these boxes have found their way into the hands of many of the roguish small folk. The ladder box is stored as an 8" x 6" x6" block. To deploy it, the rogue starts at one end of the block and carefully unravels it in layers. It slowly expands into a light ladder of up to 10 feet in length, but it takes a full round per foot to set up or collapse. If the user tries to rush the process, there is a 10% cumulative chance, per round, of fouling the precise levers and latches. The ladder will hold up to 75 pounds of weight. *Cost*: 150 gp; *Weight*: 10 lbs.

Ladder Staff

At first glance, this quarterstaff looks to be heavily painted or enameled. When necessary, the user can peel away the paint or crack the enamel to reveal six, evenly spaced, hinged arms. These serve a dual purpose. All the arms can be brought down and locked into perpendicular positions on either side of the staff. The staff can then be used as a short ladder. This is primarily used for quick entrances and escapes or when free climbing a surface is impossible.

The rungs can be individually locked into position and the ladder staff used for a wide variety of applications. If only one of the end hooks is locked in place, it can be used as shepherd's crook to snag the top of a high wall. If a few of the rungs are locked out to either side, it can be put on its side and used as a stable platform on which to work.

Because the coating is destroyed to reveal the rungs, the staff must be re-enameled or painted after each use. There are masterwork versions of these staves. They are exquisitely constructed and use no veneer, but they are rare and highly valued. *Cost*: 75 gp; *Weight*: 10 lbs.

Night Drops

This alchemical distillation dilates the pupils and grants darkvision for 1d4

hours. Darkvision operates like normal vision, but in shades of black and white. If exposed to bright light, the user is blinded until the night drops wear off or the user is able to return to relative darkness. See DMG 83 for explanation of blindness. *Cost*: 40 gp; *Weight*: —

ONE-HANDED DRILL

This complex tool allows the user to drill into any surface with a Hardness of less than 7 with a single hand. While a novelty for most woodworkers and masons, this device has distinct advantages for rogues. The drills can be outfitted with regular drill bits or climbing bits.

Armed with two of these devices and a surplus of hand strength, a rogue can ascend any palisade or other non-stone surface with relative ease. When using a pair of drills, the rogue gains a +10 circumstance bonus to his Climb checks. Because of the strong grip required to use the drills while climbing, rogues with less than Strength 12 are unable to use them in this fashion. If only one drill is used, it confers a +2 circumstance bonus to Climb checks. *Cost*: 75 gp; *Weight*: 3 lbs.

ONE-HANDED DRILL, MASTERWORK

This drill is like the standard tool, but more finely crafted. The biggest differences are the types of bits it accepts and the durability of the mechanisms. This drill can be used against stone with a Hardness of up to 9. *Cost*: 200 gp; *Weight*: 3 lbs.

SHINGLE PICK

This slim, iron tool is designed to smoothly slip under clay, slate, or wooden shingles. Once in place, the handle is rotated a quarter turn and a small claw at the tip snags itself on the support rafters below the layered shingles. Rogues can then tie a rope or line to the handle and lower themselves safely from the roof. This tool has no legal uses and possession of one is illegal in many areas. Due to its restricted legality, the shingle pick is very expensive in most areas. *Cost*: 75 gp; *Weight*: —

POISONS

INTRODUCTION

This section provides a wealth of information on poisons and how to use them in your campaign. Complete descriptions of several new poisons are provided, along with rules and guidelines covering the creation and use of toxins. Poison names and game statistics, as well as material enclosed in a shaded box, are designated as Open Content. All other material in this section is designated as closed content.

OVERVIEW

Any substance that causes injury, illness, or death when introduced to the body of a living thing is technically defined as a poison. This encompasses an enormous number of substances, including many which are not harmful in reasonable doses, such as alcohol or certain medicines like opium.

Poisons do not affect all living things equally. The victim's species, age, health, length of exposure, and other factors influence a poison's effectiveness. A dwarf fighter with an 18 Constitution is much more likely to resist a giant scorpion's sting than an elf wizard with an 8 Constitution who is also recovering from a bad cold. A poison's particular delivery method may also work against the toxin's ultimate potency. This is especially true of injected poisons. For example, a giant scorpion's sting might not pierce flesh long enough or deeply enough for venom to flow into the wound.

TYPES AND EFFECTS

Poisons come from three sources: animals, plants (including fungi and molds), or chemicals. Animal and plant poisons are fairly common, whereas chemical toxins, such as chlorine, are more rare. Animals use natural toxins as either weapons or defenses. Some animals, such as vipers, rely on poison to kill their prey. For a viper, poison is an offensive weapon. The poison arrow tree frog, in contrast, poses a serious health risk whenever it comes into contact with exposed flesh. Its poison is defensive in nature, designed to kill, incapacitate, or drive

off hungry predators. Almost all plant toxins are defensive in nature.

There are seven broad types of poisons: irritants, nerve poisons, allergens, asphyxiants, psychotropics, narcotics, and stimulants. Poisons may be delivered either by injury, contact, inhalation, or ingestion.

Irritants are usually contact or inhaled poisons. They burn or inflame tissues, especially in the sinuses, throat, and eyes. Irritants cause Dexterity loss, penalties to attack rolls and skill checks, coughing and sneezing, and blindness. Some types may also cause hit point damage in the form of burns or blisters. Irritants are seldom fatal.

Nerve poisons, on the other hand, are deadly. Exposure to a nerve poison usually results from injury or inhalation. These poisons act on the central nervous system, causing convulsions, delirium, paralysis, and stupor. Ability score damage from nerve poisons can affect any ability except Charisma. Unconsciousness often results as well.

Allergens usually pose either minimal threat or no threat at all except to certain living things with a special vulnerability to the substance. Allergens, such as ragweed, often are no worse than an irritant, but severe allergies cause symptoms as deadly as nerve poison. Allergens can be delivered to a victim by any means.

Asphyxiants affect the cardiovascular system, interfering with breathing, heart function, and the oxygenation of blood. An asphyxiant typically causes Constitution damage. Unconsciousness commonly results from exposure to an asphyxiant. Most of these sorts of poisons are inhaled.

Psychotropic poisons alter the mind or mental state. They are usually ingested, and effects include such things as nausea,

delirium, hallucinations, and even psychotic episodes. Obviously, a psychotropic poison can do damage to Intelligence, Wisdom, and Charisma. Other effects may appear very similar to magical spells such as *confusion, cause fear,* or *emotion*. Even though the effects are mental, the causation is physical.

A **narcotic**, such as opium, dulls the central nervous system to produce nausea, drowsiness, sleep, dullness, insensitivity to pain, and stupor. Narcotics can be injected, ingested, or inhaled. They affect Dexterity, Intelligence, Wisdom, and Charisma. Unconsciousness is common. High doses cause Constitution drain and possibly death, working much like an asphyxiant. Narcotics can also cause an increase in Strength and the addition of extra hit points. Hit points gained this way are not lost first the way temporary hit points are.

In contrast, a **stimulant** excites the central nervous system, increasing the activity of the body or a part of the body. Stimulants may be injected, inhaled, or ingested. In controlled doses, stimulants increase alertness, energy, and resistance to pain. In larger doses, the effects lead to disorientation, convulsions, difficulty breathing, and death. A controlled dose grants a +1 circumstance bonus to Spot and Listen checks and a +1 resistance bonus to Reflex and Fortitude saves. When these effects wear off, the user is fatigued or exhausted. Harmful levels of stimulants cause damage to Constitution, Dexterity, Intelligence, and Wisdom.

Frequent use of psychotropics, narcotics, and stimulants wreaks havoc with the mind and body. Effects of addiction are beyond the scope of these rules. A DM who wishes to implement such considerations is encouraged to be strict. Drug abuse causes permanent brain damage and detrimentally affects various internal organs such as the liver, stomach, and kidneys.

First Aid for Poisons

A healer's kit prepared to treat poisoning includes several common items. None of these items offer any additional game-related bonus, but serve merely to fill out the details behind the mechanics of a character's Heal skill.

The goal of first aid for poison is usually to dilute or extract the toxin. For dilution, water or milk are most commonly used. These substances coat the stomach and intestines to pro-

tect against ingested poisons. Certain types of oils, such as olive or castor, are useful for abating irritants on the skin, as are egg whites. Orange or lemon juice also works in some cases.

With poisons that induce unconsciousness, efforts to keep the victim awake are beneficial. Mild stimulants, cold water, and assisted walking can keep the body active enough to prevent cardiac arrest or respiratory failure. Strong teas can be used to treat many types of poison fungi. Fresh air is essential for those suffering from an asphyxiant. A mud paste applied as a poultice or compress can extract venom from an insect bite or sting. Tight bandages and careful bleeding below the binding help prevent the spread of blood-borne toxins such as snake venom.

Common Poisons

Listed below are shorthand entries for several different types of common poisons. Many of these are easily available for purchase. Since these poisons are widespread, a character gains a +2 circumstance bonus to Heal checks for treating them.

Ability score damage from poisons is temporary unless marked by an asterisk, in which case the damage is permanent. The shorthand format includes the following information:

Name: type; method and Fortitude save DC; initial damage; secondary damage (which occurs one minute after poisoning); cost for a single exposure.

Alcohol (Moderate): chemical nerve; ingested DC 11; 1d2 Dex; 1 Dex; price varies.

Alcohol (Severe): chemical nerve; ingested DC 14; 1d4 Dex and 1d4 Con; unconsciousness and 1d6 Con; price varies.

Belladonna: plant nerve; ingested DC 14; 1d6 Con; 1d4 Con; 5 sp.

Carbon monoxide: chemical asphyxiant; inhaled DC 12; unconsciousness and 1d4 Con; 1d6 Con; not generally for sale.

Caustic Alkali: chemical irritant; contact DC 11; 1d2 hit points; 1d2 Dex; 15 gp.

Foxglove (controlled dosage): plant stimu-

lant; ingested DC 11; no damage; no damage; 1 gp. *Note:* A controlled dose of foxglove grants a circumstance bonus of +1 to Spot and Listen checks, and a +1 resistance bonus to Reflex and Fortitude saves. After ten minutes (double duration if both Fortitude saves fail), the user is fatigued for 2d4+1 hours.

Foxglove (toxic dosage): plant stimulant; ingested DC 13; 1d4 Dex and 1d2 Wis; 1d4 Con; 5 gp.

Hellebore: plant nerve; ingested DC 15; 1d4 Con and 1d4 Dex; 1d4 Con; 8 sp.

Locoweed: plant psychotropic; ingested DC 13; 1d6 Int and 1d4 Wis; *confused*; 1 gp.

Opium: plant narcotic; inhaled DC 18; 1d6 Dex and 1d4 Int; 1d4 Dex and 1d2 Int; 10 gp. *Note:* Grants a +1 enhancement bonus to Strength and four extra hit points. Hit points gained this way are not lost first the way temporary hit points are.

Poison ivy: plant irritant; contact DC 11; –1 circumstance penalty to attack rolls and skill checks; 1 Dex; 5 sp.

Psilocybe: plant psychotropic; ingested DC 18; 1d4 Int and 1d3 Wis; 1 Int* and 1 Wis*; 1 gp.

Ragweed Pollen: plant allergen; inhaled DC 13; –1 circumstance penalty to attack rolls and skill checks; 1 Dex; not generally for sale.

Toadstool: plant nerve; ingested DC 14; 2d6 Con; 1d4 Con*; 6 sp.

Standard Poisons

Poisons can be purchased, although doing so is generally illegal and the sellers tend to be specialists of a disreputable sort. Since poisons are available for purchase, it must be possible to produce them as well. Any character with both the Brew Poison feat and Alchemy can manufacture toxins.

Any of the poisons listed in the core rules (DMG 80) can be manufactured. Of course, a poisoner's laboratory, which costs 500 gp and weighs 40 pounds, is always helpful. Lacking a poisoner's laboratory imposes a –2 circumstance penalty. A masterwork poisoner's laboratory grants a +2 circumstance

bonus to Alchemy checks. A character with five or more ranks in Profession (herbalist) gains a +2 synergy bonus with plant poisons.

The procedure for preparing any poison listed in the core rules is as follows:

• Convert the poison's price into silver pieces. There are 10 silver pieces in one gold piece. For example, small centipede poison costs 900 silver pieces.

• The DC is equal to the poison's DC plus 9. Thus, correctly preparing small centipede poison has a DC of 20.

• Pay one-third the poison's price to purchase the necessary raw materials. To continue with the example, small centipede poison's raw materials cost 300 silver pieces.

• Make an Alchemy check representing one week's work, as described under the Craft skill (PHB 65–66).

Success prepares a single dose of poison. A failed check means no progress was made during the week. If the Alchemy check fails by five or more, half of the raw materials are ruined and must be replaced. Furthermore, the poisoner has accidentally poisoned himself and must make the appropriate Fortitude save.

ΠEW POISONS

A poisoner can also create new toxins in his laboratory. This sort of work cannot be done without the appropriate equipment. Alchemy is still the skill to be checked. Before success or failure is resolved, the new poison's characteristics must be determined. The base DC for the Alchemy check is 15. The new poison's characteristics affect the check's DC and the cost for raw materials. Thus, the poisoner must make several important decisions.

TYPE OF POISON

The new toxin's delivery method must be injected, ingested, inhaled, or contact. It must be animal, plant, or chemical. None of these considerations affect the Alchemy check's DC.

FORTITUDE SAVE DC

The poisoner gets to decide how lethal his product is. The base Fortitude save DC is 10. For each +1 added to this DC, the Alchemy check's DC also increases by +1. Thus, a new toxin with a Fortitude save of DC 18 increases the poisoner's Alchemy check DC by +8.

INITIAL AND SECONDARY DAMAGE

Poisons typically cause ability score damage. The poisoner decides how much damage to which ability score occurs as both initial and secondary damage. Consult the following table to determine the adjustment to the Alchemy check's DC.

Damage	Initial	Secondary
1 point	+1	+0
1d2	+2	+1
1d3	+3	+2
1d4	+4	+3
1d6	+5	+4
1d8	+6	+5
2d4	+6	+5
2d6	+7	+6
3d6	+8	+7

The ability score damage considered here is temporary. Permanent ability score damage increases the DC modifier another +1. If the damage applies directly to hit points, reduce the DC adjustment by –1 (but not less than zero). The DC adjustment is made per ability score affected by the toxin. For example, a poison that initially causes 1d3 points of ability damage to both Strength and Constitution imposes a +6 DC modifier. A poison need not cause either initial or secondary damage.

SPECIAL EFFECTS

Many poisons have effects other than ability score damage. Some cause unconsciousness or paralysis, for example. While none of these characteristics are magical, some duplicate spell effects. A poison's special effects (if any) are assigned as either initial or secondary damage. Any special effect that is initial damage has its DC modifier increased by +1. The game mechanics for most special effects are found in the core rules (DMG 83–85).

Special Effect	DC Modifier
Blinded	+2
Confused	+2
Cowering	+4
Dazed	+2
Deafened	+1
Exhausted	+2
Fatigued	+1
Frightened	+2
Nauseated	+2
Panicked	+3
Paralyzed	+4
Shaken	+1
Spell-like Effect	Spell level +1*
Stunned	+3
Unconscious	+4

* Exercise great caution allowing spell-like effects. Those that cause damage should be ruled out entirely. Appropriate choices could be those that alter mental states, such as *confusion* or *cause fear*. DC modifiers may vary, and the DM should use discretion when assigning them.

Making the New Poison

Before any work can commence, the poisoner must purchase the necessary raw materials. The cost in silver pieces is equal to the Alchemy check's DC multiplied by 500. This entire cost must be paid. After raw materials are bought, the procedure to determine success or failure proceeds as described above under Standard Poisons.

Once a new poison has been created, the cost for raw materials is one-third the original amount. The Alchemy check's DC becomes equal to the poison's Fortitude save DC + 9. Additional doses are manufactured as described above under Standard Poisons.

The Advantages of New Poisons

Since a new poison is a unique creation, healers and alchemists are less able to work their skills. Synergy bonuses enjoyed by the healer do not apply until he has had time and opportunity to make a study of the new poison. Alchemists attempting to determine the nature of the poison suffer a –2 circumstance penalty. Antitoxins (PHB 113) confer no bonus to Fortitude saves made against new poisons unless the alchemist who produced the antitoxin has studied the new poison.

Brew Poison

Brew Poison is an item creation feat. Unlike the other item creation feats, a character need not be a spellcaster to brew poisons, but a spellcaster does have the additional ability to brew magical toxins.

Prerequisite: 4 or more ranks in Alchemy

Benefit: You can manufacture poisons. The procedure for doing so is described under Standard Poisons and New Poisons in this section. The creation of magical toxins is discussed under The Brew Poison Feat and Magical Toxins.

Special: DMs are encouraged to make learning this feat a difficult and possibly dangerous undertaking. To understate the situation, professional poisoners are not often greatly admired members of the community. How-to training in the manufacture of poisons probably involves associating with the criminal underbelly of a campaign world.

A New Poison

Black Jack, an assassin, has created a new blade venom called *final touch*. It has the following statistics:

Final Touch: chemical nerve; injected DC 15; unconsciousness; 3d6 Con.

The Alchemy check's DC for first making final touch was 32 (15 base DC, +5 for Fortitude save DC, +5 for unconsciousness as initial damage, +7 for 3d6 ability damage to Constitution as secondary damage). The cost for raw materials was 15,500 sp. Black Jack can make additional doses using Alchemy, facing a DC of 25 and a raw material's cost of 5,167 sp.

The Brew Poison Feat and Magical Toxins

A spellcaster with the Brew Poison feat can create magical toxins. There are two types of magical toxins, but creation works basically the same way for both. Magical

toxins include supernatural poisons and enchanted poisons.

A **supernatural poison** is a substance that enters the victim's body like a poison, but its effects are entirely magical. To create a supernatural poison, the spellcaster works with any spell he can normally cast. The base price of a supernatural poison is its spell level multiplied by caster level multiplied by 50 gp. For example, a 6th-level sorcerer creates a supernatural poison based on *scare*, a 2nd-level spell. The price is 6 times 2 times 50, or 600 gp.

As with magic item creation feats, a supernatural poison requires the expenditure of 1/25 the base price in XP and uses up raw materials equal to half the base price. To continue the example, the *scare* poison requires the expenditure of 24 XP and 300 gp in raw materials.

An **enchanted poison**, in contrast, is a natural poison that has been given magical properties. The spell brewed into the poison takes the place of the poison's normal secondary damage. The base price for an enchanted poison is equal to the poison's cost plus spell level multiplied by caster level multiplied by 50 gp. For example, the 6th-level sorcerer above wants to add *scare* to greenblood oil. Greenblood oil adds another 100 gp to the poison's base price, increasing it to 700 gp. The XP expenditure and cost of raw materials expended are based on the adjusted base price. Thus, the enchanted poison would require 28 XP and 350 gp.

Any supernatural poison or enchanted poison based on a spell with costly material components or an XP cost also carries a commensurate cost.

Poisons, Supernatural and Enchanted

Draught of Wounding

The *draught of wounding* is an enchanted variant of arsenic. When ingested, the victim must make a Fortitude save (DC 13) to avoid 1 point of temporary Constitution ability score damage. The secondary damage is equal to *inflict critical wounds*, causing 4d8+7 points of damage. A Will save (DC 16) halves this damage.

Caster Level: 7th; *Prerequisites*: Brew

Poison, *inflict critical wounds*; *Market Price*: 1,520 gp.

Enfeebling Sting

This enchanted wyvern poison is used as a blade venom. A single dose can coat the striking portion of any two small or any one medium or large slashing or piercing weapons. Any living creature injured by the poisoned weapon must make a Fortitude save (DC 17) to avoid 2d6 points of temporary Constitution ability score damage. Secondary damage is equal to a *ray of enfeeblement* as cast by a 6th-level caster (−1d6+3 enhancement penalty to Strength lasting for six minutes). A Fortitude save (DC 14) avoids the enfeeblement.

Caster Level: 6th; *Prerequisites*: Brew Poison, *ray of enfeeblement*; *Market Price*: 3,300 gp.

Ghastly Mist

A single dose of *ghastly mist*, a supernatural poison, fills a cubic foot of space when exposed to air. Any humanoid creature who inhales the mist must make a Fortitude save (DC 13) to avoid the effects of *ghoul touch*. When found as treasure, the mist is usually sealed in airtight glass vials.

Caster Level: 3rd; *Prerequisites*: Brew Poison, *ghoul touch*; *Market Price*: 300 gp.

Paste of Pestilence

This supernatural poison appears to be a thick paste of unpleasant color and odor. A single dose can coat the striking portion of any two small or any one medium or large slashing or piercing weapons. Any living creature injured by the coated weapon must make a Fortitude save (DC 16) or be affected by *contagion*.

Caster Level: 7th; *Prerequisites:* Brew Poison, *contagion*; *Market Price:* 1,400 gp.

Powder of Paralysis

An enchanted form of insanity mist, the *powder of paralysis* works when inhaled by any living creature. Initial exposure forces a Fortitude save (DC 15) to avoid 1d4 temporary Wisdom ability score damage. Secondary damage is equal to a *hold monster* spell. A Will save (DC 17) avoids being held for nine rounds.

Caster Level: 9th; *Prerequisites*: Brew Poison, *hold monster*; *Market Price:* 3,750 gp.

SEASONING OF SHRINKING

This supernatural poison appears to be some sort of normal seasoning such as pepper. When consumed, its magical properties come into effect. A victim who fails a Fortitude save (DC 14) is affected as if by a *reduce* spell as cast by a 6th-level caster. The *seasoning* does not affect the victim's equipment.

Caster Level: 6th; *Prerequisites*: Brew Poison, *reduce*; *Market Price:* 300 gp.

TASHA'S HIDEOUS LAUGHING VENOM

This substance is created by enchanting the venom of a Medium-size spider. A single dose can coat the striking portion of any two small or any one medium or large slashing or piercing weapons. Any living creature injured by the coated weapon must make a Fortitude save (DC 14) or suffer 1d4 points of temporary Strength ability score damage. Avoiding secondary damage requires a Will save (DC 13). If the Will save fails, the victim is affected as if by *Tasha's hideous laughter*.

Caster Level: 3rd; *Prerequisites*: Brew Poison, *Tasha's hideous laughter*; *Market Price*: 450 gp.

TOUCH OF THE UNHOLY

This substance is a supernatural contact poison of dire potency. It appears as a thin, clear, slightly oily liquid that can be painted on an area no larger than one square foot. When it dries, it is nearly impossible to detect (treat as a magical trap with Search DC 29). In contact with exposed flesh, the dried oil releases a dark, greasy cloud in a 20-foot radius. All caught within the cloud suffer the effects of *unholy blight*. A Fortitude save (DC 16) partially negates the effects. Remember that activation requires exposure to flesh. A character handling the coated object with gauntlets will not trigger the oil, but will pick up the evil substance on his covered hand. Later, should he rub an eye or scratch a cheek, he will suffer the effects of the toxin.

Caster Level: 7th; *Prerequisites*: Brew Poison, *unholy blight*; *Market Price*: 1,400 gp.

WILL-BREAKER

Will-breaker is a type of enchanted purple worm poison of exceptional potency. A single dose can coat the striking portion of any two small or any one medium or large slashing or piercing weapons. Any living creature injured by the coated weapon must make a Fortitude save (DC 24) to avoid 1d6 points of temporary Strength damage. Secondary damage is equivalent to *suggestion* as cast by a 6th-level wizard. A Will save (DC 14) negates the magical effects. Otherwise, the victim becomes suggestible for up to 6 hours.

Caster Level: 6th; *Prerequisites*: Brew Poison, *suggestion*; *Market Price*: 1,600 gp.

NEW MAGIC ITEMS

Introduction

This section presents a number of new magic items of particular interest to rogue characters. Names and game statistics are designated as Open Content. Text descriptions are designated as closed content.

ALRIC'S TINY GOLEM

An elder burglar who tired of his somewhat battered apprentices running off designed this jade key fob. It is a small figurine in the shape of a humanoid with a lock pick slung over its shoulder.

When the command word is uttered, the tiny golem comes to life. It can be commanded to climb into a lock or trap and move the tumblers or other small mechanisms. It cannot exert more than 20 lbs. of pressure in any direction. It can use the skills Open Lock and Disable Device at the owner's skill bonus –2 and can set off any traps that might be waiting. The user can mentally command the golem up to 40 feet away.

If the living golem (HD 2d8, hp 10, AC 15) is destroyed, it magically returns to its key fob and cannot be recalled for 24 hours.

Caster Level: 3rd; *Prerequisite*: Craft Wondrous Item, *unseen servant*; *Market Price*: 12,000 gp.

BAG OF TRASH

This filthy, moth-eaten sack is actually a cut-purse's best friend. When anyone other than the owner looks into the bag, it appears to be full of worthless junk. Rusted weapons, tarnished jewelry, bent coppers, and half-rotten foods are just a few of the things that might be found in this magical bag. When an item is placed into the bag, its appearance is immediately transformed into a similar worthless item. For example, a crystal goblet might appear as a chipped clay cup, and a magic wand might look like a rusty fireplace poker.

Only the owner of the bag can immediately discern the true appearance of the items inside it. An observer using the *true seeing* spell, a *gem of seeing*, or similar magic, will also see the bag and items as they actually are.

It takes a week for a new owner to become attuned to a *bag of trash*. Items removed from the bag revert back to their true appearance in 1d10 rounds. This item comes in three sizes: belt pouch, bag, and large sack.

Size	Capacity
Belt Pouch	3 lbs.
Bag	20 lbs.
Large Sack	50 lbs.

Caster Level: 1st; *Prerequisites*: Craft Wondrous Item, *silent image*; *Market Price*: Belt pouch—2,500 gp; bag—5,000 gp, large sack—10,000 gp.

BOOTS OF GRACE

These finely crafted, high boots emanate a faint aura of enchantment magic. When a character puts them on, he will feel light-footed, agile, and graceful. Only when the character attempts a Move Silently or Dexterity check, or is required to make a Reflex save, will the true nature of these cursed items be known. Following such a check, the boots will start to make a *very* loud squeaking sound. In addition, the wearer will suffer a –10 circumstance penalty on all Dexterity-based skills. The boots can only be removed by a *remove curse*, *miracle*, *limited wish*, *wish*, or amputation.

Caster Level: 17th; *Prerequisites*: Craft Wondrous Item, *bestow curse, ghost sound*; *Market Value*: 4,000 gp.

Boots of Misdirection

These boots are quite helpful to the rogue or ranger trying to evade pursuers. Once a day, the boots will allow the shadow of the wearer to become semi-sentient and distract any pursuers. The shadow is three-dimensional and is the same size and basic shape as the owner. The shadow can be commanded to move in any direction along a straight line. It moves at the same base speed as the owner. It will avoid or bypass any obstacles, always taking the easiest path. The shadow is semi-material and leaves footprints and other obvious signs of passage.

The shadow will magically return to the owner after one hour or if it sustains any damage. It has no hit points, and its AC is the same as the owner's, counting only non-magical bonuses (natural, armor, and Dex modifier). The shadow can be captured by magical means, so the owner should be mindful of other beings with access to the Plane of Shadow.

Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *shadow conjuration*; *Market Price*: 52,000 gp.

Bracers of Façade

These hammered bronze bracers are adorned with ancient cityscapes. Twice a day, when the wearer activates the bracers, a 180° illusionary barrier forms in front of the character. The barrier changes to match the terrain behind the wearer and will change smoothly as he moves. The illusion grants a +20 circumstance bonus to the wearer's Hide skill checks.

The illusion does not mask sound, and if the wearer moves in front of a light source brighter than a candle, he will cast a shadow through the illusion. If the wearer moves more than five feet from the surface against which he is hiding, there is a 25% chance for every five feet moved that an active observer will notice him.

If the ruse is discovered, the façade still offers nine-tenths concealment and a 40% miss chance (PHB 133) due to the shifting illusion. The effect lasts for 10 minutes.

Caster Level 7th, *Prerequisites*: Craft Wondrous Item, *illusory wall*; *Market Price*: 60,000gp.

BRIDLE OF INVISIBILITY

Weary of hiding his mount in the nearby woods, a bandit prince had this magical tack made for his favorite steed. When activated, the mount and everything on it disappears, as the *invisibility* spell. A centaur cannot use this magic item, but a paladin's summoned mount could activate it.

Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *invisibility*; *Market price*: 15,000 gp.

COMPASS OF PASSAGE

These small metal devices are normally used to measure distances on maps. This one is slightly different. It allows the user to draw a circle on a surface, such as a tunnel wall, and then pass his hand through that magical circle to the other side of the wall.

The compass can be opened to a maximum width of three inches. The user places the sharp, pointed end onto the object through which they would like to pass. The other end must have some sort of writing instrument attached, such as a pen, or a piece of chalk or charcoal. The holder rotates the device, drawing a circle up to six inches in diameter on the surface.

As soon as the encircled surface is touched, the ink or chalk flares and the user's extremity passes into the wall. The magical tunnel extends up to 10 feet. The hole does not allow for viewing and nothing on the other side can pass through without first being grasped by the user. The hole disappears when the user's appendage is withdrawn from the circle. The device can be used up to three times per day.

Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *passwall*; *Market Price*: 37,800 gp.

RING OF MAGIC DETECTION

This gaudy ring features a cluster of large rough-cut jewels in a round setting. When the wearer's hand comes within 20 feet of a magical aura, one or more of the gems will glow, depending on the school of magic involved. If there are multiple auras involving multiple schools of magic, many of the jewels will glow. The ring can only detect magical auras; it is up to the wearer to determine if the ring is glowing because of magic items, traps, or lingering spell effects. Otherwise, the ring functions as the spell *detect magic*.

School of Magic	Gem Type
Abjuration	Amethyst
Conjuration	Aquamarine
Divination	Tiger Eye
Enchantment	Bloodstone
Evocation	Emerald
Illusion	Star Sapphire
Necromancy	Jade
Transmutation	Diamond

Caster Level: 1st; *Prerequisites*: Forge Ring, *detect magic; Market Price*: 1,800 gp.

RING OF TRAP DETECTION

A small scorpion trapped in amber is set into this finely crafted platinum ring. When the wearer comes within 30 feet of a trapped item or area, the insect appears to come to life, moving within the amber. The scorpion will orient itself toward the trap's trigger when it is within 10 feet, using its tail to point out the mechanism.

This ring will automatically detect any non-magic trap, whether simple or complex. In addition, it will alert the wearer to the presence of a magic trap, allowing him to make a Search check as a rogue of equal level. If there is more than one trap in the area, the scorpion will orient itself to the closest. After the trap has been disabled or the wearer moves away from the area, the scorpion will settle back to its original position. The ring is created with 50 charges. It expends one charge when detecting a mechanical trap and two charges when detecting a magic trap—whether the wearer discovers it or not.

Caster Level: 5th; *Prerequisites*: Forge Ring, *divination, detect snares and pits, find traps*; *Market Price*: 20,000 gp.

SCARAB AGENT

A bump on the arm, a pat on the back, a small

TOLARET'S STAFF

Roll Metal	Enhancement Bonus	Special Ability
1–3 Bronze	+1	+5 circumstance bonus on Balance checks
4–6 Silver	+2	As above, plus *spider climb* 1/day
7–10 Gold	+3	As above, plus *feather fall* 1/day

orphan tugging at your doublet—these are just a few ways to attach one of the spy's favorite magic items. Once the command word is given, these tiny (quarter-inch long) insect-shaped pins allow the owner to see and hear as if they stood right beside the target. Merely listening requires no special actions on the part of the owner. If the spy wants to observe the target and his surroundings, the scarab's multifaceted eyes will open and the spy will see everything in the area not blocked by the target's body. In the case of both listening and viewing, the scarab channels only the owner's natural senses—magical enhancements are not effective.

The owner must be within a half-mile of the pin and fully concentrating to receive both auditory and visual feedback. If the owner takes any move-equivalent actions, he may only listen through the scarab. The user cannot cast spells or use psionic abilities while operating a scarab.

If the scarab travels more than a half-mile away or is blocked by magical means, the connection is lost and cannot be re-established until the scarab is retrieved.

Caster *Level*: 4th; *Prerequisites*: Craft Wondrous Item, *clairaudience*, *clairvoyance*; *Market Price*: 22,000 gp.

SWORD OF SILENCE

This ordinary looking +2 short sword generates a field of silence in a 5-ft. radius around the wielder. This effect functions as a silence spell and is usable up to three times per day. The wielder must touch the weapon to activate it. Even when inactive or sheathed, the sword continues to slightly disrupt the air pressure around the user, causing all sounds to be slightly muffled. This grants the wielder a +2 circumstance bonus to Move Silently checks.

Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *silence*; *Market Price*: 10,310 gp.

TOLARET'S STAFF

Tolaret was a very successful arcane thief who had a penchant for second-story work. After nearly falling to her death from an ice-covered tightrope, she had a number of these magical staves made to assist her in her nighttime work.

In its conventional form, the device is a rod two feet long constructed of lightweight, burnished metal. Upon magical examination, it radiates a slight dweomer of alteration magic. With a sharp flick of the wrist, the device extends to a quarterstaff six feet long. If the rod is grasped in both hands and the proper command word is given, it will further expand into a 10-foot staff.

As her experience with using the device developed, Tolaret was able to commission more and more powerful versions of this staff.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *cat's grace*, caster must be of a level three times that of the combat bonus, silver—*spider climb*, gold—*feather fall*; *Market Price*: Bronze—3,000 gp, silver—10,000 gp, gold—24,000 gp.

URCHIN RING

Once a day, this unassuming brass ring allows the wearer to attract the attention of 1d6 children under the age of 12. Under the enchantment of the ring, the children will be compelled to find the largest concentration of people within a half-mile radius, begin systematically picking their pockets, and bring the stolen purses to the ring wearer. The compulsion acts on the children subconsciously: They will simply drop whatever they are doing, wandering away from games, friends, and parents as children are wont to do. The ensorcelled children will think of it as a game and will do their best not to be caught.

While under the influence of the ring's magic, the children have Pick Pocket +3,

Hide +3, and Move Silently +3. If a child is caught in the act, the compulsion is dispelled immediately, and the child will not be able to explain why he acted as he did—not that children ever can. The effects of the enchantment last one hour or until all the children have been caught. The children will stealthily bring their loot to the wearer every time they collect something valuable. The ring wearer may have to take his own precautions to avoid being observed.

Caster Level 11th, *Prerequisites*: Forge Ring, *mass suggestion*; *Market Price*: 30,000 gp.

New Magic

Introduction

This section presents a new clerical domain and several new arcane and divine spells. The spell names and game statistics are designated as Open Content. Text descriptions are designated as closed content.

Thievery Domain

This domain is not assigned to any deity in the core rulebooks. It can be added to the portfolio of whatever gods the DM thinks should grant it, or be used by new gods of the DM's design. It differs from trickery in that it is unconcerned with influencing individuals and much more concerned with the redistribution of wealth and the avoidance of impediments to that end. Some of the new spells are also arcane spells; see the spell descriptions for details.

Granted Power: Pick Pocket, Open Lock, and Move Silently are class skills.

1 **Knock**. Opens locked or magically sealed door.
2 **True Filch***. Grants a +20 bonus to one Pick Pocket check.
3 **Perfect Crime***. Improves the chances of successfully committing a crime.
4 **Detect Traps***. Reveals all traps in an area.
5 **Dimension Door**. Teleports you and up to 500 lbs.
6 **Greater Knock***. Opens doors and disarms traps in an area.
7 **Discern Location**. Exact location of creature or object.

8 **Lair***. Creates a permanent, extradimensional hideaway.
9 **Steal Body***. Swaps your mind and the mind of a target being.

Spells marked with an asterisk (*) are new spells, detailed below.

∏ew Divi∏e Spells

True Filch

Divination
Level: Thievery 2, Sor/Wiz 2
Components: S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: You plus one victim
Duration: 1 minute/level, or until used; see text
Saving Throw: None
Spell Resistance: No

You immediately know the exact moment when it is optimal to use the Pick Pocket skill on a single victim selected when the spell is cast. This victim must be in range of the spell at casting, but can then move further away without affecting the spell. At any time while the spell remains in effect, a Pick Pocket check against that victim receives a +20 insight bonus. Only one attempt can be made per casting of the spell. The spell has only somatic components, so it is not obvious to most bystanders that it is being used.

Perfect Crime

Divination
Level: Thievery 3
Components: V, S, M
Casting Time: 5 minutes
Range: Touch
Target: You plus one associate per 4 levels
Duration: 1 day
Saving Throw: None
Spell Resistance: No

This unusual spell enhances a specific criminal act, which must be specified in detail as the spell is cast. "I want to steal a big jewel!" is not adequate. "I plan to enter the estate of Lord Jason Andrommi and steal the ruby from the top of the family crest in his sitting room," is.

Furthermore, the crime being committed must

somehow advance the aims or principles of the cleric's deity. Thus, the above example is valid if Lord Andrommi is commander of the City Watch, and stealing from him would be a major blow to his prestige and a morale boost for the town's thieves. Robbing the temples of enemy gods or retrieving artifacts of value to thieves are also good examples.

The caster can cast this spell on one associate for every four of his class levels, in addition to himself. (So a 5th-level cleric with the thievery domain can cast this spell on himself and two associates.)

From the point the spell is cast to the completion of the crime or the end of one day—whichever comes first—the following effects apply:

• All saving throws, skill checks, and attack rolls receive a +2 competence bonus.

• The DC of saving throws against all spells cast by the caster or his associates is increased by 2.

• All participants in the crime gain a +2 competance bonus to AC while they are engaging in activities that further the crime.

It is up to the DM to decide if a specific action is taken in the furtherance of the specified crime. (Attacking a guard outside the room where the jewel is kept is a valid action; attacking a random servant who has failed to spot the thieves and is thus unlikely to hinder their plans is not.)

Detect Traps

Divination
Level: Thievery 4, Sor/Wiz 3
Components: V, S, M
Casting Time: 1 action
Range: 60 ft.
Area: Quarter circle emanating from you to the extreme of the range
Duration: Concentration, up to 1 minute per level (D)
Saving Throw: None
Spell Resistance: No

This spell reveals all artificial traps within its area of effect, causing them to appear as if outlined by a pale nimbus. This effect is only visible to the caster. It detects all

artificial constructions designed or intended to cause harm, from simple pit traps to the most complex creations of mad trapsmiths. What it does not do is reveal any incidental environmental hazards—a natural pit covered over by fallen brush is not a "trap" to this spell, though a natural pit hidden by intentional act *is*.

The spell reveals all aspects of a trap within range, including remote triggers, even if the trap the trigger activates is not within range.

The initial casting of the spell only reveals the fact that there is a trap in the area; it conveys no other information. For each round the caster remains still, he can concentrate on a single revealed trap. This reveals the following information:

First Round: Basic nature of the trap (pit, swinging pendulum, magic).

Second Round: The general effectiveness of the trap (how deep is the pit, how many dice of damage does the scything blade do).

Third Round: An intuitive understanding of the mechanism of the trap, enough to grant a +4 insight bonus to the caster's Disable Device check if he disarms it himself, or a +2 insight bonus to anyone the caster is directly advising.

As the caster concentrates, the faint glow indicating the presence of a trap becomes sharper and more distinct, outlining the mechanism until it almost seems the caster is studying a glowing, three-dimensional blueprint of the device.

GREATER KNOCK

Transmutation
Level: Thievery 6, Sor/Wiz 6
Components: V, M
Casting Time: 1 action
Range: 25 feet
Area: Cone
Duration: Concentration, up to 1 round/level (D)
Saving Throw: None
Spell Resistance: None

This spell, feared by anyone who constructs secure locations, is sometimes called "The Golden Key" or "Waymaker." It allows the caster to walk effectively unhindered through traps, locked doors, portcullises,

and the like. The spell's area of effect is a cone extending from the front of the caster (it turns with the caster). Locked doors within the cone fly open. Doors spiked shut simply burst inwards. Traps in the cone misfire or deactivate harmlessly. Portcullises slide out of the way. Ropes uncoil, deadbolts slide back, chains snap. Unlike most of the spells in this domain, *greater knock* is *not* subtle. Traditionally, the caster casts it and begins moving forward at full speed, followed by associates who can deal with the non-trap or lock related dangers of the area, as *greater knock* requires full concentration to maintain.

This spell will dispell a *guards and wards* spell.

Greater knock has no effect on natural hazards or blockages—it will not clear a collapsed tunnel, for example. It also does not provide any means of motion—it may reveal a pit trap, but the pit must still be crossed by normal means.

The material component for this spell is a masterwork jeweled platinum key ring, containing on it four decorative keys, one of gold, one of silver, one of copper, and one of iron. The cost of this item is at least 1,000 gp, and it is destroyed in the casting.

LAIR

Conjuration (Creation)
Level: Thievery 8
Components: V, S
Casting Time: 1 minute
Range: Touch
Target: One doorframe, arch, or portal
Effect: Extradimensional hideaway, up to one 10-ft. cube per 2 levels
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: None

To cast this spell, the cleric must be touching an arch, portal, doorframe, or other opening. After the spell is cast, the target of the spell appears normal, but, if anyone passes through it while speaking a command word specified by the caster, they will enter a small pocket dimension created by the spell. The caster determines the exact appearance of the Lair at the time of casting, but it is always an interior room or small suite of rooms with no windows or outgoing doors, other than the one the spell targeted. The walls and floor may be of any substance, from rough-hewn wood to polished

gold, although any such substance dissolves instantly if it is brought back through the portal. The Lair has no furnishings, but such can be brought in through the door. The Lair can be brightly lit or shrouded in darkness at the will of the creator, and its temperature is likewise subject to the creator's whims (from roughly 20° to 110°F).

The Lair can be a place to store treasure, to recuperate, to sleep, to hold kidnap victims, or to shelter those sought by the law (or by evil, for that matter). The only way to enter or leave is to know the pass phrase, but, if it is known, it will work for anyone. Thus, using the Lair as a prison is feasible only if you can be sure the prisoner cannot learn the pass phrase or cannot reach the door.

An unconscious person can be brought into the Lair if carried by someone who speaks the pass phrase as they enter.

Anyone passing through the portal and *not* speaking the command phrase will feel nothing unusual. There is no way, short of *true seeing*, *wish*, or *miracle*, to detect a Lair.

If the door to the Lair is destroyed, the Lair itself is likewise destroyed, and all materials placed within it (including people) are expelled into the open space nearest the now-destroyed entrance. Any entry to a Lair has its Hardness and hit points doubled.

Creating a Lair costs 1,000 experience points.

Only one Lair per caster can exist at any one time. A caster can destroy a Lair at will (any contents will be ejected as noted above), but recreating it requires another expenditure of experience points.

Steal Body

Transmutation
Level: Thievery 9
Components: V, M
Casting Time: 1 action
Range: Short (25 ft. + 2 ft./level)
Target: One being
Duration: Permanent
Saving Throw: Will negates
Spell Resistance: Yes

Why bother stealing a person's gold, weapons, or land, when you can just steal that person's

self—or, at the least, the container the self resides in. *Steal body* allows the caster to transpose his mind and the mind of his target. Once this is done, the effect is permanent until and unless *steal body* is cast again. The effects are as follows.

The caster's mind enters the body of the target, and vice versa. The bodies remain where they were. The physical abilities (Strength, Dexterity, and Constitution) remain as they were; the mental abilities (Intelligence, Wisdom, and Charisma) are transposed. All skills, feats, and levels remain with each being's consciousness. Any innate powers of the body (flight, elemental resistance, darkvision, *etc.*) remain with the body, except for class abilities (such as a barbarian's rage). All equipment (including spell components, holy symbols, and so on) remains with the body. Each mind is instantly capable of using the body and moving, talking, *etc.*, normally.

The victim of the spell, unless he is consenting or has been forewarned, will be stunned for 2d4 rounds. A Will save (DC 28) halves this duration.

What happens next is highly variable. If the caster doesn't want his old body anymore (it was ill, old, or just less useful than his new body), he may well attack, hoping to kill the former inhabitant of his new body before the victim can raise an alarm or strike back. He may arrange for the old body to be taken prisoner—this works well if the caster just cast this spell on a king who had him (the caster) in chains. Or he may do nothing, allowing the inhabitant of his old body to go free. A lot depends on why the spell was cast.

If the original body is still alive and intact, a *dispel magic*, *limited wish*, *wish*, or *miracle* will undo the spell.

There are no limits on what body can be stolen—if the innate spell resistance and high Will saves of an Elder Wyrm or powerful Outsider can be overcome, even those bodies can be seized.

The XP cost for this spell is equal to the XP that would be received for defeating the target of the spell, based on its CR (DMG 166).

New Arcane Spells

These are arcane spells, useful to rogues who multiclass to wizard or sorcerer.

Distraction

Enchantment (Compulsion)
Level: Wiz/Sor 0, Brd 0
Components: S, M
Casting Time: 1 action
Range: Close (25 ft. + 2 ft./level)
Target: One person
Duration: 1 round
Saving Throw: Will negates
Spell Resistance: Yes

This spell is very common among rogues who dabble a bit in magecraft. It causes the target of the spell, if he has not yet spotted the caster, to look away for a single round, allowing the caster to move quickly by. The victim of a *distraction* spell also has a –10 penalty to his Listen checks with regards to the caster for a single round—long enough to run past, if the caster is quick and daring.

The material component is a small pebble, which is tossed behind the target of the spell.

Invisible Object

Illusion (Glamer)
Level: Sor/Wiz 1
Components: V, S
Casting Time: 1 action
Range: Touch
Target: 1 object of less than 10 lbs./level
Duration: 10 minutes/level
Saving Throw: Will negates; see text
Spell Resistance: No

Oftentimes, getting into the king's bedchamber and stealing the diamond scepter isn't nearly as hard as getting it back out again. *Invisible object* was devised to deal with this problem. (Alternatively, sages at the Karrakesh Academy claim to have traced it to an apprentice who disagreed with certain policies regarding food brought into the student's quarters.) Regardless of its origin, the spell's effect is straightforward: A single object is made invisible. Attempts to circumvent this limitation by loading a chest with purloined goods and then casting the spell on the chest leaves the caster with an invisible chest, the contents of which are quite plain to see.

If someone suspects a person is carrying an *invisible object* and succeeds at a Search check (DC equal to 15 + caster's level), he may then make a Will save to break the illusion. Note that the object will not be visible to casual inspection: Only a Search that reveals something out of the ordinary will earn a Will save.

The object remains invisible for the full duration of the spell, even if the caster is no longer carrying or holding it. This can be useful for everything from practical jokes to complex frame-ups, if an invisible object is passed to an unsuspecting patsy.

CHAPTER TWO

TRAP DESIGN

This section presents rules and guidelines for designing mechanical and magic traps for your d20 System adventures. The material builds on the information presented in the core d20 System rules and is meant to provide a consistent framework and common reference point for traps ranging from simple deadfalls to complex mechanical or magical devices.

All written material in this chapter is designated as closed content, unless it is wholly derived from the d20 System Reference Document.

ROLES

The first thing to consider when designing a trap is its role. Traps serve several different functions in a fantasy adventure game, and addressing each of them during the design process will make a trap more consistent, plausible, and enjoyable for the players.

TRAPS AS CHALLENGES

A good adventure challenges the players by challenging their characters. It lets them use their skills and abilities to overcome obstacles and hazards. In this respect, traps are simply a type of challenge, obstacles that players can confront and, hopefully, overcome using the skills and abilities of their characters. In this role, traps function much like monsters, with different skills and tools needed to defeat them.

A good trap, then, is a good challenge for the characters. It should test their abilities and skills, but it should not be impossible to detect, avoid, or disarm. A death trap that kills characters with no chance of escape is not a challenging trap, it's an arbitrary trick for the DM to spring on his players.

The considerations involved in designing and placing a trap in an adventure are therefore very similar to those guiding the design and placement of monster encounters. A trap's Challenge Rating should be appropriate for its difficulty and threat level, and DMs should limit their traps to those the characters can be expected to handle.

Traps, of course, are challenges that allow rogues to take their turn in the spotlight. Traps should be detailed and well conceived, challenging yet beatable, and test the rogue's abilities, skills, and tools. The DM should give the rogue an opportunity to overcome the challenge, then let fate and the player's ingenuity determine the outcome.

TRAPS AS SECURITY SYSTEMS

In the context of a campaign world, traps function as security—they're designed to protect people, places, or things. When designing a trap, the DM should consider this role to insure that it's both plausible and effective. Key questions to answer include:

Where will the trap be placed?
A trap on a chest or door will obviously call for a different design than one built into a room or corridor. Traps are never mass-produced and should usually be customized for the location in which they will be placed. If the trap is designed for a well-traveled location, rather than an empty tomb, some additional safety measures may be required. Perhaps there is a remote arming device that must be activated before the trap can be triggered. Designing a trap in such a way that it fits its surroundings will greatly increase its plausibility and effectiveness.

What is the trap meant to guard?
In their role as security systems, traps are designed to guard or protect things. Is the trap meant to protect a location, an object, a person, or something else? An important factor to consider when addressing this question is the value to its owner of the thing the trap is protecting. The expense of building and maintaining the trap should be commensurate with the value of whatever it's protecting. A modest treasure guarded by a complex trap that cost a small fortune to build will strike most players as implausible unless a satisfactory explanation is offered in the context of the adventure or setting.

What is the trap designed to accomplish?
Is the trap meant to injure, incapacitate, kill, imprison, confuse, delay, or relocate would-be trespassers and thieves? Depending on the objective of the trap designer, a non-violent trap may be better suited to a specific task than a violent one. For example, if the designer's goal is to prevent trespassers from reaching a specific room, a trapdoor and chute that deposits them elsewhere may be far more effective than a spear trap that—even if it works—could leave them wounded but able to proceed.

Who is the trap meant to stop?
Rogues who are skilled at detecting and dis-

arming traps are relatively rare in most campaign settings. In most cases, traps are designed to foil would-be trespassers and thieves with no real aptitude for identifying and avoiding them. This is usually a simple cost-benefit consideration: Why bear the enormous expense of a well-concealed, complex trap when a tried-and-true pit or poison needle trap will be more than sufficient to thwart the novice efforts of the vast majority of common trespassers and tomb robbers?

More complex (and expensive) traps designed to stop professional rogues will typically be reserved for special cases. They might be found deeper in a dungeon after the simple traps have culled the herd of encroaching adventurers. They may be used to protect especially valuable objects or locations, such as a powerful artifact or the final resting place of a great king. Or they may be necessary in situations where the inevitable thieves are expected to be more skillful than usual: the inner sanctum of a thieves' guild or the treasure vaults of a castle.

Many DMs assume that all traps are designed to guard against humans (or humanoids, at least), without really being conscious of the assumption. In most campaign worlds, however, there are many sentient species with a broad range of capabilities, and a given trap may have been designed with any one of them in mind. A trap designed with dwarves in mind might implement alternatives to stonework mechanisms or poisons. More care may have been taken to conceal a trap designed for elves, due to their keen senses. A human trespasser may be incapable of triggering a trap designed for giants. Or perhaps a trap designed to protect against red dragons is triggered by a sudden increase in air temperature.

How is the trap maintained?
Like all such devices and structures, traps will typically require regular maintenance if they are to remain operational over an extended period of time. Metal components will rust, wooden ones will rot, and earthen ones will crumble. When designing a trap, the DM should consider the likely availability and sophistication of maintenance. A trap designed to guard a tomb—empty but for the remains of the dead—should be capable of functioning for many years with no maintenance. A trap in a location served by guards or other henchmen can have higher maintenance requirements, so

long as they are not too difficult or technically demanding for the caretakers.

TRAPS AS SPECIAL EFFECTS

DMs can use the preceding guidelines to create plausible traps that support, rather than undermine, the players' suspension of disbelief. But traps can be more than dungeon security that provide challenges for the characters to overcome. The right traps in the right places can transform a mundane warren of tunnels, caverns, corridors, and rooms into an exciting, fantastic adventure location. That is, traps can be used as set design, as special effects.

When used properly, traps cultivate a sense of danger and suspense and lend an exotic, larger-than-life atmosphere to campaign and adventure settings. Whether it's a tomb robber fleeing from a massive boulder rolling down a tunnel or a daring thief suspended perilously above a priceless jewel resting on a pedestal, traps—and the way the characters deal with them—can provide some of the most memorable events in a campaign.

To maximize the special effects value of traps, the most important concern is not to overuse them. A large, complex trap may be the perfect centerpiece for an adventure location, but it loses its impact if it's just another in a string of such devices scattered throughout the dungeon. To be truly memorable, a trap has to stand out. It should define the adventure location, rather than being lost in it.

For adrenaline-pumping special effects impact, extended traps (see page 60) that take some time to develop are the best choices. They unfold gradually, allowing the DM to build suspense through effective description. Crucially, they also allow the players and their characters an opportunity to react. A boulder that drops out of nowhere and squishes the party flat is a poor special effect; one they must run for their lives to avoid is far more effective.

Traps can be a challenging, plausible, and exciting part of any campaign. The key is for the DM to carefully consider why he is placing a certain trap in a certain adventure location. If the DM knows exactly what he's trying to accomplish, it becomes a relatively simple matter to create or select the trap that's perfect for the job.

CLASSIFICATIONS

Traps can be classified in two ways, by both design and function. These classifications are called construction type and activation type.

CONSTRUCTION TYPE

Traps are classified as either *mechanical* or *magic*. The mechanical construction type covers all non-magical traps. Mechanical traps may be either *simple* or *complex*. Simple mechanical traps have either very basic moving parts or none at all. They include snares, pits, and basic tripwire traps. Complex traps are those with more sophisticated designs using complex moving parts, such as pressure plates, gears, and switches.

Magic traps use spells or spell-like effects to harm or hinder the unwary. Some spells, such as *glyph of warding* and *fire trap*, can be used directly to guard items and locations. Other traps must be designed and constructed, just like magic items. Note that only rogues can detect and disable a magic trap.

ACTIVATION TYPE

Traps are also classified as either *instant* or *extended*. The instant activation type covers all traps whose effects take place immediately when the trap is triggered. The effect is applied instantly and then it's over—there is no continuing or developing effect. Almost all simple traps and even most complex ones are instant activation traps. Examples include pits, snares, projectile traps, and most lock traps, such as poison needles.

Extended activation traps are those that continue or develop over a period of time. The trap is triggered and begins to operate as designed, but it takes some time for it to achieve its full effects. Examples might include a sealed room that fills with water or a poison gas, crushing walls, or the classic boulder rolling down the corridor.

When designing extended activation traps, it's important to clearly define the period or duration of the trap. How quickly does the room fill with water or gas? How long does it take for the walls to come together? How fast

does the boulder move and how long is its track? Extended activation traps are often the most exciting because they give the characters a chance to react, even after the trap is triggered. The DM must know, however, how long they have to respond and what they must do to escape the trap's effects.

TRAP COMPONENTS

Every trap, whether a simple snare or a complex clockwork mechanism, consists of three basic components: *trigger*, *mechanism*, and *effect*. Each of these components should affect the way the trap is designed and constructed, as well as how difficult it is to detect and disable.

TRIGGER

This is simply the means or mechanism by which the trap is activated or sprung. The trigger is usually the most vulnerable of a trap's major components, its weakest point. The trigger must be accessible to be effective—tripwires have to stretch across corridors, pressure plates must be positioned along well-traveled routes, and switches must be integrated into lock mechanisms where they will be easily triggered by lock picks. Because they must be accessible, there are only so many precautions trapsmiths can take to disguise or conceal trigger mechanisms.

Triggers can be considered either *local* or *remote*. If the trigger is local, the trap is designed to affect the same area where it is triggered. Examples might include a weight-sensitive trapdoor over a pit, a lock switch that activates a poison needle trap, or a pressure plate that releases toxic gas in a closed room.

A remote trigger activates a trap mechanism elsewhere. For example, a pressure plate causes a stone block to drop into the corridor behind the trespassers, sealing them in. Or a tripwire in the corridor outside a room fills it with water—which will be released in a torrential flood when the door is opened. Remote triggers may also be simple devices designed to allow guards to activate traps from a safe position. A lever in an adjoining room may activate a crushing wall trap or a button may trigger a

spear trap in the corridor outside. Because the trigger is often inaccessible, traps with these sorts of remote triggers are often very difficult to detect and disable. On the other hand, they are dependent on guards or other personnel to operate effectively.

Complex traps may require more than one trigger to activate, and it may even be necessary to activate multiple triggers in a specific order for the trap to function. For example, a trap on a chamber door may be sprung if the pressure plate in the corridor is activated, followed by the switch in the lock mechanism. This means that the door can be opened from inside the chamber without danger of springing the trap.

There are basically three broad types of triggers: *trapdoors*, *switches*, and *magic triggers*.

"Trapdoor" is a catchall term for any surface covering that conceals a pit, snare, shaft, chute, slide, or other trap that victims will fall into if they make physical contact with it. The trapdoor might be a thin covering of leaves and sticks over an earthen pit, a stonework trapdoor over a shaft in a corridor, or a collapsing seat on a trapped throne. The simplicity of these triggers often makes them easier for the well trained to detect and disarm.

Switches are the most common type of trigger for complex mechanical traps, and this is a very broad category. Switches are activated when physical pressure is applied to them in specified ways. The switch, in turn, may activate a spring, wind a clockwork gear, or release a counterweight. Examples of switches include tripwires, pressure plates, a mechanical trigger in a lock mechanism, or levers and buttons. Switches may also include less common triggers, such as mechanisms activated by changes in air pressure or temperature.

Magic triggers are most commonly found in magic traps, but they may also be incorporated into otherwise mechanical designs. The potential variations are endless and may involve spells, spell-like effects, or other supernatural triggers.

MECHANISM

This component simply describes the design by which the trap functions. The mechanism is what delivers the effect to the victim or the vic-

tim to the effect. A trap's mechanism is usually more inaccessible than its trigger, and is therefore typically more difficult to detect and disarm. Working with trap mechanisms generally requires more sophisticated technical ability and tools than those required by common triggers.

Common mechanisms include:

GRAVITY

This is perhaps the simplest and most common trap mechanism. It is the one that drives traps ranging from pits, to chutes, to falling blocks. In these traps, the natural force of gravity is used to deliver the effect to the victim (as in a falling block) or the victim to the effect (as in a pit trap). More sophisticated mechanical traps may use other physical forces affecting masses, such as a pendulum that uses inertia. However, these designs are still variations on the basic gravity mechanism.

COUNTERWEIGHT

This is basically a variant gravity mechanism, but it must be combined with more sophisticated devices, such as pulleys or gears, to function effectively. It can also be used to achieve a broader range of effects. When the trap is triggered, a mass is released and allowed to fall, applying force to another mechanism (such as a gear or portcullis) or object (such as a snared victim) that is connected to the counterweight.

SPRING

A spring is a simple mechanical device consisting of a coil of elastic material—usually metal—that returns to its original position when stressed or compressed. When compressed, the spring is a store of potential energy: When the spring is released and allowed to return to its original position, the energy is released as well. Springs, of course, may be found in a variety of trap components, from pressure plates, to trapdoors, to gears. However, they are the primary mechanism in a variety of common traps, including projectile traps and poison needle traps. In these traps, the trigger releases a compressed spring mechanism, which launches a projectile at the victim.

GEAR

Any configuration of moving parts designed to impart motion can be considered a type of gear. In trap design, a gear may be little more than a spool or winch for a rope-and-pulley system, or a complex clockwork configuration that drives other gears and turns the rotating shafts that move the walls together in a crushing wall trap. Gears are useful in any trap design that requires motion or moving parts, from portcullises to rotating rooms. Trap designers should remember that gears won't turn themselves, and that moving parts always require a source of energy. Clockwork gears can be wound against spring mechanisms so that they unwind when released. Falling counterweights can be used to turn gears. A wide variety of mechanisms are possible, but gears should be paired with some other mechanism capable of providing the required energy.

PRESSURE

Though somewhat rare, air or water pressure can be used as a trap mechanism. Pressure is simply the force applied by a liquid (including water and air) against a surface area in contact with it. Liquids can be stored in a vessel of some kind at pressures much higher than those in the surrounding environment. When the vessel is unsealed, the liquid is forced out under high pressure. This force can be harnessed and directed for a variety of effects. For example, air pressure could be used in place of a spring to launch a projectile trap. Pressure mechanisms are relatively simple in that they have no moving parts. However, they require the design of an airtight containment vessel, and usually a pump to create very high-pressure conditions inside the vessel. As a result, pressure mechanisms are practical only under very specific circumstances. Note that pumps may also be used directly as trap mechanisms, for example, to pump the air out of a room in a vacuum chamber trap.

MAGIC

Obviously, magic provides the basic mechanism for most magic traps. The mechanism may be a glyph or rune, or the magic may be stored within an enchanted object. As with triggers, magic trap mechanisms may also be incorporated with otherwise non-magical, mechanical traps. For example, a reverse-gravity field may cause a victim to "fall up" and impale himself on spikes set in the ceiling of a dungeon corridor. However, because magical trap mechanisms are typically more difficult

and expensive to create, they should be used only where they're more effective than mechanical equivalents.

EFFECT

This component simply describes what the trap does to harm or hinder the victim. There are five basic effect types, each with many specific variations. Many traps will combine two or more of these effect types.

ENSNAREMENT

The most basic traps are simply designed to ensnare, immobilize, or incapacitate the victim. Examples range from basic snares and cages, to needles coated with paralytic poisons, to magical traps using spells like *hold person*. If the victim retains some freedom of action while snared, the DM must identify possible means of escaping the snare. For example, an opposed grapple check may allow a victim to escape a bear trap, while *dispel magic* might be necessary to release a victim from a *hold person* trap.

Most common snares work just like grapple attacks (PH 137). To escape the snare, you must make an opposed grapple check. The attack bonus for a grapple check is:

Base attack bonus + Strength modifier + special size modifier

SPECIAL SIZE MODIFIER

Size	Grapple Modifier
Colossal	+16
Gargantuan	+12
Huge	+8
Large	+4
Medium-size	+0
Small	−4
Tiny	−8
Diminutive	−12
Fine	−16

The snared character makes the opposed grapple check against the trap, using its melee attack bonus modified by its Strength and special size bonuses. If the victim wins the opposed grapple check, he has escaped the snare.

INJURY

The most common traps are those designed to injure or kill victims. Injury type effects come

in a staggering variety. Some common effects include:

- Impaling: projectiles and spikes
- Crushing: pits, crushing blocks and walls, deadfalls
- Cutting: sweeping blades and guillotines
- Burning: fire traps and flame jets
- Drowning: water traps and flooding rooms
- Suffocating: collapsing ceilings, quicksand, and vacuum chambers
- Poisoning: poison needles and gasses

Many common traps will use more than one of these injury effects. For example, a spiked pit causes both impaling and crushing damage—and also incorporates an ensnarement effect if the victim survives the fall and the spikes.

MOVEMENT

Some traps are designed to relocate or misdirect trespassers. A common example is a slide chute that deposits the unwary into a waiting jail cell on a lower level of the dungeon. Some movement effects may be designed to confuse trespassers, causing them to lose their way. Examples include rotating rooms and shifting corridors. When guarding locations, these trap effects can often be superior to injury effects: Even if the trap works, an injured character may still be able to continue and gain access to the secured location. When a movement effect is successful, however, the trespasser will first have to figure out where he is, then how to get back to the guarded area.

HINDRANCE

These effect types are designed to delay, inconvenience, or disadvantage trespassers in a variety of ways. These traps may deprive characters of light or equipment, or alter the environment in such a way that the trespassers' task is made more challenging. Traps using hindrance effects are often paired with living henchmen or guardians—the trap puts the trespassers at a disadvantage so the guardians can more easily defeat or apprehend them.

IDENTIFICATION

These effect types are not designed to harm or hinder trespassers directly, but merely to identify them. An alarm meant to alert guards to the presence of trespassers is the most common example. Other identification effects may be designed to actually "tag"

the person who triggers them. For example, a concealed jet may spray the victim with bright red paint. A magical trap with an identification effect might mark the trespasser with a magical rune, which then triggers another magic trap encountered later. Identification effects are often useful as a deterrent or warning, and to distinguish trespassing adventurers from guards, henchmen, and minions.

TRAP CONSTRUCTION

MECHANICAL TRAPS

While constructing a crude pit trap is as simple as digging a hole in the ground, building complex mechanical traps is a difficult, expensive, and time-consuming task. The project requires the appropriate materials, tools, and training. If the trap's various components—trigger, mechanism, and effect—have been described carefully, it should be easy for the DM to determine the kinds of equipment and supplies necessary for the project.

The construction of mechanical traps requires the Craft (trapmaking) skill. The DM may also allow the builder a +2 synergy bonus for appropriate related skills, based on the nature and design of the trap. For example, Craft (stonemasonry) might provide a bonus for building a stonework trap, while Craft (engineering) provides a bonus for complex mechanical traps.

Mechanical traps require a minimum of one week to construct for each point of their Challenge Rating. Each week of construction requires an expenditure of 1,000 gp for materials, tools, and supplies. So, for example, a CR 3 mechanical trap would cost at least 3,000 gp and require at least three weeks of work.

Each week, the builder must make a Craft (trapmaking) check. The DC of the check is 15 plus the Challenge Rating of the trap. If the check succeeds, the builder has made progress and one of the required weeks of work is completed. If the check fails, the builder has made no significant progress during the week. The builder must still spend the 1,000 gp for the week. Once the builder has successfully com-

pleted the required number of weeks of construction and paid the gp cost, the trap is finished. A critical failure indicates a major disaster, accident, or design error and all of the builder's accumulated weeks of construction are lost. The builder can continue the construction project, but he must start all over.

Magic Traps

Constructing magic traps is very similar to the process used to create magic items. The builder must have the appropriate materials and tools, and the construction area must be kept free of interferences and disturbances. Building a magic trap requires the Craft Magic Trap feat (see page 34). If the trap uses or creates spells or spell-like effects, the builder must also be able to cast—or otherwise have access to—the spell to be used in the trap.

Like magic items, magic traps do not require specific skills or skill checks to create. However, the required materials costs must be expended, as well as the builder's personal energy in the form of XP. For magic traps that function like existing spell effects, these costs depend on whether the design is a one-use trap or a charged or continuous multiple-use trap.

Crafting a one-use magic trap costs 50 gp and 2 XP multiplied by the caster level. For example, a one-use *fireball* trap with a caster level of 5 would cost 250 gp and 10 XP to create.

Crafting a multiple-use magic trap costs 500 gp and 20 XP multiplied by the caster level. For example, a charged or continuous *fireball* trap with a caster level of 5 would cost 2,500 gp and 100 XP to create.

The easiest way to handle magic traps that do not match existing spells is to create the magical effect using the standard guidelines for new spells (DMG 95). Once you have established the spell level and caster level of the magical effect, you can use the preceding guidelines to determine the gp and XP cost of constructing the trap.

Constructing a magic trap requires one day per 1,000 gp of the trap's cost.

Challenge Ratings

The Challenge Ratings of mechanical and magic traps can vary widely. They should typically be adjusted for such variables as the difficulty of detecting and disabling or avoiding the trap, and how effective or dangerous the trap is. Challenge Ratings for traps should generally range between 1 and 10.

Mechanical Traps

The base Challenge Rating for a mechanical trap is 1. This can be modified by the difficulty of detecting and disabling the trap.

Simple Mechanical Traps

Search/Disable Device DC	CR Modifier
20	+0
21–25	+1
26–30	+2
31+	+3

Complex Mechanical Traps

Search DC	CR Modifier
21	+0
22–25	+1
26–30	+2
31–35	+3
36+	+4

Complex Mechanical Traps

Disable Device DC	CR Modifier
21	+0
22–25	+1
26–30	+2
31–35	+3
36+	+4

These modifiers are cumulative for the DCs of both Search and Disable Device checks. For example, the Challenge Rating of a simple trap with a Search and Disable Device DC of 22 would be increased by 2.

The Challenge Ratings of mechanical traps should also be modified by their effectiveness. For this purpose, you can assign an *effect level* to your mechanical trap.

For injury traps, the effect level is determined by the amount of damage the trap inflicts when activated. Once you've determined the effect level, simply add it to the base Challenge Rating of the trap. The base damage for an effect level 0 trap (no modifier to Challenge Rating) is 2d6. The effect level is increased by 1 for every additional 2d6 points of damage the trap inflicts. The following table also lists the average points of damage inflicted at each effect level. This allows you to determine the effect level of injury traps that use dice other than six-sided dice.

The numbers for ability score damage refer to the maximum total initial and secondary damage. For example, burnt othur fumes cause 1 point of initial Con damage and up to 18 points of secondary Con damage, for a maximum total ability loss of 19. The base effect level for a trap using this poison would be 8.

Injury Traps

Effect Level	Hit Point Damage	Ability Damage
0	2d6 (7)	—
1	4d6 (14)	1–3
2	6d6 (21)	4–5
3	8d6 (28)	6–8
4	10d6 (35)	9–10
5	12d6 (42)	11–13
6	14d6 (49)	14–15
7	16d6 (56)	16–18
8	18d6 (63)	19–20
9	20d6 (70)	21+

The effect level of ensnarement traps is based on the difficulty of escaping from the snare. For common snares, this is based on the snare's total grapple attack bonus (base attack bonus + Strength modifier + special size modifier).

Ensnarement Traps

Effect Level	Grapple Attack Bonus
0	+1 to +5
1	+6 to +10
2	+11 to +15
3	+16 to +20
4	+21 to +25
5	+26 to +30
6	+31 to +35
7	+36 to +40
8	+41 to +45
9	+46 to +50

Other snares might require a skill check to escape, such as a Climb check to escape a pit or a Swim check to escape a water trap. In this case, the effect level should be based on the DC of the check.

Effect Level	DC
0	20
1	21–25
2	26–30
3	31+

The distance the victim is moved determines the effect level of movement traps. A trap with only a local effect, such as one that moves the victim to a nearby room, corridor, or area, is effect level 0. The classic example is a rotating wall that moves the character to an adjoining room. A trap that moves the character to a completely different area, such as another level of the dungeon, has an effect level of 1. A trap that moves the character to a completely different region, such as one that takes the victim out of the dungeon entirely (or into it), has an effect level of 2. Note that movement traps typically have lower Challenge Ratings than those with injury or ensnarement effects, since they represent an inconvenience or setback, rather than a direct threat. Of course, they can be combined with other traps or monster encounters to dangerous effect, but these additional traps or monsters will have their own Challenge Ratings.

Movement Traps

Effect Level	Moved To
0	Nearby room, corridor, or area
1	Another area of the location, such as another dungeon level
2	A completely different region, such as out of the dungeon

The effect levels of hindrance traps can vary widely. As a general rule of thumb, the DM should assign a trap using a hindrance effect a subjective rating reflecting the severity of the hindrance. There are three broad categories to use when assigning this rating.

Effect Level | **Hindrance**

0   Minor: The trap slows or delays the victim, but presents no danger and does not place the victim at a serious disadvantage.

1   Major: The trap puts the victim at a serious, albeit temporary, disadvantage, though it represents no direct danger. A trap that plunges the victim into darkness temporarily might be a major hindrance.

2   Severe: The trap puts the victim at a serious, long-term disadvantage. A trap that blinds the victim for an extended period of time might be a severe hindrance.

3   Catastrophic: While it inflicts no direct physical or mental harm on the victim, the trap puts him at a potentially devastating disadvantage. A trap that relieves the character of all his e q u i p - ment and/or magic items might be a catastrophic hindrance.

Identification traps also tend to have relatively low effect levels, for the same reason as movement traps. An identification trap that alerts any nearby guardians to the presence of trespassers is effect level 0. This type of trap does not specifically identify the character or characters who triggered the trap. An effect level 1 identification trap might alert any guardians in the area, such as the dungeon level, or specifically identify the characters who triggered the trap to nearby guardians. An effect level 2 identification trap might alert any guardians in the dungeon or adventure location, or specifically identify the characters who triggered the trap to any guardians in the area, such as the dungeon level. An effect level 3 identification trap would specifically identify the characters who triggered the trap to any guardians in the dungeon or adventure location.

Effect Level	Identifies
0	Presence of unknown trespassers to nearby guardians
1	Presence of unknown trespassers to any guardians in the area, or specific character to nearby guardians
2	Presence of unknown trespassers to any guardians in the dungeon or adventure location, or specific character to any guardians in the area
3	Specific character to any guardians in the dungeon or adventure location

OTHER CR MODIFIERS

Feature	CR Modifier
Multiple Attacks	+1
No attack roll necessary	+1
Save to avoid	−1
Instant trap	+0
Extended trap	−1

MAGIC TRAPS

Determining Challenge Ratings for magic traps is much easier than for mechanical traps, because a system for measuring the effectiveness of magical effects is already in place. The Challenge Rating for a magic trap is simply equal to the *spell level* of the spell or spell-like effect used in the trap.

For magic traps that mimic spells whose effectiveness is dependent on caster level, the base Challenge Rating always assumes that the spell or spell-like effect functions as if cast by a spellcaster of the minimum allowable caster level. Increase the Challenge Rating by 1 for each level of increase in magic trap's caster level. For example, a *fireball* trap that functions as if cast by a 6th-level wizard would have a Challenge Rating of 4 (3 for the spell level + 1 for the additional caster level).

DETECTING TRAPS

Characters use their Search skill to detect traps. Only rogues can detect complex mechanical traps with a Search DC of 21 or greater, and only rogues can detect magic traps. The following table lists Search DCs for a common range of mechanical and magic traps.

TRAP SEARCH DC

Simple mechanical	20
Complex mechanical	
Average	21
Tricky	22–23
Difficult	24–25
Formidable	26–27
Wicked	28–29
Nearly impossible	30+
Magic	25 + spell level

Characters usually detect simple mechanical traps by noticing the trap's trigger, such as a tripwire or the outline of a trapdoor. Rogues use a broad range of tricks and techniques to detect complex mechanical traps. These include:

- Spotting the discolored or raised surface of a pressure plate
- Locating a spring mechanism in a lock's tumblers by sight or touch
- Identifying an out-of-place switch or other mechanical trigger
- Noticing telltale signs in the environment, such as watermarks on the walls of a flooding room
- Spotting metallic contacts or conduits for electrical traps
- Smelling chemical compounds used in everything from poison to fire traps
- Noticing the irregular construction of a falling block, crushing wall, or other large mechanical trap
- Spotting an opening in the floor, ceiling, or walls for projectile traps
- Identifying switches and triggers in door hinges and latches
- Locating scratches, gouges, and other disfigurations and marks left by previous activations

Magic traps are typically more difficult for the rogue to detect than mechanical ones. Abjuration magics sometimes create energy fluctuations that an observant rogue can notice (PH 73). Some magic traps will also leave visible signs of their activation, such as scorching or watermarks. However, the most consistent clue to the presence of a magic trap is its construction. As described elsewhere (see page 65), magic traps require specific, expensive, and high-quality materials in their construction. These materials are typically of a much

higher quality than those used in the conventional construction. A carefully worked stone block or a tile of the finest materials and craftsmanship will look out of place amidst more mundane construction to a cautious and well-trained rogue. At his discretion, the DM may even give a rogue with a high Appraisal skill a +2 synergy bonus on Search checks involving particularly sophisticated magic traps with very expensive materials.

DISARMING TRAPS

Characters use their Disable Device skill to disarm traps they have detected. Only rogues can disarm magic traps. The following table lists Disable Device DCs for a common range of mechanical and magic traps.

Trap	DC
Simple mechanical	20
Complex mechanical	
Average	25
Tricky	26
Difficult	27
Formidable	28
Wicked	29
Nearly impossible	30+
Magic	25 + spell level

Characters most often disarm mechanical traps by identifying the trigger mechanism and neutralizing it. This may be as simple as jamming a pressure plate or cutting and securing a trip-wire, or it may involve partially dismantling a complex mechanism. Sometimes, the trap mechanism itself can be disabled. For example, a falling portcullis or rotating wall can be jammed, or the vents and ducts of a poison gas trap can be plugged and sealed. Magic traps are more difficult and often involve carefully dismantling or removing the materials used to construct the trap.

ΠEW MOΠSTER

ARKITEK

Medium-size Outsider (Evil)

Hit Dice:	2d8+2 (11 hp)
Initiative:	+3 (Dex)
Speed:	40 ft.
AC:	15 (+3 Dex, +2 natural)
Attacks:	Claw +5 melee; or short bow +5 ranged
Damage:	Claw 1d4 and energy drain; or shortbow 1d6 and poison
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Energy drain, poisoned weapons
Special Qualities:	Damage reduction 10/+1, darkvision (60 ft.), immunities, life energy conversion, resistances, SR 10
Saves:	Fort +2, Ref +4, Will +3
Abilities:	Str 10, Dex 16, Con 12, Int 16, Wis 14, Cha 13
Skills:	Alchemy +14, Craft (trapmaking) +14, Escape Artist +8, Hide +8, Listen +9, Move Silently +8, Sense Motive +8, Spot +9
Feats:	Alertness, Craft Magic Trap, Brew Poison, Weapon Finesse (claw)
Climate/Terrain:	Any land and underground
Organization:	Solitary, pair, or guild (3–6)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	By character class

Arkiteks are evil humanoid creatures found on the Abyssal and Infernal planes. They have a special talent for engineering traps both mundane and magical. Additionally, arkiteks are skilled poisoners, and many delight in mixing up new, deadly, and often enchanted toxins. Arkiteks are sometimes brought to the Material Plane to serve evil beings as engineers and assassins.

An arkitek appears human only at first glance. Of above-average height and slender build with long arms and legs, they have hairless, scaly flesh, usually dark green or mottled brown. Their eyes are slanted and narrow with reptilian, vertical slits. Though their teeth are pointed, they are ill-suited for combat. Arkiteks have a sharp, curved claw at the end of each of their six long fingers. They speak Abyssal, Draconic, and Infernal. Individual arkiteks may have learned other languages as well.

COMBAT

Arkiteks have a variety of abilities that make them foes to be reckoned with. In a fight, an arkitek attacks with its claws and energy drain. It may also make use of weapons, especially envenomed arrows or crossbow bolts.

Energy Drain (Su): Living creatures hit by an arkitek's claws receive one negative level. A Fortitude save (DC 15) removes the negative level.

Immunities (Ex): Immune to poison, sleep, and disease. Invulnerable to ability damage and energy drain.

Life Energy Conversion (Su): For every negative energy level that an arkitek inflicts upon a living creature, it gains +10 XP. Arkiteks typically use this XP for the creation of magical traps and enchanted poisons.

Poisoned Weapons (Ex): Being masters of poisons, arkiteks often make use of venoms. Any of the substances on page 80 of the DMG are a possible hazard, including those not normally delivered by injury, for an arkitek may have developed a variant or new poison.

Resistances (Ex): Arkiteks have cold and fire resistance 20.

Skills: Arkiteks receive a +2 racial bonus to Alchemy and Craft (trapmaking) checks.

ARKITEK CHARACTERS

An arkitek's favored class is wizard. Multiclassed rogue/wizards are a popular option for many arkiteks. Arkitek clerics worship a variety of wicked powers, and typically choose two of the following domains: Destruction, Evil, Magic, Thievery, and Trickery.

CHAPTER THREE

MECHANICAL TRAPS

Cedric stalked quietly up the corridor, his fine-ly honed senses attuned to the mottled gray of the stonework, the faint sound of dripping water, and the heavy smell of stale air.

He stopped, crouched, and looked down the corridor, noting every detail, studying the con-struction, the angles. Something...

The corridor was graded, angling down at an almost imperceptible degree to the door at the end, about 150 feet away. Something...

Crouching, Cedric focused on the floor, and the rest of the hallway started to black out around the edges of his vision. Something...

Running down the center of the corridor, a dis-colored track of faded stone. It looked as if it had been worn smooth, perhaps by heavy foot traffic, but was the stone scratched and gouged up ahead? Cedric crept forward...

Click.

Instincts taking over, Cedric dodged aside, des-perately trying to put distance between himself and the pressure plate he'd triggered. He rolled to the side of the corridor and slammed his back to the wall. He heard a loud 'bang!' Something falling. Behind him.

He looked back the way he'd come and his eyes widened in horror. With the tortured grinding of stone on stone, a huge round boulder was rolling toward him, quickly gaining speed.

Forcing himself to act, Cedric raced down the corridor toward the door, digging in his belt pouch for his lockpicks. He identified the lock when he was still 10 feet away. Castillan. Tough to pick, but not very strong. No time for an elegant solution.

Cedric hit the door running and it burst inward. He threw himself into the darkness beyond as the boulder slammed into the wall behind him with a deafening crash.

Something that sounded like dead twigs and dry leaves moved in the darkness.

Introduction

This chapter presents full descriptions, game statistics, and illustrations of a variety of sim-ple and complex mechanical traps. Trap names and game statistics are designated as Open Content. Text descriptions are designated as closed content.

The trap entries are organized in order of Challenge Rating, lowest to highest.

ACCURSED ARROW

Trap Type: Item Trap
Construction Type: Complex mechanical
Activation Type: Instant
Trigger: Local; switch
Mechanism: Spring
Effect: Hindrance
Attack Bonus: None
Damage: None
Save: Special
Search DC: 25
Disable Device DC: 21
Challenge Rating: 1
Construction Time/Cost: 1 week; 1,000 gp

The Accursed Arrow is one of many devious item traps that have been designed by trap-smiths over the centuries. The item is a masterwork arrow, lovingly crafted from the highest quality materials. A tiny, spring-loaded blade is built into the notch at the end of the shaft. When the arrow is nocked, the blade is released and cuts through the bowstring. The string of a non-magical bow is automatically severed, while a magic bow receives a Fortitude save (DC 15). If the save is successful, the blade does not sever the string (see object saving throws, PHB 136).

Because the mechanism and trigger are so small and innocuous, it is fairly difficult to spot Blackstone's Accursed Arrow. The only way to disarm the device without permanently damaging the arrow is to carefully cut open the shaft's endcap and remove the spring mechanism. The trapped arrow is often placed in a quiver of other masterwork arrows to further disguise it from would-be thieves.

I was with an adventuring company called the Dark Moon Reavers about ten years ago, and we'd discovered the ruins of an ancient temple to some elder serpent god deep in the Black Marsh.

We found what must have once been an armory, and here were these amazing masterwork arrows! The dark elf—may devils dance on his arrogant soul—insisted on taking them all for himself. He was devoured by a yuan-ti abomination when the accursed arrow sliced his bowstring.

— Garion the Ghost
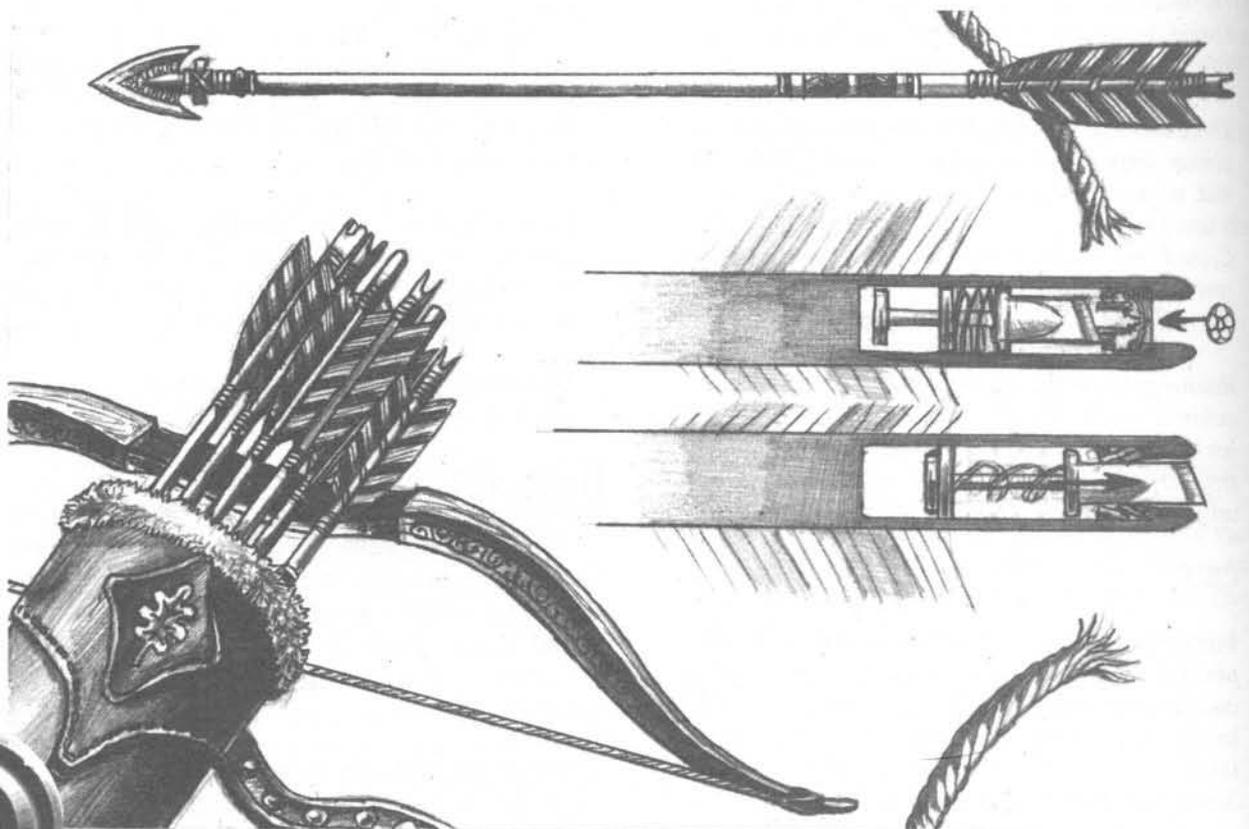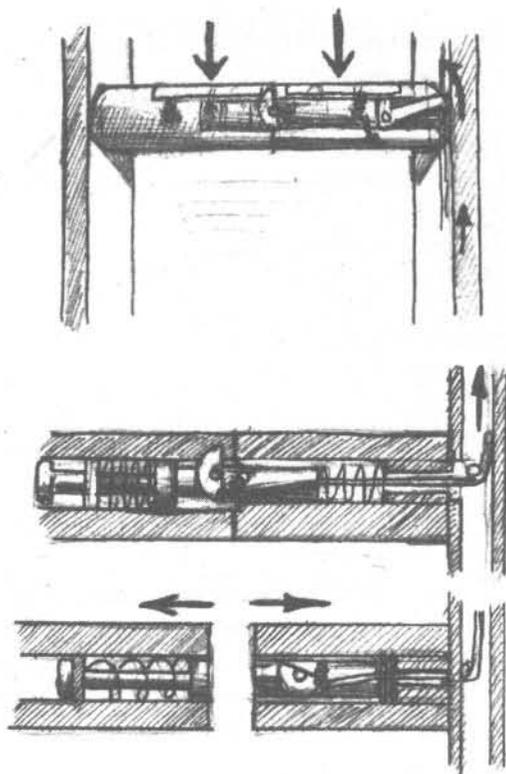
BLACKSTONE'S LETHAL LADDER

Trap Type: Item Trap
Construction Type: Complex mechanical
Activation Type: Instant
Trigger: Local; switch
Mechanism: Spring
Effect: Injury
Attack Bonus: No attack roll necessary
Damage: Falling
Save: Reflex save (DC 15) avoids
Search DC: 21
Disable Device DC: 21
Challenge Rating: 1
Construction Time/Cost: 1 week; 1,000 gp

Blackstone's Lethal Ladder is simple in concept, yet complex in design. It may be an integral feature of a dungeon—built into the walls of a shaft, for example—or a common ladder that trespassers may discover and use to climb over some obstacle.

To casual inspection, the item appears to be a normal ladder. However, a concealed pressure switch is built into one of the rungs about three-quarters of the way up. This switch is connected to a wire that triggers a spring-release mechanism in each rung of the ladder. When the switch is activated, joins in the middle of each of the rungs separate and the rungs collapse.

Anyone on the ladder when the trap is activated must make a Reflex save (DC 15) to catch themselves and avoid falling. Characters who fall suffer 1d6 points of damage for every 10 feet of the fall.

There are several ways an alert rogue can spot this trap. If it is a standalone item trap—rather than a permanent structural feature of a dungeon—the rogue may notice that the trap mechanism adds a few pounds to the weight of the ladder. A rogue may also spot the joins in the rungs of the ladder. The only way to disarm the trap is to locate and disable the pressure switch. This can be accomplished by jamming a nail or similar implement into the mechanism or by exposing and cutting the wire.

BLACKSTONE'S WICKED WINDOW

Trap Type: Scything Blade
Construction Type: Complex mechanical
Activation Type: Instant
Trigger: Local; switch
Mechanism: Spring
Effect: Injury
Attack Bonus: +10 melee
Damage: 1d8/x2 crit
Save: None
Search DC: 21
Disable Device DC: 21
**Challenge Rating:** 1
Construction Time/Cost: 1 week; 1,000 gp

This is a very basic mechanical trap used to protect a home or other secure site from trespassers and thieves. Most rogues expect doors to be locked and possibly trapped, and windows are often the favorite alternative point of entry.

This trap is built into a normal window, one with shutters but no windowpane. When the concealed pressure switch is depressed, a spring-loaded blade slices down like a guillotine, often severing curious fingers or severely injuring anyone attempting to climb through the window.

This device is among the simplest of complex mechanical traps. A cautious rogue will spot the opening along the top of the window frame that houses the blade. The pressure switch will also be apparent on close inspection. An iron spike or several well-placed nails hammered into the frame will usually prevent the trap from functioning. Once the trap is activated, the blade must be returned to its housing in the window frame and the spring mechanism reset.

◆

These things became really popular in the Free City a few years ago. They fell out of favor when a wealthy artisan cut his own fool head off escaping from a fire.
—Dashan

◆
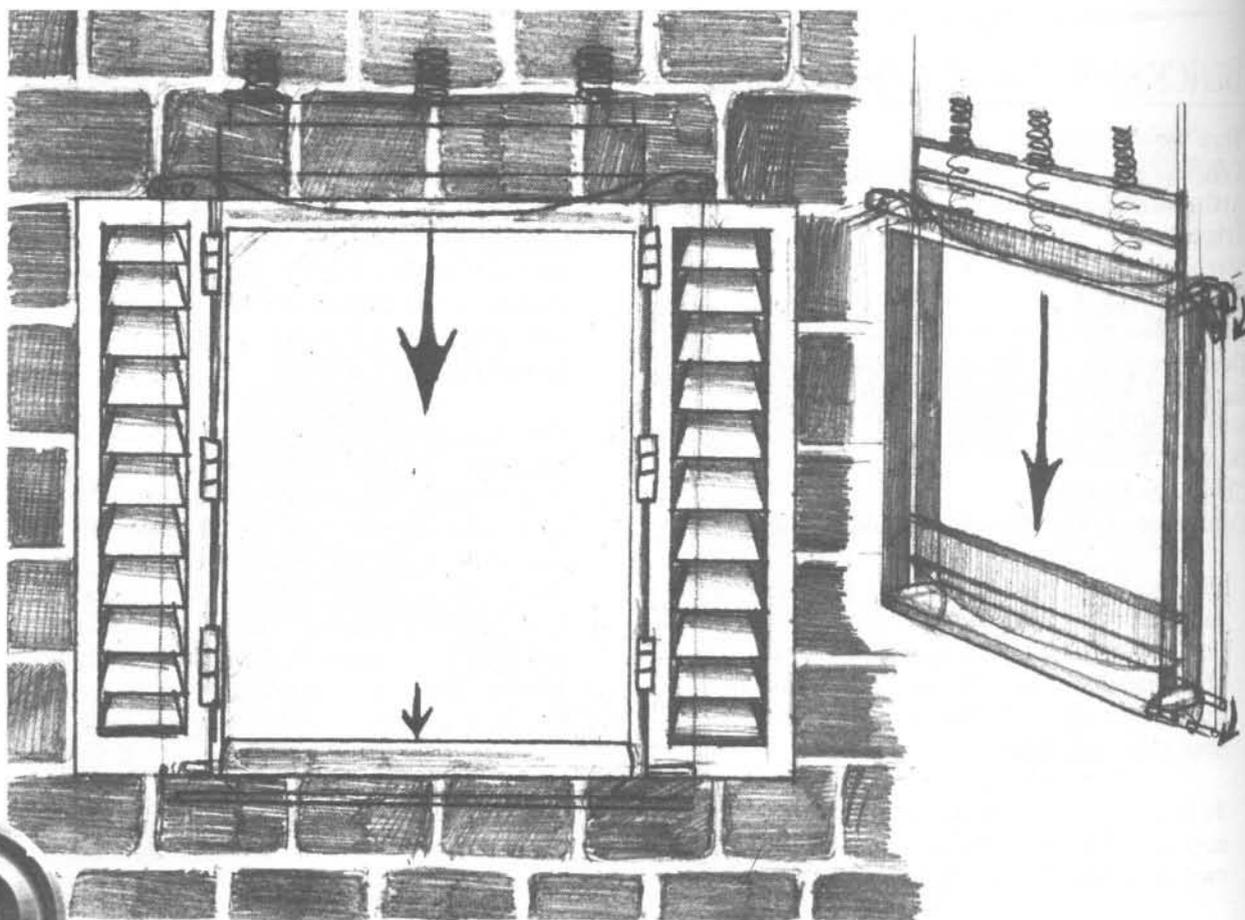
BLOOD OF THE WILD

Trap Type: Monster Trap
Construction Type: Complex mechanical
Activation Type: Extended
Trigger: Local; switch and trapdoor
Mechanism: Pressure, gear
Effect: Identification
Attack Bonus: No attack roll necessary
Damage: None
Save: Reflex save (DC 22) avoids
Search DC: 21
Disable Device DC: 21
Challenge Rating: 1
Construction Time/Cost: 1 week; 1,000 gp

The Blood of the Wild is a two-step trap that uses a high-pressure spray of pig's blood to entice a pack of starving wolves into a feeding frenzy at the trespassers' expense.

Typically placed in an underground cave or long passageway that turns into a blind corner, this trap's first stage sprays unsuspecting characters with pig's blood. The characters can make a Reflex save (DC 22) to avoid the blood spray. This will often confuse paranoid adventurers, who assume that some sort of poison or spell effect is involved, but this is not the case. The trap is based on a simple premise: Starving wolves will be attracted to the scent of blood and attack its source.

When the blood spray is triggered, the trap's second stage is activated. A gearwork mechanism in the walls raises a cage door several yards away, typically around the corridor's blind corner. When the cage door is raised, 2d6 starving wolves (MM 204) are released. The wolves will focus their attacks on characters who have been sprayed with blood.

The listed CR applies only to the trap: Experience should also be rewarded for any creatures the characters must face. The DM can scale the encounter level by substituting dire wolves or other more powerful creatures.

An observant rogue, with a successful Search check, will most likely notice the outline of the pressure plate set in the floor of the corridor. Further investigation will lead to the discovery of the spray nozzle in the wall, adjacent to the floor panel. A rogue must jam the floor panel or plug the spray nozzle to disarm the trap.
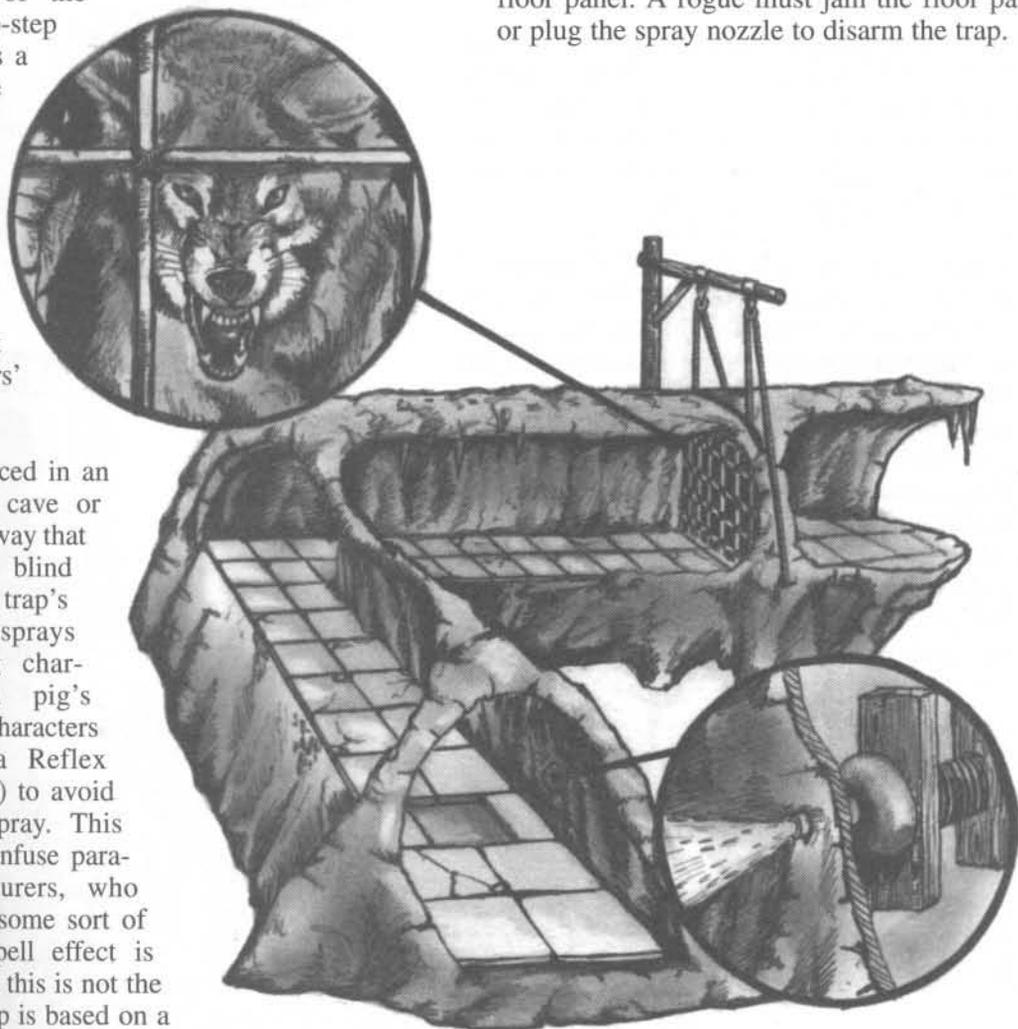
BLACKSTONE'S BRIDGE OF BETRAYAL

Trap Type: Moving Bridge
Construction Type: Complex mechanical
Activation Type: Extended
Trigger: Local; switch
Mechanism: Gear
Effect: Injury
Attack Bonus: No attack roll necessary
Damage: 4d6
Save: Reflex save (DC 25) avoids
Search DC: 21
Disable Device DC: 21
Challenge Rating: 2
**Construction Time/Cost:** 2 weeks; 2,000 gp

The central component of Blackstone's Bridge of Betrayal is a bridge or walkway stretching across a pit, ravine, or chasm. The trap can be constructed indoors or out, and the bridge itself can be anything from a simple tree trunk to a finely crafted stonework bridge.

A pressure plate set in the center of the bridge or walkway activates the trap. When the plate is depressed, a spring-wound gear mechanism in a recessed compartment at the base of the bridge begins turning a shaft. The shaft runs along the bridge's axis. When the shaft turns, the bridge also rotates, spilling anyone on it into the chasm below. If the bridge offers a conventional flat surface, it will typically turn 180°—so that it is upside down—and then stop. A round walkway, such as a tree trunk or log, will usually continue spinning until the gear winds down, typically after five rounds.

Anyone on the bridge or walkway when the trap is sprung must make a Reflex save (DC 25) to grab hold and hang on as it turns over. A character who fails the

save falls into the chasm. If the trap is the spinning log variant, the characters will have to make the saving throw each round until the gear winds down. For the purposes of this entry, the chasm is considered to be 40 feet deep. It can, of course, be as deep as the DM wishes. Each increase of 20 feet will increase the damage by 2d6 and the Challenge Rating of the trap by 1.

Despite its complex moving parts, this trap is conceptually quite simple. As a result, it is not especially challenging for a skilled rogue to detect and disable. The pressure plate or switch may be visible on the bridge, of course, and rogues are conditioned to look for such dangers on bridges stretching across deep chasms. To disarm the trap, the rogue must jam the pressure plate and also disable the gear mechanism—leaving the gear mechanism in place will prove disastrous if the trap features a secondary remote trigger manned by dungeon guardians. Once the trap is sprung, the gear must be manually rewound and the pressure plate reset. The various moving parts must also be well oiled and maintained if the trap is to remain functional for an extended period of time.

ized. A small nozzle runs along the bottom of the lock mechanism and a switch hidden in the lock's tumblers activates the trap.

When the switch is triggered by any attempt to pick the lock, the nozzle is unsealed and the acid sprays out of the pressurized bladder in a thin stream. The rogue must make a Reflex save (DC 15) to avoid being hit by the acid for 1d6 points of damage. In addition, the character must make a Fortitude save (DC 15) for his thieves' tools, if he is using them. Failure indicates that the acid has destroyed the tools.

A cautious rogue who carefully probes the lock mechanism before attempting to pick it can find the trigger for this trap pretty easily. Disabling it is a little trickier. The rogue will have to partially disassemble the lock mechanism and remove the acid bladder, being careful not to puncture or break it.

Blackstone may have invented this design, but every trapsmith from here to the Old Empire imitates it. They're all over the Merchant's Quarter in the Free City.

I'd much rather run into your basic poison needle trap than one of these things. You just cut the spring or jam the needle and you've got nothing to worry about. Sure, you need to make sure your tools are clean when you're done, but that's about it. The needle's easy to spot and easy to take care of.

These acid traps, though, are a real pain. If it's a top-notch design, it's pretty hard to spot the little nozzle, especially if you're working with a tight lock. You get in there, and before you know it, you've got acid all over your hands, your tools, and the lock. The acid usually fouls the lock, meaning you'll have to do some serious construction work to get through the door.

—Kurisan

BLACKSTONE'S CORROSIVE COUNTERMEASURES

Trap Type: Lock Trap
Construction Type: Complex mechanical
Activation Type: Instant
Trigger: Local; switch
Mechanism: Pressure
Effect: Injury, hindrance
Attack Bonus: No attack roll necessary
Damage: 1d6
Save: Reflex save (DC 15) avoids acid
Search DC: 21
Disable Device DC: 23
Challenge Rating: 2
Construction Time/Cost: 2 weeks; 2,000 gp

Blackstone's Corrosive Countermeasures is designed to be usable with any standard door lock. It's primary design objective is not to injure or kill, but to hinder thieves and limit their ability to trespass into unauthorized areas.

The central component of the trap is a small bladder built into the lock mechanism. The bladder is filled with a potent acid and pressur-

BLACKSTONE'S INTOXICATING ICON

Trap Type: Poison Gas
Construction Type: Complex mechanical
Activation Type: Instant
Trigger: Local; switch
Mechanism: Pressure
Effect: Injury
Attack Bonus: No attack roll necessary
Damage: None
Save: Fortitude save (DC variable) to resist
Search DC: 21
Disable Device DC: 25
Challenge Rating: Variable by poison
Construction Time/Cost: 2 weeks; 2,000 gp, plus the cost of the poison

This trap is often found in temples and shrines, particularly those serving dark gods. The basis for the trap is an altar or pedestal that holds an object or icon of religious significance.

A thin wire is connected to the underside of the icon and runs down a small hole to a hollow opening inside the altar. A sealed bladder inside this hollow is filled with a poison gas, such as burnt othur fumes (DMG 80). When the icon is removed from the altar, the wire is pulled and the seal displaced from the gas bladder. The gas hisses out under pressure and exits the hollow through concealed vents. Anyone within 10 feet of the altar must make a Fortitude save to resist the effects of the gas.

The Challenge Rating of this trap varies considerably based on the lethality of the poison gas. See page 66 for guidelines on assigning CRs to poison-using traps.

This trap is not difficult for a careful rogue to identify. The vents in the base of the altar or pedestal may be apparent after a close inspection. Moreover, there is usually enough give in the tripwire to carefully turn the icon on its side, thereby exposing the wire without activating the trap. However, simply cutting the wire will throw the trigger switch and release the gas. To disable the trap, the rogue must either completely seal the vents so that no gas can escape or gain access to the hollow—usually with hammer and chisel—to disconnect the wire from the seal and remove the bladder.

Blackstone's Killer Kennel

Trap Type: Room Trap
Construction Type: Complex mechanical
Activation Type: Extended
Trigger: Local; switch
Mechanism: Gear
Effect: Injury
Attack Bonus: No attack roll necessary
Damage: By creature type (see below)
Save: None
Search DC: 21
Disable Device DC: 23
**Challenge Rating:** 2
Construction Time/Cost: 2 weeks; 2,000 gp

Legend has it that as he advanced in years, Blackstone's mental condition began to deteriorate. Blackstone's Killer Kennel is perhaps evidence of this theory.

The trap is constructed in a large round room. The trigger is armed when the sole door to the room is opened and activated when the door is closed. A very complex secondary mechanism (Open Lock DC 35) locks the strong wooden door, which will prove very difficult to break down (2 in. thick, Hardness 5, hp 20, Break DC

25). Simultaneously, a spring-loaded gear begins to unwind and the 20-foot-high ceiling begins to drop at a rate of six feet per round.

Fortunately for any adventurers trapped in the room, the ceiling does not drop all the way to the floor—it stops at a height of about two feet. At this point, however, four small, concealed trapdoors (Search DC 25) open in the walls. These doors lead down short crawlways to holding pens for whatever guardian beasts the owner of the dungeon favors. Blackstone reportedly favored constrictor snakes, as even the giant variety could easily navigate the confined spaces of the trapped room.

Assuming they survive the attack of hungry beasts, the adventurers will still have to find a way to escape the room. Because the ceiling is blocking the lock mechanism, the only likely way to do so is to bash through the exposed section of door. A careful rogue who thoroughly investigates the lock mechanism on the door may discover the trigger. He may also spot one or more of the concealed trapdoors around the room. The only way to effectively disable the trap is to expose and dismantle the trigger mechanism in the door lock.
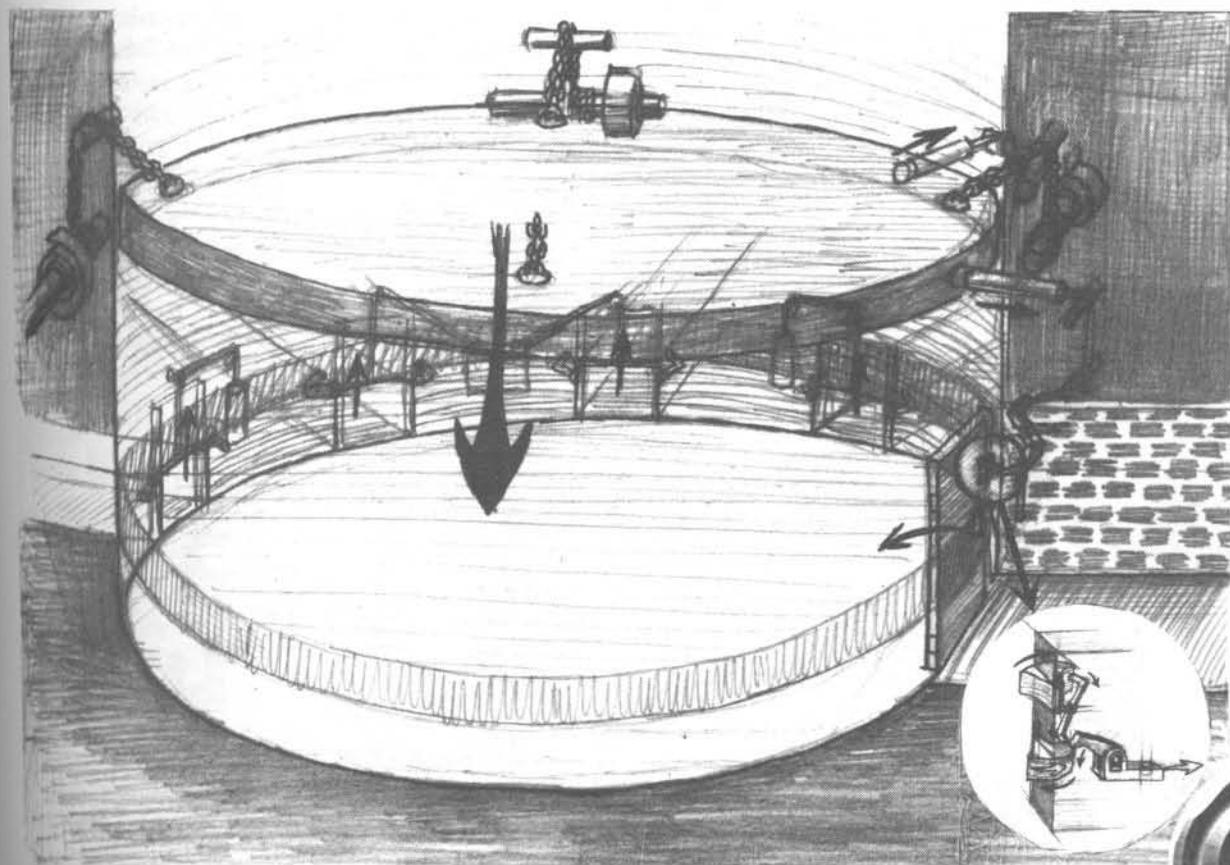
BLACKSTONE'S PIERCING PASSAGE

Trap Type: Spiked Wall
Construction Type: Complex mechanical
Activation Type: Extended
Trigger: Local; switch
Mechanism: Gear
Effect: Injury
Attack **Bonus:** +10 melee, 1d4 spikes
Damage: 1d8 points of damage per successful hit
Save: None
Search DC: 21
Disable Device DC: 25
Challenge Rating: 2
Construction Time/Cost: 2 weeks; 2,000 gp

Blackstone's Piercing Passage is a variant of the crushing wall trap. This complex mechanical trap features a 30-foot corridor with a normal door at one end and a false door at the other. The end wall in which the normal door is set is called the "entry wall," while the end wall in which the false door is set is called the "trap wall."

Opening the door into the corridor arms the trap; when the door is subsequently closed, the trap is activated. The door locks automatically, and retractable spikes extend from the surface of the false door in the trap wall. The trap wall begins moving forward and doesn't stop until the extended spikes are touching the surface of the entry wall. Anyone caught between the walls will be impaled on one or more spikes.

The trap wall moves 10 feet towards the entry wall each round. The lock on the door is of good quality, requiring an Open Lock check (DC 30) to pick it. The door itself is of strong wood construction (2 in. thick, Hardness 5, hp 20, Break DC 25).

Objects can be placed between the walls in an attempt to jam them and prevent them from closing. However, the spikes are two feet long, and any such object will need to be significantly longer than that to be effective. If the characters attempt this, add the total Hardness value of objects jammed between the closing walls. The walls will take one round to bend or break every 5 points of Hardness. For example, if the characters jam a spear (Hardness 5) and greatsword (Hardness 10) between the closing walls, it will buy them an additional three rounds as the walls slowly bend and shatter the items.

For a complex trap, Blackstone's Piercing Passage is relatively easy for a skilled rogue to spot. The openings for the retractable spikes are visible in the false door, and the movement of the trap wall leaves obvious scratches and gouges in the stone along the side walls. The only way to disable the trap is to disarm the latch mechanism before the trap is activated.
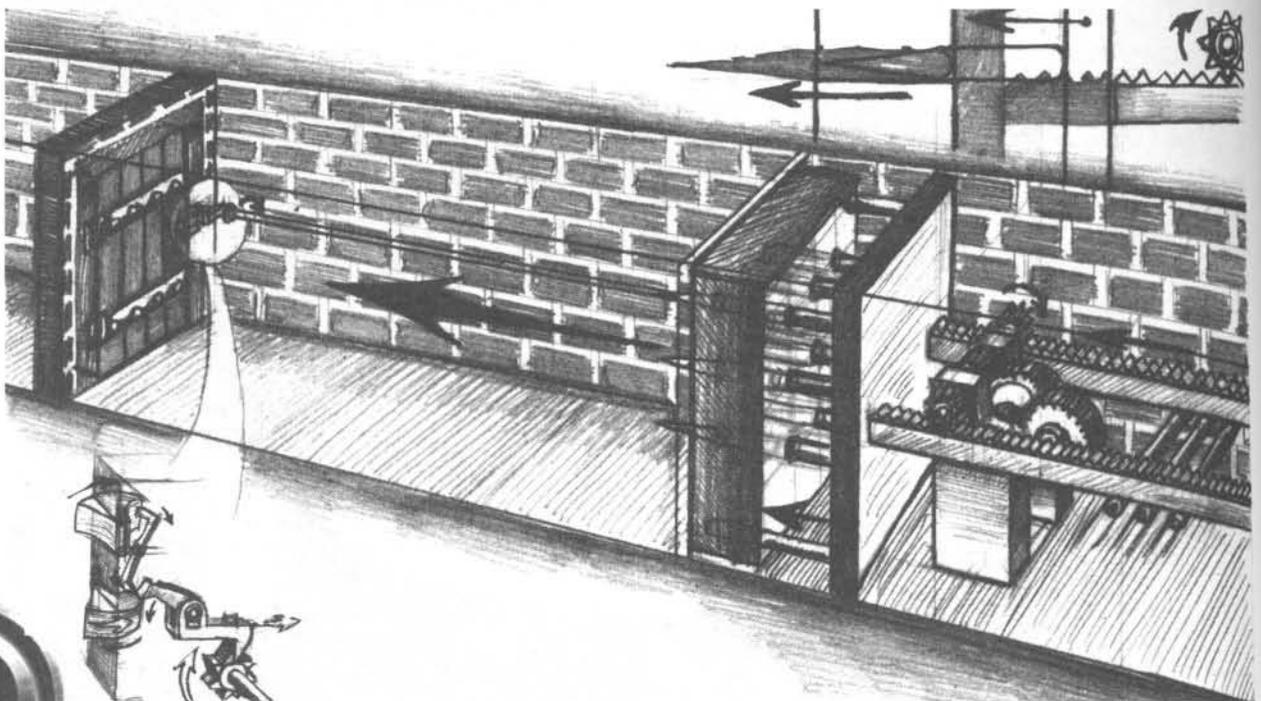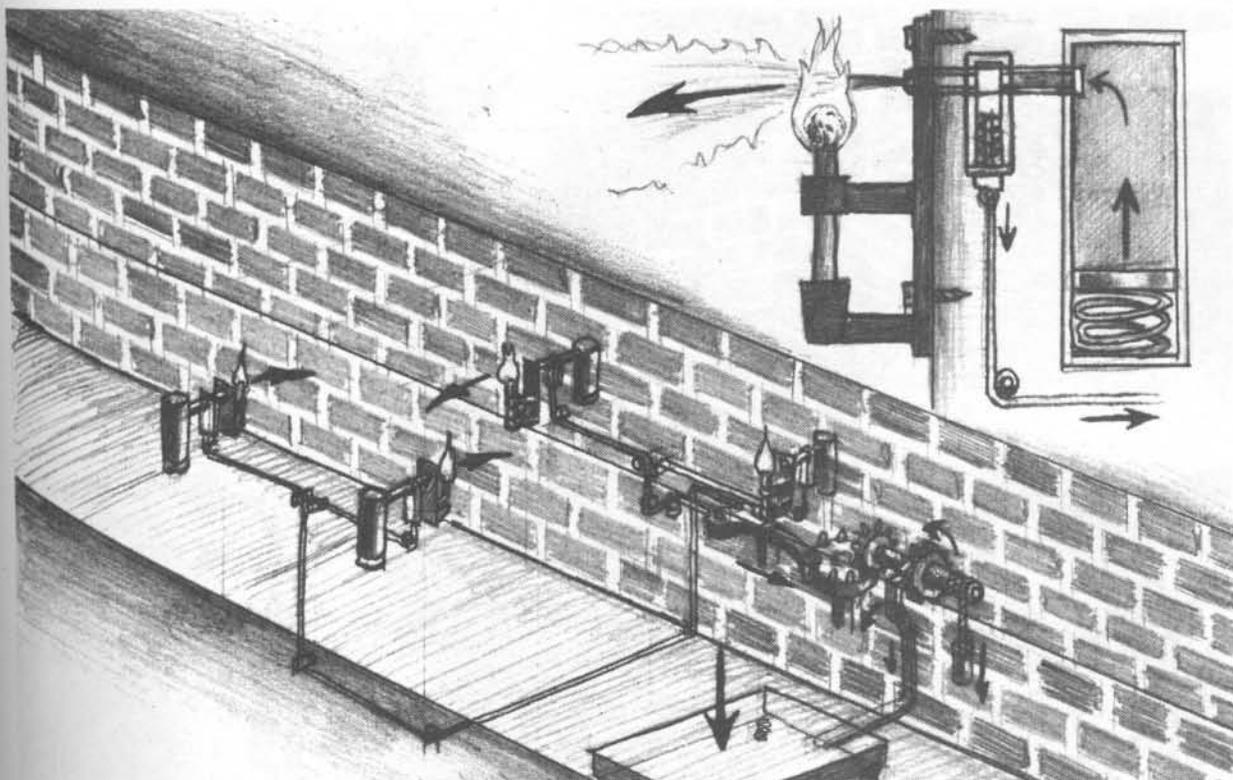
BLACKSTONE'S SEARING SCONCES

Trap Type: Fire Trap
Construction Type: Complex mechanical
Activation Type: Instant
Trigger: Local; switch
Mechanism: Pressure
Effect: Injury
Attack Bonus: No attack roll necessary
Damage: 2d6, burning
Save: Reflex save avoids (DC 13)
Search DC: 21
Disable Device DC: 25
Challenge Rating: 2
Construction Time/Cost: 2 weeks; 2,000 gp

Blackstone's Searing Sconces is a deadly fire trap that uses familiar dungeon trappings to lethal effect. The trap is constructed in a corridor lined by torches in sconces. A pressure plate is located in the center of the corridor. When depressed, a clockworks mechanism opens the mechanical seals on several nozzles built into the walls just above and behind each of the sconces. The nozzles are connected to tubes that lead to pressurized receptacles filled with highly flammable oil. The nozzles spray forth pressurized oil, which ignites when it passes through the open flames of the torches.

Any character in the affected area must make an immediate Reflex save (DC 15) when the trap is activated. Failure indicates that the character has been exposed to the burning oil and suffers 2d6 points of damage. The victim must then make another immediate Reflex save (DC 15) to avoid catching on fire. If this save is failed, the character suffers an additional 1d6 points of damage and must make the saving throw again the following round. The character will take 1d6 points of damage every round until he makes the saving throw or extinguishes the flames. A character who catches on fire must also make a Reflex save (DC 15) for his clothing and equipment (PHB 86).

There are a number of ways for a cautious rogue to spot this trap. Scorch marks and even a tar residue may be visible on the walls if they are not cleaned regularly. A careful investigation of the sconces may reveal the nozzles behind them, and the pressure plate may be revealed during a thorough examination of the corridor. The only effective way to disarm the trap is to plug or seal the oil nozzles. Corks treated with sealing wax are well suited for this task. Obviously, the trap can be rendered more or less harmless by extinguishing the torches—but this will not prevent the nozzles from spraying oil into the corridor.
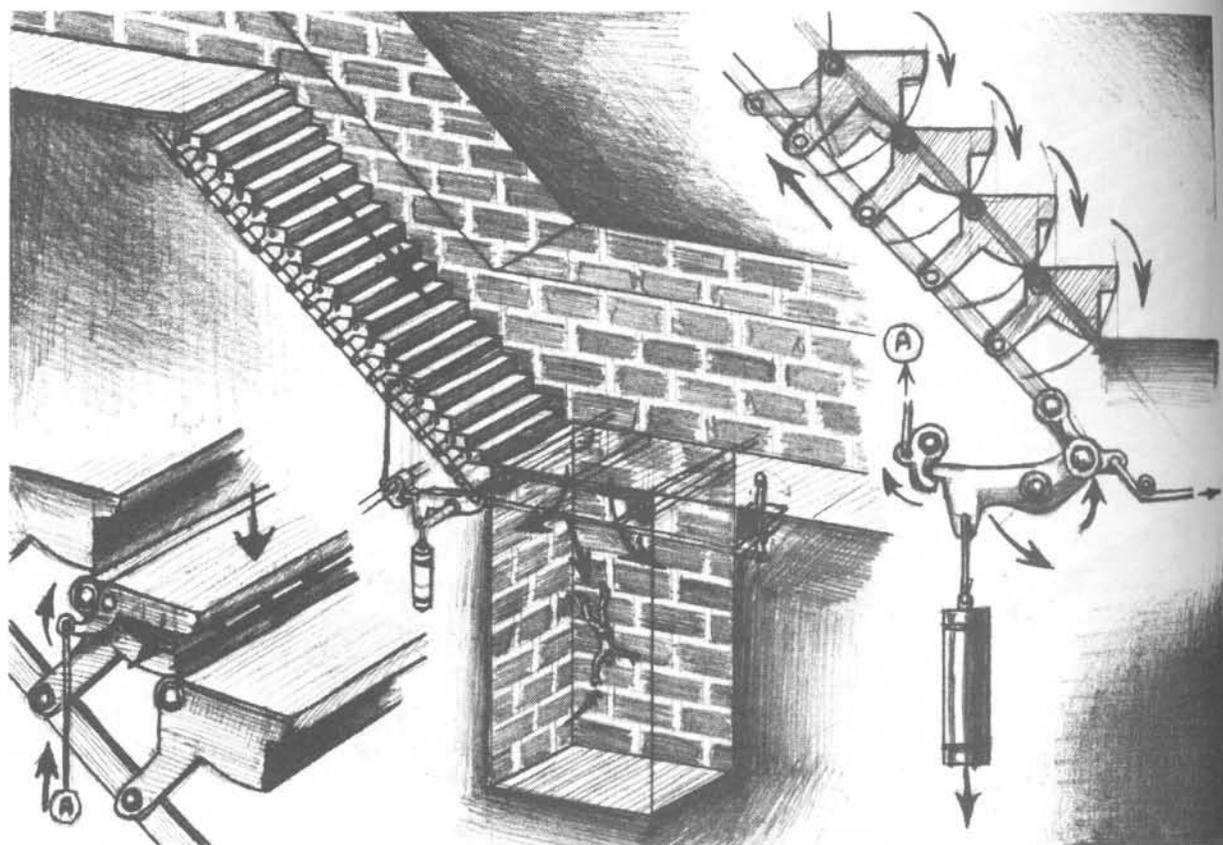
BLACKSTONE'S SLIDING STAIRS

Trap Type: Stairway Trap
Construction Type: Complex mechanical
Activation Type: Instant
Trigger: Local; switch
Mechanism: Gear
Effect: Movement, injury, ensnarement
Attack Bonus: No attack roll necessary
Damage: 4d6
Save: Reflex save (DC 15) avoids
Search DC: 21
Disable Device DC: 22
Challenge Rating: 2
Construction Time/Cost: 2 weeks; 2,000 gp

The major limitation of traditional pit traps is that they are usually only effective against the one or two characters in the front rank of an adventuring party. Blackstone's Sliding Stairs is a complex mechanical trap that offers all the advantages of a pit trap, but is more effective against a large group of trespassing adventurers.

The trap is built into a steep stairway. When a pressure plate midway down the stairs is depressed, a gear mechanism is activated and the steps retract, creating a steep slide.

The stonework must be carefully crafted and finely polished to create a smooth, unbroken surface with no cracks or seams that can serve as handholds. Characters who fail a Reflex save (DC 15) tumble down the slide. A conventional 20-foot-deep pit trap covered by a spring-loaded trapdoor is built at the bottom of the slide. Any character who failed the first save must make another Reflex save (DC 20) to avoid falling into the pit. Because of the momentum generated by the tumble down the slide, the pit trap inflicts twice the damage of a standard 20-foot pit. A character trapped in the pit will have to make a Climb check (DC 20) to escape, unless a rope or other assistance is available.

Once the trap is activated, the gear mechanism must be wound to reset it. The trapdoor over the pit is spring-loaded and will snap shut after a victim falls through it. Blackstone's Sliding Stairs is not difficult to spot, as complex traps go. The retractable steps create visible seams in the stonework, and the pressure plate midway down the stairs is apparent upon careful inspection as well. The only way to effectively disable the trap is to locate and jam the pressure plate. Because it looks identical to the other steps, this is a trickier task than disabling conventional pressure plates.

Blackstone's Pedestrian Piercer

Trap Type: Arrow Trap
Construction Type: Complex mechanical
Activation Type: Instant
Trigger: Local; switch
Mechanism: Spring
Effect: Injury
Attack Bonus: 3 arrows, +10 ranged
Damage: 1d6/x3 crit
Save: None
Search DC: 22
Disable Device DC: 21
Challenge Rating: 3
Construction Time/Cost: 3 weeks; 3,000 gp

This variant of a standard arrow trap is constructed in a corridor that ends in three doors, one in each wall. The section of the corridor immediately in front of the doors is trapped with a pressure plate. When the pressure plate is depressed, arrow traps in each of the three walls are triggered. The arrows can strike anyone standing on the pressure plate, though only three arrows are fired at a time. If there are multiple characters standing on the pressure plate, the DM should determine targets ran-domly. All three arrows may fire at the same target.

The firing ports in the walls are well concealed, and it is relatively common for rogues to notice one of the arrow traps but miss the others. An observant rogue may also spot the contours of the pressure plate, but because the edges of the plate are flush with the walls, this is often more difficult than usual. The trap can be disarmed either by plugging the firing ports or disabling the trigger by jamming the pressure plate.
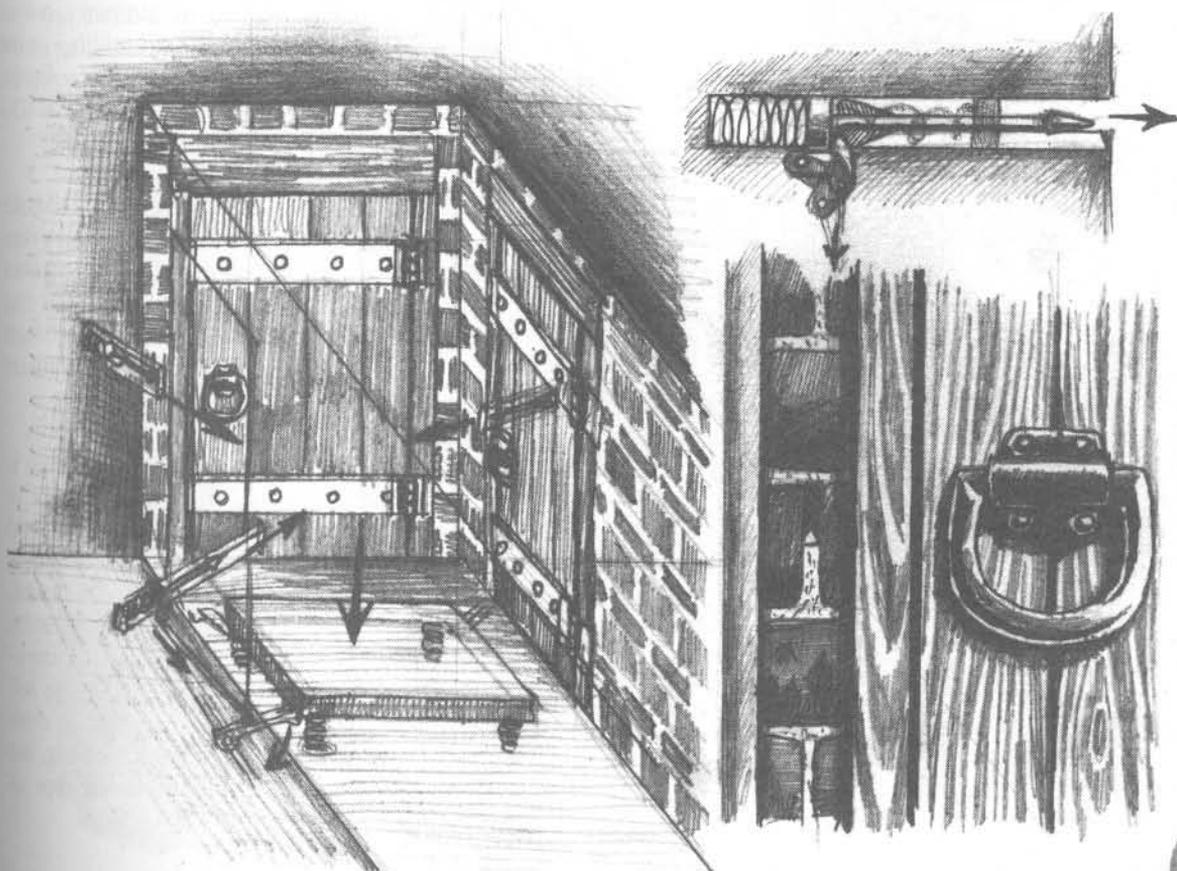
BLACKSTONE'S PIT AND PENDULUM
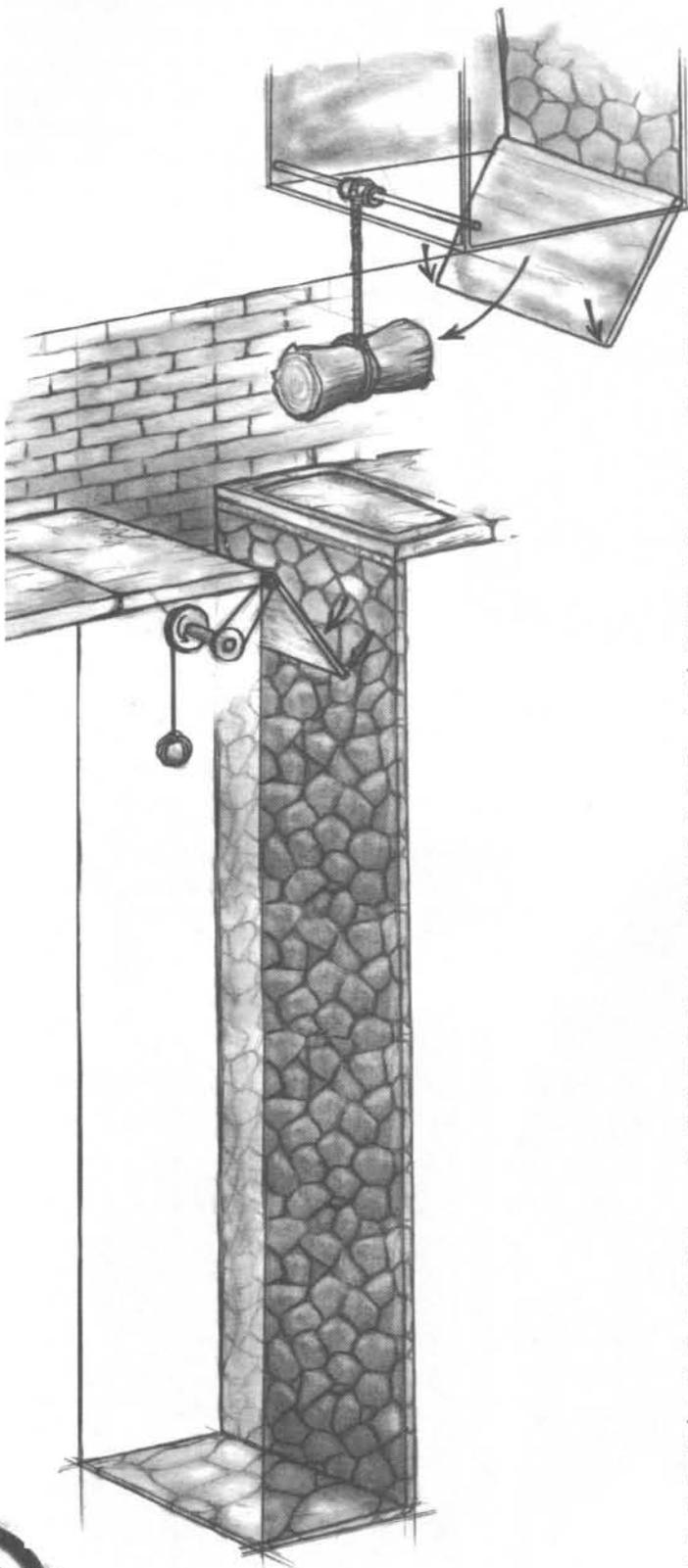
Trap Type: Pit and Deadfall
Construction Type: Complex mechanical
Activation Type: Instant
Trigger: Local; switch and trapdoor
Mechanism: Gravity
  Effect: Ensnarement, injury
  Attack Bonus: +8 melee (deadfall)
  Damage: 2d6, deadfall; 2d6, pit
  Save: Reflex save (DC 20) avoids pit
  Search DC: 22
  Disable Device DC: 25
  Challenge Rating: 3
  Construction Time/Cost: 3 weeks; 3,000 gp

Blackstone's Pit and Pendulum is a complex mechanical trap that integrates a 20-foot-deep pit and a crushing deadfall. The trap is typically placed in a dungeon corridor or underground tunnel.

A standard trapdoor covers the pit, which is typically 10 feet square. The trapdoor and pit are easier to locate than the deadfall: A rogue who fails his Search check by 5 or less will notice it. On the far side of the pit is a pressure plate, which will be triggered by someone jumping across the pit, climbing out of the pit on the far side, or otherwise depressing it. When the plate is depressed, a large timber ram suspended by a sturdy rope swings through a trapdoor in the ceiling and arcs down just over the floor, likely striking anyone standing on the pressure plate. If the deadfall hits its target, the hapless victim must make a Reflex save (DC 20) or be knocked backwards into the pit.

A character trapped in the pit will have to make a Climb check (DC 20) to escape, unless a rope or other assistance is available. The trapdoor over the pit is counterweighted and slams shut after it is activated. However, the deadfall must be pulled back up into its ceiling compartment and latched in place once it is released.

An observant rogue will spot the trapdoor in the floor rather easily. However, he must be especially cautious and alert to also note the contours of the pressure plate on the far side of the pit or the outline of the trapdoor in the ceiling. The trapdoor over the pit can be covered or jammed with an iron spike or similar implement. To disable the deadfall, the rogue will either have to jam the pressure plate or climb up, break open the trapdoor in the ceiling, and disable the release switch or cut the rope on which the ram is suspended.

BLACKSTONE'S ROLLER BALLS

Trap Type: Mobility Snare
Construction Type: Complex mechanical
Activation Type: Extended
Trigger: Local; switch
Mechanism: Gravity, gear
Effect: Hindrance
Attack Bonus: No attack roll necessary
Damage: None
Save: Reflex save (DC 20) avoids
Search DC: 21
Disable Device DC: 25
Challenge Rating: 3
Construction Time/Cost: 3 weeks; 3,000 gp

Blackstone's Roller Balls is an extended activation trap that is usually constructed in a corridor, sometimes near a door leading into a guarded room. The trap is designed to put trespassing adventurers at a disadvantage. It is almost always used with specialized dungeon guardians.

The trap is activated when an adventurer steps on the pressure plate set in the center of the corridor. When the plate is depressed, a trapdoor in the ceiling behind the characters is released and swings down. The trapdoor is large enough that the front edge
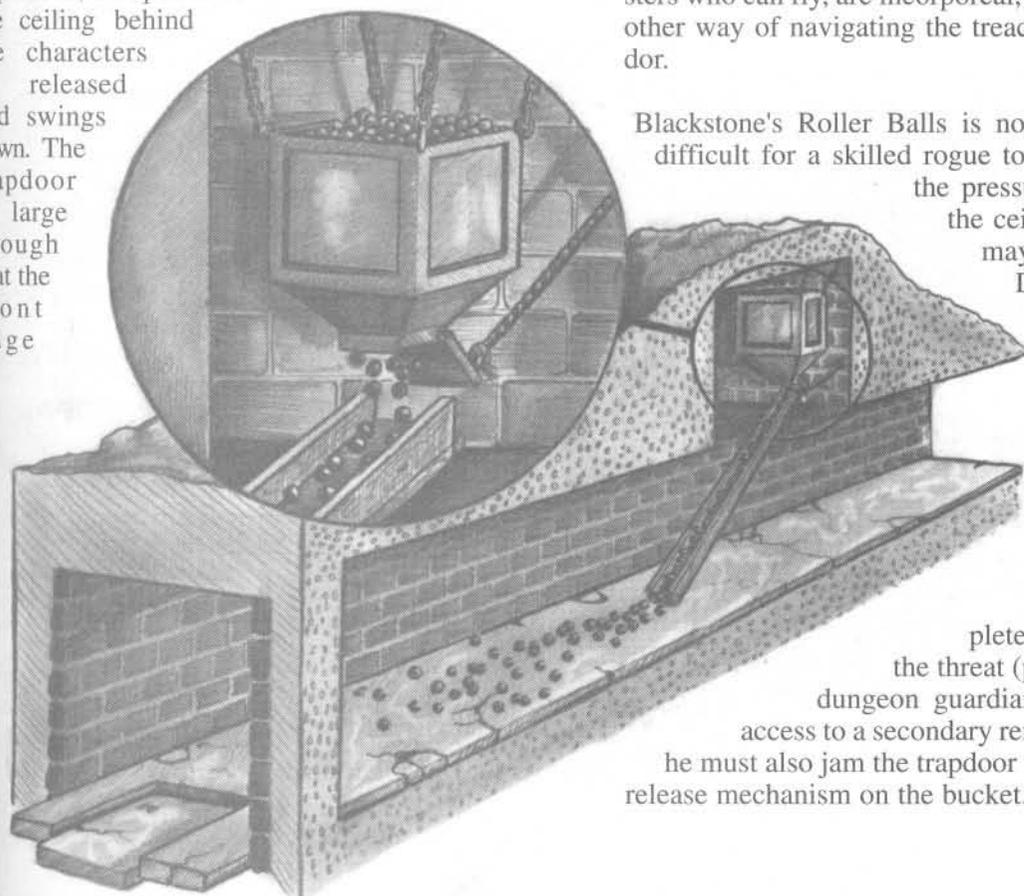
drops down to the floor, creating a chute with an angle of about 45°.

When the trapdoor swings down, a simple gear in a recessed compartment in the ceiling turns and opens a bucket filled with small iron balls. The balls spill out of the bucket and down the chute, scattering across the corridor when they reach the floor. Depending upon the height of the ceiling—and therefore, the distance the balls roll down the ramp—the rolling balls will typically cover a distance of 20 to 40 feet down the corridor from the trap.

The scores of small iron balls make the footing in the corridor extremely treacherous for the adventurers. Each round that they are in the area, the characters must make a Reflex save (DC 20) to remain standing if they move, make an attack, or take any other action requiring physical movement (including casting spells with a somatic component). Characters who fail the saving throw fall down and are considered prone (PHB 132). Standing up from a prone position is a move-equivalent action.

For obvious reasons, this trap is often used in conjunction with dungeon guardians and monsters who can fly, are incorporeal, or have some other way of navigating the treacherous corridor.

Blackstone's Roller Balls is not particularly difficult for a skilled rogue to detect. Both the pressure plate and the ceiling trapdoor may be visible. Disabling the trap is a little trickier. The rogue can jam the pressure plate easily enough, but to completely neutralize the threat (particularly if dungeon guardians may have access to a secondary remote trigger), he must also jam the trapdoor or disable the release mechanism on the bucket.
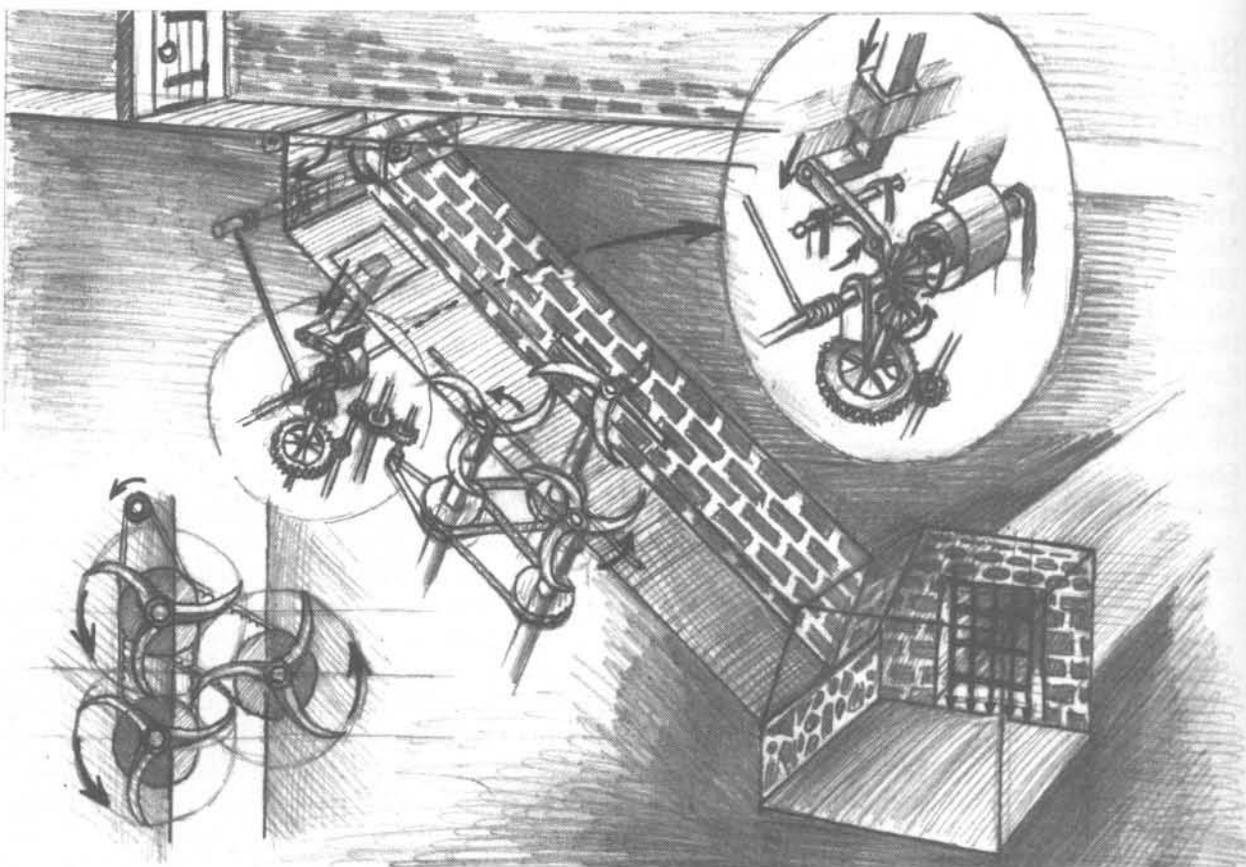
BLACKSTONE'S SHREDDER CHUTE

Trap Type: Chute and Scything Blades Trap
Construction Type: Complex mechanical
Activation Type: Instant
Trigger: Local; trapdoor and switch
Mechanism: Gravity, gear
Effect: Injury, ensnarement
Attack Bonus: +10 melee, 1d4 blades
Damage: 1d8
Save: Reflex save (DC 20) avoids chute
Search DC: 20
Disable Device DC: 25
Challenge Rating: 3
Construction Time/Cost: 3 weeks; 3,000 gp

Blackstone's Shredder Chute is a complex mechanical trap that integrates a chute with a lethal blade trap. It is usually constructed in a dungeon corridor, though it can also be built in a room to protect a specific area.

The initial trigger for the trap is a mechanical trapdoor covering a steeply graded chute. A character who steps on the trapdoor and fails a Reflex save (DC 20) falls down the chute. A pressure plate located halfway down the chute triggers a spring-wound gear mechanism that powers a scything blades trap further down. The gear turns the blades and any character falling into them is attacked by 1d4 blades, each doing 1d8 points of damage on a successful hit. The character can attempt to grab onto the mechanism as he falls past with a successful Reflex save (DC 15). However, the character is subject to additional attacks each round as long as he is within 5 feet of the blade mechanism. Otherwise, a surviving character will continue tumbling past the scything blades, eventually landing in a small cell.

Escaping from the trap without assistance requires a Climb check (DC 15). If the character is unable to disable the blades, he will be subject to further attacks when he attempts to climb past them. The blades will continue to turn for five rounds, at which point the gear winds down and must be reset.

Because it relies on a simple trapdoor, Blackstone's Shredder Chute is not particularly difficult for an alert rogue to locate. Completely disarming the trap is more difficult. The rogue will have to locate the pressure plate and jam it, working in the dark, confined, and steeply sloped chute.

Blackstone's Slicing Snare

Trap Type: Net Snare
Construction Type: Complex mechanical
Activation Type: Instant
Trigger: Local; switch
Mechanism: Gravity
Effect: Ensnarement, injury
Attack Bonus: +5 melee
Damage: 2d6
Save: None
Search DC: 21
Disable Device DC: 23
Challenge Rating: 3
Construction Time/Cost: 3 weeks; 3,000 gp

Blackstone's Slicing Snare is one example of the legendary trapsmith's ability to introduce new innovations to tried-and-true designs. The trap can be constructed in either a corridor or room, and adds the capability to damage trespassers to the net trap's conventional ensnarement features.

The slicing snare is activated when a trespasser steps on a pressure plate set in the dungeon corridor or room. When the plate is depressed, a double trapdoor in the ceiling opens and a weighted net unfolds and drops on the unsuspecting adventurers below.

The net makes an attack roll against any character standing within five feet of the pressure plate. If the attack is successful, the character is struck and entangled by the net. Unlike a conventional net, however, this one is constructed of a finely crafted metal weave. Each of the strands in the weave is razor sharp, and the net causes 2d6 points of damage on a successful attack.

For the purposes of grapple checks, the net is Large and Strength 18. An ensnared character must make a successful grapple check against the net to escape. Because the net is so heavy and the strands so sharp, the net also receives an attack of opportunity against an ensnared character every time he attempts a grapple check. If the attack is successful, the net will cause an additional 2d6 points of damage.

Blackstone's slicing snare is not especially difficult for an observant rogue to spot. Both the pressure plate in the floor and the trapdoor in the ceiling may be visible. There may also be scratches and gouges in the stone or timber of the floor if the trap has previously been triggered. To disarm the trap, the rogue must jam both the pressure plate and the trapdoor in the ceiling. The latter can be a little tricky, since it places the rogue directly under the net should a mishap occur.
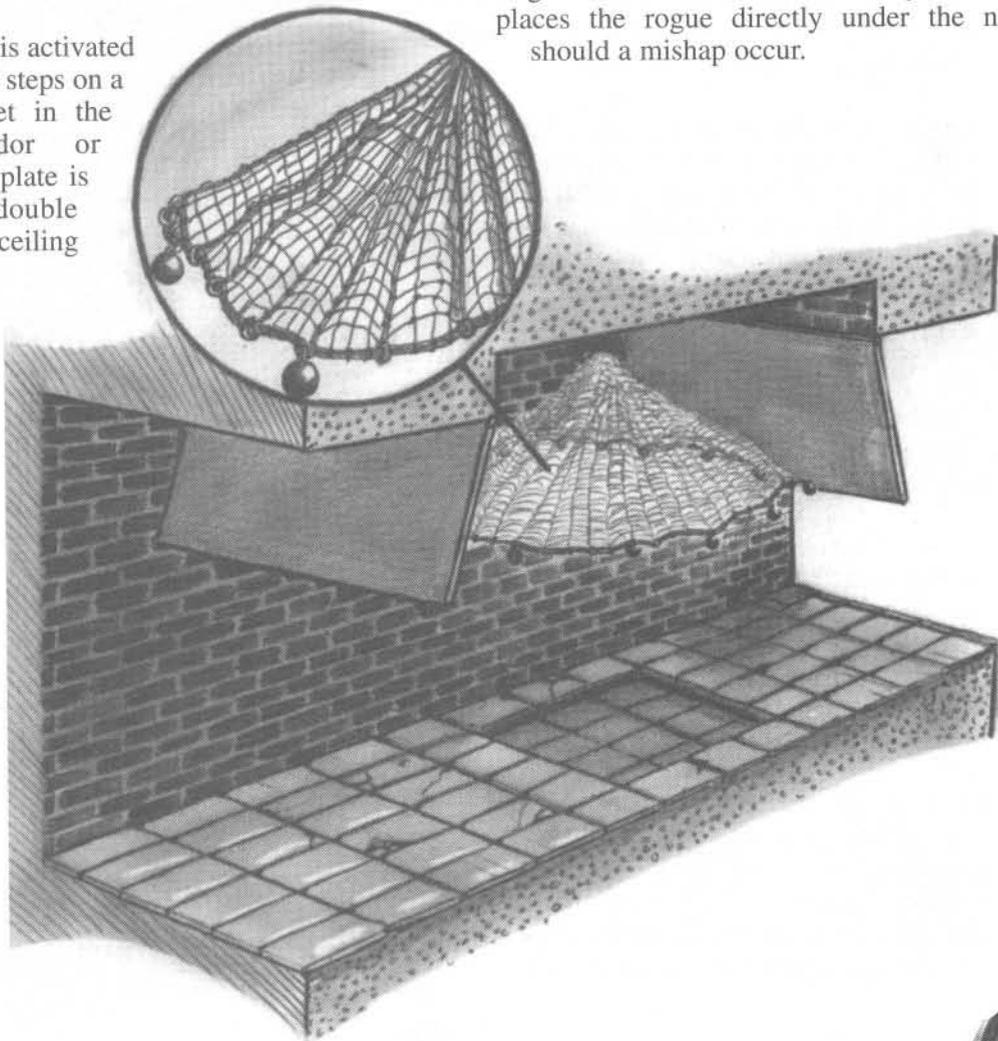
DEVILISH DUNGEON DOUBLE SLIDE

Trap Type: Pit and Slide
Construction Type: Complex mechanical
Activation Type: Instant
Trigger: Local; trapdoor and switch
Mechanism: Gravity
Effect: Injury, movement
Attack Bonus: No attack roll necessary
Damage: 3d6
Save: Reflex save (DC 20) avoids
Search DC: 27
Disable Device DC: 20
Challenge Rating: 3
**Construction Time/Cost:** 3 weeks; 3,000 gp

The Devilish Dungeon Double Slide is designed to punish unwary intruders with a nasty fall and relocation to a deeper, more hazardous level of the dungeon. A particularly unlucky party of interlopers may even find themselves separated into smaller, more vulnerable groups. The trapdoor is best located in a corridor or underground passage.

The trap activates when more than 100 pounds is placed on the trapdoor. The victim falls into the chute for 20 feet before roughly hitting the decline (2d6 points of damage). He then slides and tumbles down the angled shaft to be deposited in a chamber on the dungeon's next level (1d6 points of damage). A victim can avoid falling into the pit with a Reflex save (DC 20), but if the save fails, his plunge to the bottom of the chute is more or less inevitable.

About 10 feet down the angled shaft is a pressure plate. When triggered, a section of the pit above springs out to block the angled shaft and open up a second such chute. There is an identical pressure plate in the second chute that, when triggered, causes the pit section to return to its original position. As a result of the moveable pit section, a party of adventurers may find themselves separated from each other.

The trapdoor is well hidden but easy to disable once spotted. Jamming the trapdoor works best. It is nearly impossible to avoid, detect, or disable the pressure plates in the chutes since victims are usually tumbling past them in an uncontrolled fall. A clever rogue, however, might find himself in a position to affect a pressure plate. Search and Disable Device DCs are five lower than those for the trapdoor. The moveable section of the pit's wall is treated as a secret door (Search DC 18). Climbing back up the chute has a DC of 15. Scaling the pit itself is a DC 20 task.
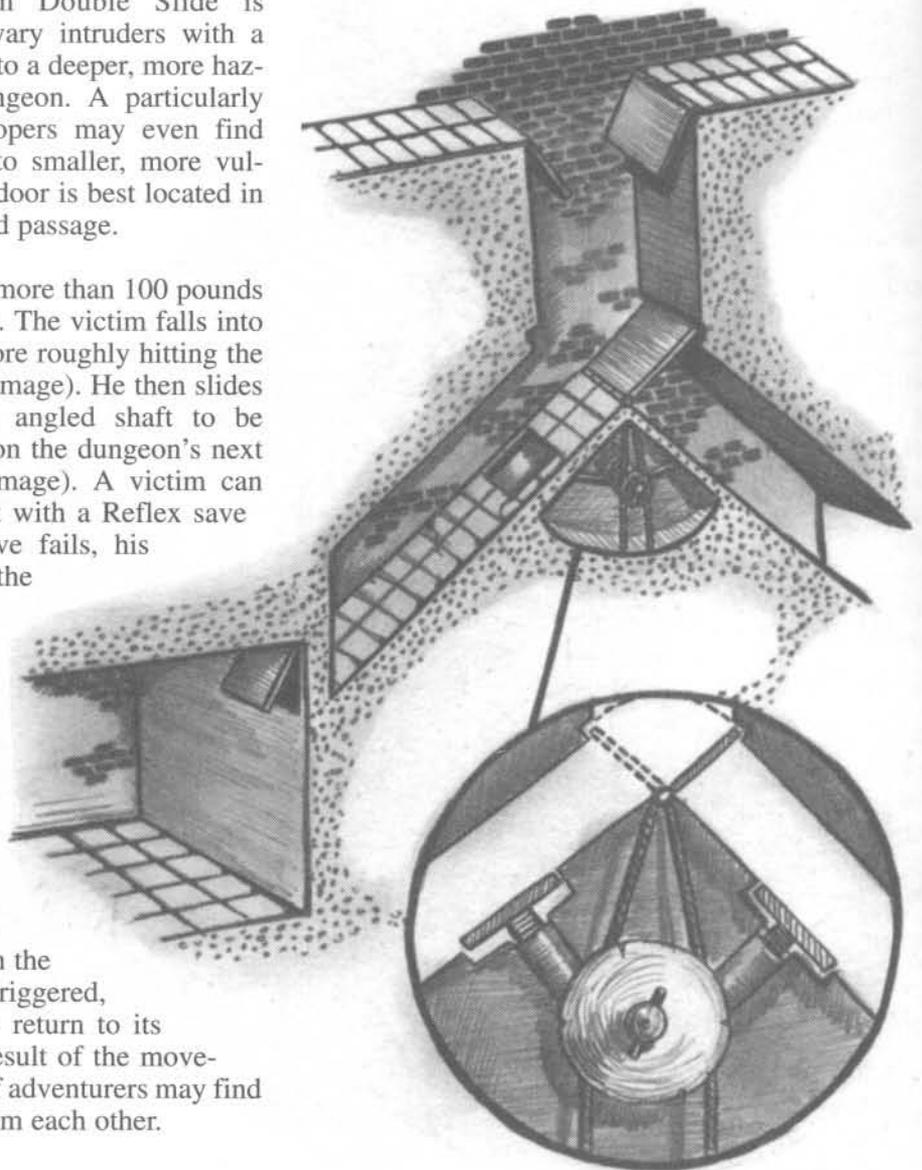
Taking Stock

Trap Type: Snare
Construction Type: Complex mechanical
Activation Type: Instant
Trigger: Local; switch
Mechanism: Gravity, gear
Effect: Ensnarement, identification
Attack Bonus: +10 melee; +12 grapple bonus
Damage: None
Save: None
Search DC: 30
Disable Device DC: 23
Challenge Rating: 3
Construction Time/Cost: 3 weeks; 3,000 gp

For this trap to be effective, it helps to establish the basic trigger—a somewhat suspect six-inch-diameter hole in the wall—as normal. The hole is one in a series, each spaced about two feet apart, lining many corridors in the dungeon, building, or complex. Investigation of the first few holes reveals that they seem to be part of a ventilation system, as there is a narrow channel running behind them. A cool breeze passes through it, and distant sounds can be heard. A scattering of old junk can be seen in the air duct, but nothing remotely interesting…

…until later, when the DM "casually" calls for a Spot check. The character whose player rolls the highest will see a glint of metal in one of the air ducts. Examination of the hole reveals nothing unless the character succeeds at a Search check (DC 30). If the check succeeds, a very thin wire is visible just inside the hole.

While disabling the trap would seem simple (just snip the wire!), this is not the case. If the wire is cut or broken, an alarm sounds, alerting nearby guards or hungry creatures. A rogue must make a Disable Device check (DC 23) to disarm the trap without setting off the alarm.

If a character reaches into the hole, the mechanism—which is almost impossible to see from the front—is triggered. A heavy wooden stock smashes down from above, pinning the encroaching limb. The stock mechanism is constructed in a horseshoe shape, with the "tines" of the horseshoe carved into a complex zigzag pattern. When the stock closes, it trips a small spring-powered mechanism that causes two pieces of metal, cut in the same pattern, to close on the tines, locking the stock in place.

Since the nearest holes are two feet to either side of the trapped hole, reaching in to undo the trap is extremely difficult without magic or unique tools. Once the trap is sprung, unlocking the stocks requires a Disable Device check (DC 35). Breaking the grapple is likewise extremely difficult, due to the lack of leverage.

The alarm sounds when the trap is triggered, alerting any guards within 200 feet to the presence and location of the intruder—each stock has a unique tone. Variants include coating the stocks with poisons that cause Strength damage, or adding sharp spikes that cause 1d4 points of damage following each failed attempt to break the grapple.
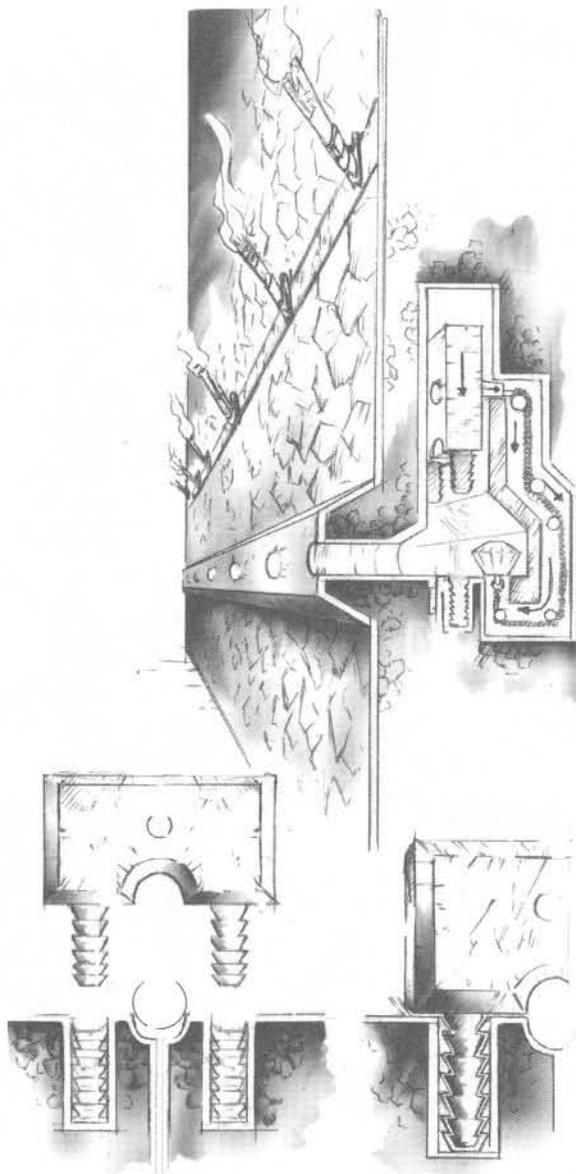
"AFTER YOU!" TRAPS

The following traps are both designed as examples of traps intended for use inside an inhabited and active complex, such as a thieves' guild
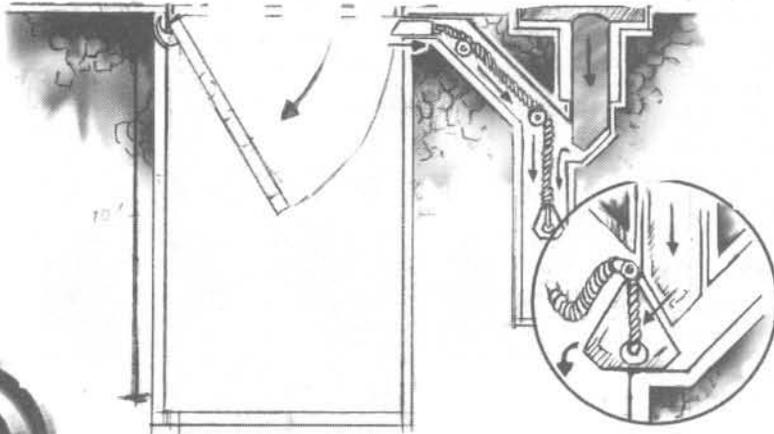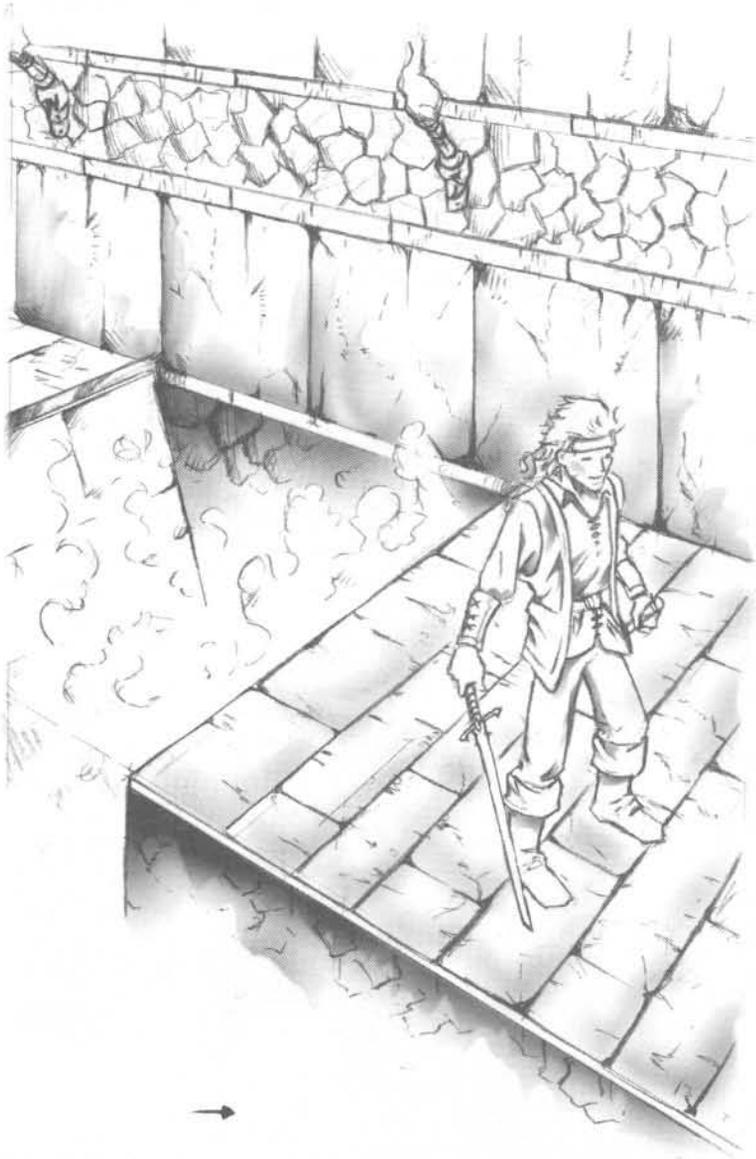
headquarters. More specifically, they are both based around defeating attempts to coerce an insider to lead invaders through the traps.

If these traps have been set up, and the original location then abandoned, amusing possibilities remain. Whoever is "taking point" will, if they fail to notice the traps, trigger them on those following behind.

The normal situation in which these traps are encountered, though, is this: The party, for whatever reason, needs to enter a place (a thieves guild, a temple of evil, a castle treasury) where they expect to encounter traps, snares, and the like. Since these locations are inhabited, and the "natives" need to be able to move freely among the traps, the party will find some likely individual, and, using debating skills, bribery, or a crossbow loaded and aimed at the back of the neck, convince this person to lead them through the dangers that await them.

The chosen "guide" will, after token resistance, comply, and "grudgingly" lead his captors into the labyrinth, where he will helpfully toggle switches, unhook wires, say the pass phrase, and otherwise "safely" escort his guests deeper into the complex. Of course, most of what he is doing is meaningless, and what isn't meaningless is actually setting remote triggers for traps further along, not to mention tipping off the other inhabitants to be on their guard. Once the party is deep inside and cannot escape easily, traps begin going off even as the rest of the complex's inhabitants move in to capture or kill the invaders.

The following are two typical "After You!" traps. These should serve as inspiration for similar variations on other traps. The key is to modify the trap so that a person who knows where the trap exists can cause it to trigger against others nearby while leaving that person unharmed and in a position to take further action.

Behinder Pit

Trap Type: Pit Trap
Construction Type: Simple mechanical
Activation Type: Instant
Trigger: Local; switch
Mechanism: Gravity
Effect: Injury, ensnarement
Attack Bonus: No attack roll necessary
Damage: 4d6
Save: Reflex save (DC 20) avoids
Search DC: 26
Disable Device DC: 20
Challenge Rating: 4
Construction Time/Cost: 4 weeks; 4,000 gp

This trap is a typical pit trap, with the distinction that the trigger for the trapdoor covering the pit is beyond the pit itself, assuming the usual direction of travel. An individual walks across the trapdoor without it opening, then steps on a pressure plate just beyond the pit's edge. This plate activates a simple mechanism that removes the rod securing the door so that it falls inwards, dumping those behind the individual who triggered the trap into the pit.

Variations: Almost any trap can be redesigned in this fashion, so that it is triggered/activated by a group leader and is sprung against those in the rear.

Double-Rope Deadfall Net

Trap Type: Net Trap
Construction Type: Complex mechanical
Activation Type: Instant
Trigger: Local; switch
Mechanism: Gravity
Effect: Ensnarement
Attack Bonus: +12
Damage: None
Save: Reflex save (DC 23) avoids
Search DC: 25
Disable Device DC: 28
Challenge Rating: 4
Construction Time/Cost: 4 weeks; 4,000 gp

The main purpose of this trap is ensnarement for later questioning. Like the Behinder Pit, it is designed to target those following a knowledgeable guide through a trapped warren.

The mechanism is fairly simple. Suspended above the corridor, hidden in ceiling shadows or concealed by clever stonework are heavy rope nets. Below the nets is a pressure plate that, when depressed, activates a mechanism that causes a small amount of acid to spill onto the ropes that keep the nets suspended. The first drops don't do enough damage to burn through the ropes—but the second time the plate is triggered, the rope will be burned through, the nets will fall, and the victims will be ensnared.

While this particular design is intended only to ensnare, more lethal variants exist. Following the same basic mechanism, the nets could be filled with heavy boulders, causing 4d10 points of damage to anyone in the area of effect (Fortitude save at DC 25 for half damage). Likewise, soaking the nets with poison, especially paralytic or sleep poison, can increase the effectiveness of this trap as well.
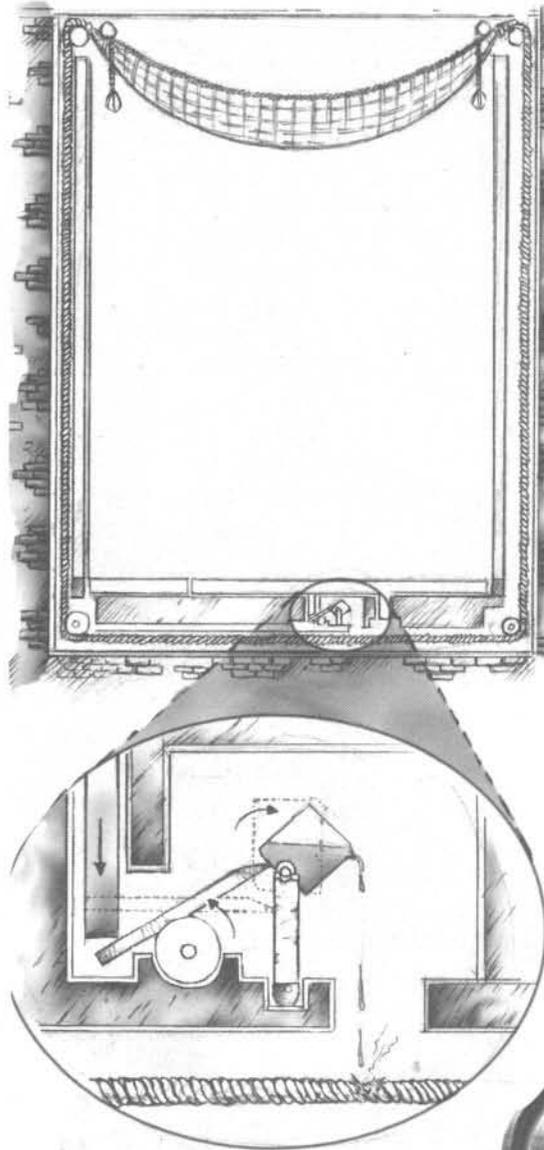
BLACKSTONE'S CLEVER CAGE

Trap Type: Snare
Construction Type: Complex mechanical
Activation Type: Instant
Trigger: Local; switch
Mechanism: Spring
Effect: Ensnarement
Attack Bonus: No attack roll necessary
Damage: None
Save: Reflex save (DC 25) avoids
Search DC: 25
Disable Device DC: 30
Challenge Rating: 4
Construction Time/Cost: 4 weeks; 4,000 gp

Blackstone's Clever Cage is just one example of a very common trap designed to imprison trespassers rather than injure them.

The trap is triggered when an adventurer steps on a pressure plate set in the center of the corridor or the part of the room the trap is protecting. When the plate is depressed, multiple spring-loaded bars arranged in a square pattern are launched upwards from the floor. When the springs are fully extended, the bars snap into place in sockets in the ceiling. The bars form a square cage in the corridor or room, with the sturdy bars reaching from floor to ceiling.

When the trap is triggered, any character within five feet of the pressure plate must make a Reflex save (DC 25) to jump out of the area when the bars slam upwards into their sockets. A character who fails the save is caught in the cage.

The iron bars are very sturdy, with Hardness 10 and 60 hp. Bending or breaking them requires a Strength check (DC 28).

While it is not dangerous in itself, Blackstone's Clever Cage is both difficult to spot and disable. The holes in the floor and sockets in the ceiling are quite small and can be easily concealed in the stonework. Disabling the trap requires the rogue to jam the pressure plate to disarm the trigger, and break or jam the springs in each of the shafts to completely disarm the trap mechanism. The cage will remain in place until the spring mechanisms are unlocked and the iron bars retracted to their armed position. This usually requires an access hatch or crawl-space from the dungeon level directly below the trapped area.
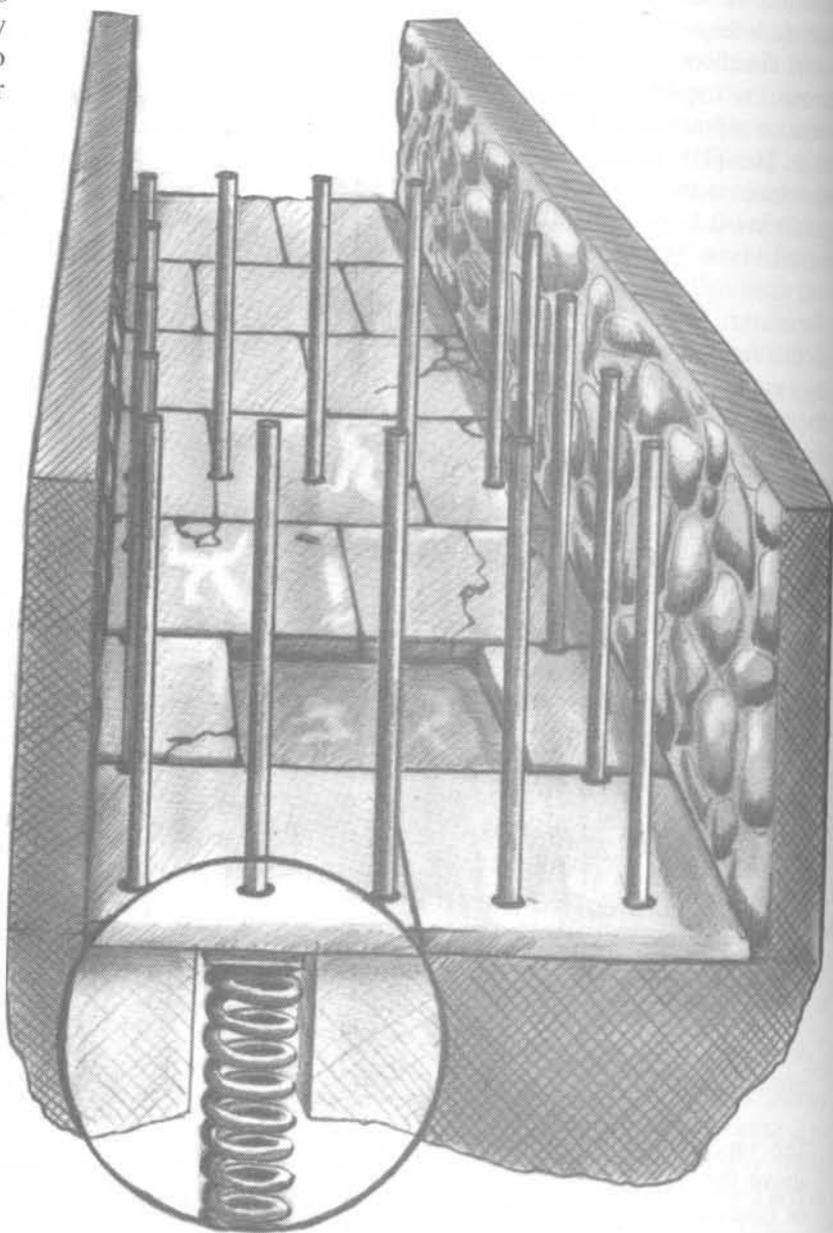
BLACKSTONE'S DEADLY DESCENT

Trap Type: Elevator Trap
Construction Type: Complex mechanical
Activation Type: Instant
Trigger: Local; switch
Mechanism: Gravity
Effect: Injury
Attack Bonus: No attack roll necessary
Damage: 4d6
Save: None
Search DC: 25
Disable Device DC: 21
Challenge Rating: 4
Construction Time/Cost: 4 weeks; 4,000 gp

Blackstone's Deadly Descent involves a mechanical elevator and is only found in adventure locations that feature sophisticated architecture and engineering, such as a great castle or temple. Because the entire apparatus will be wondrous and unfamiliar to most characters, the trap is well disguised.

The centerpiece of this trap is a wrought-iron cage, about six feet square and 10 feet tall. The cage is set in a 20-foot shaft leading between the first and second floors of the structure and connected by a thick rope to a sturdy pulley and counterweight. A button switch in the elevator cage engages a wire that throws a switch at the top of the shaft connected to the counterweight. The counterweight drops and the elevator is pulled up to the next floor.

When the cage reaches the top, it's seemingly a simple matter to open the cage door and exit the elevator. However, opening the door before pressing the button again activates the trap. The clamp that attaches the elevator cage to the support rope releases and the cage plunges 20 feet to the bottom of the shaft. The DM may, at his discretion, give the character who opened the door a Reflex save (DC 18) to dive out of the cage before it drops. Otherwise, only magic or miracles will save the passengers from the fall.

This trap is difficult to detect because it is "hidden in plain sight." The elevator is a complex device, and it will take an alert, well-trained rogue to identify the trap mechanism. Once the trap is detected, the trigger switch must be disabled—usually by cutting and securing the wire—without setting off the trap.
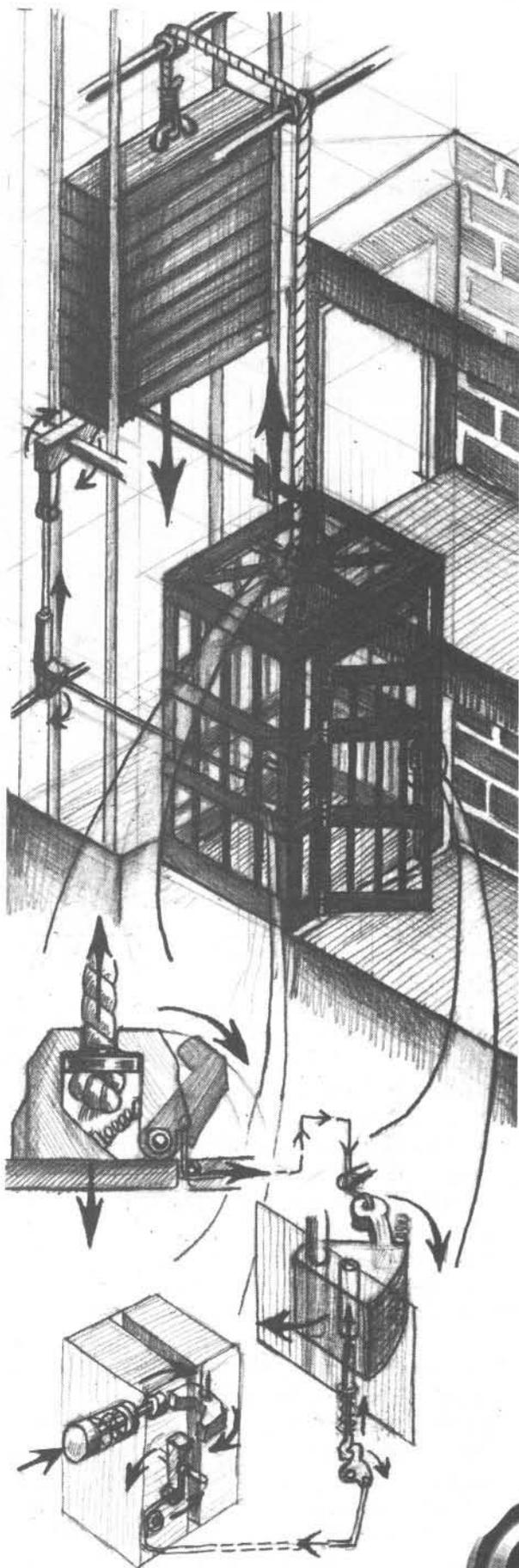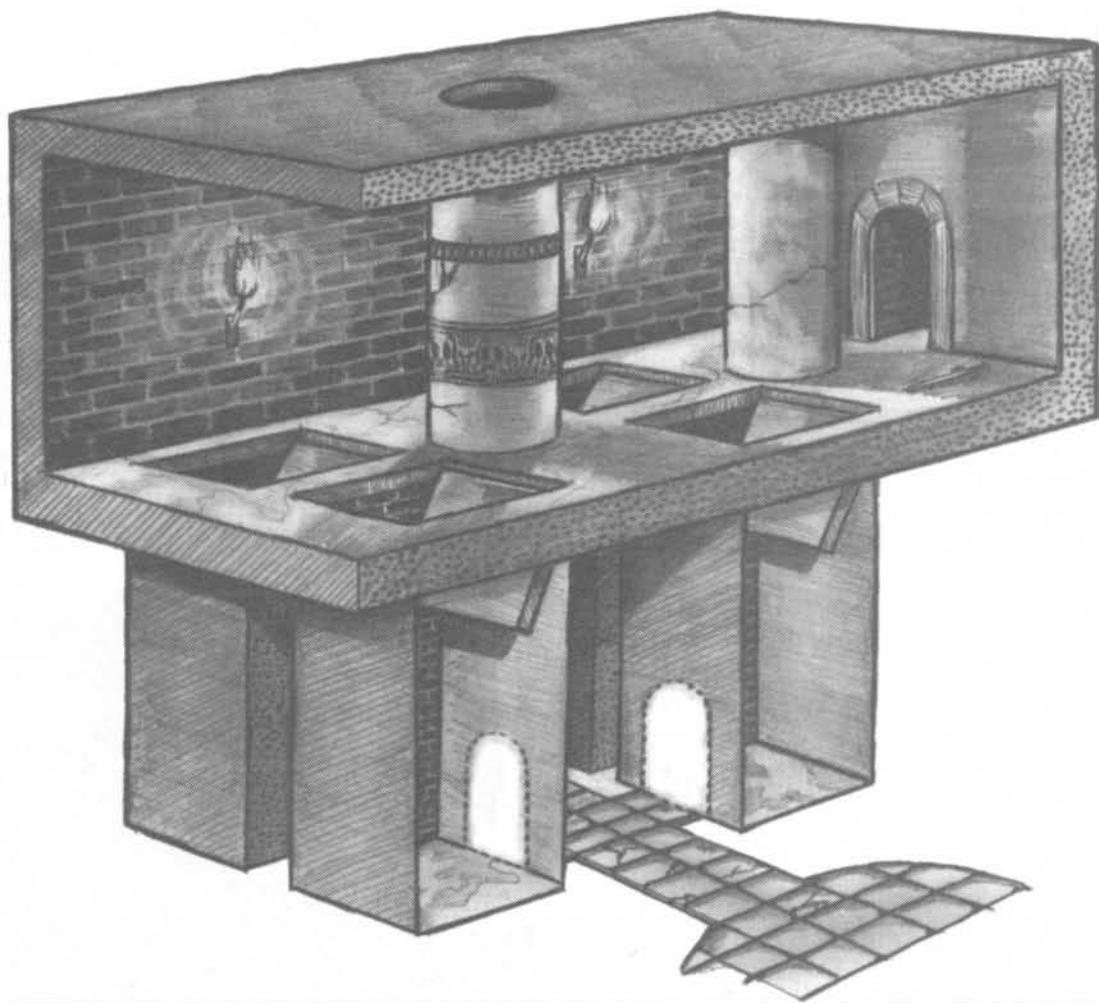
DANGER ROOM

Trap Type: Pit Trap
Construction: Complex mechanical
Activation Type: Instant
Trigger: Remote; switch, trapdoors
Mechanism: Gravity, counterweight
Effect: Ensnarement, injury
Attack Bonus: No attack roll necessary
Damage: 2d6
Save: Reflex save (DC 20) avoids
Search DC: 21 per pit
Disable Device DC: 21 per pit
Challenge Rating: 4
Construction Time/Cost: 4 weeks; 4,000 gp

The Danger Room serves as much as a weapon as a defensive construct. As its name indicates, this trap is placed in a room, preferably a large one that is vital to the defense of the structure in which the room has been built. The Danger Room requires at least one guard to function. It works best when defenders are stationed in the pits and within the room itself. An ideal Danger Room includes secret passages that connect the pits to a guardroom or similar area.

The Danger Room contains four concealed pits, usually 10 feet square and 20 feet deep. Each pit is opened and closed by a lever connected to triggers and counterweights. The levers are hidden within a hollow column usually in the center of the room. The guard in the column can open or close a pit as a move-equivalent action. A character standing on a trapdoor when it is sprung must make a Reflex save (DC 20) or else fall and suffer 2d6 points of damage. A Climb check (DC 20) must be made to get out of the pit, assuming it is still open.

The pits are well hidden, but a talented or lucky rogue can still notice the slight crevices that outline the trapdoors. Once found, a pit can be wedged shut or the closing mechanism disabled to keep a sprung pit open.
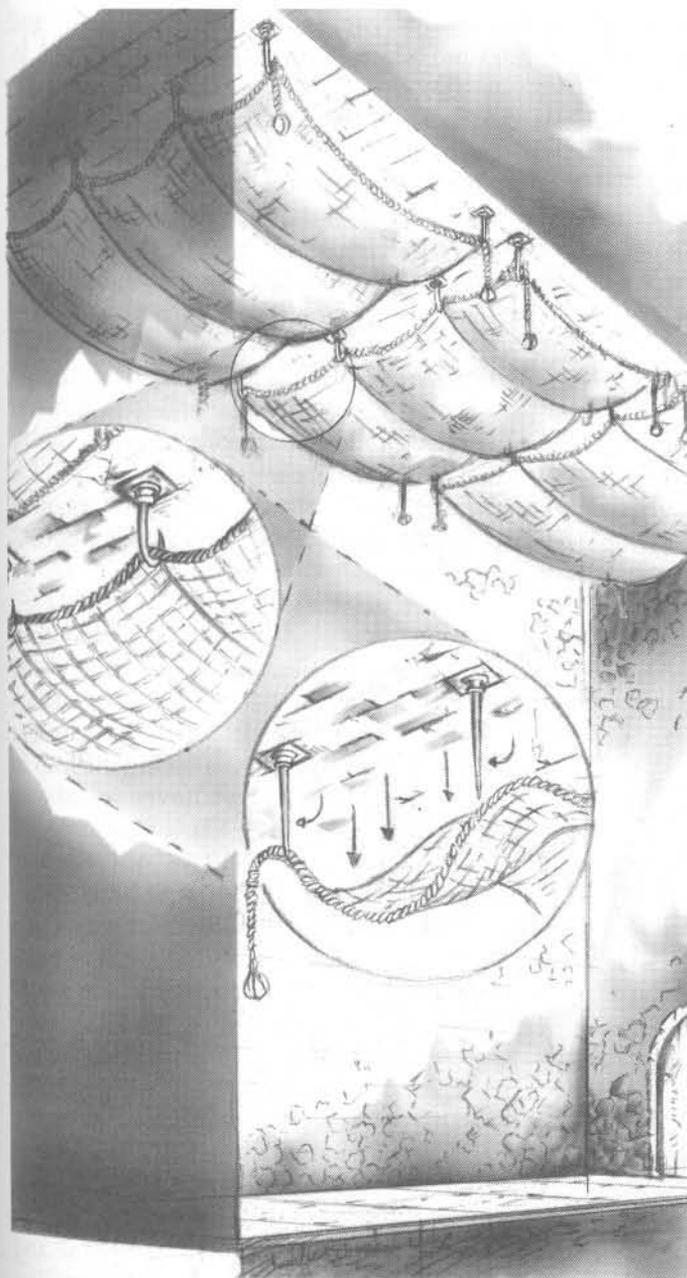
The Deep Dwarf Darknetter is a typical example of a wide range of traps built by races with darkvision to trap those without it. The trap is activated by light—lights the locals almost never need. The trap is used in deep dwarf holdfasts and fortresses where the inhabitants face constant assaults by creatures that lack darkvision. The Darknetter is designed to capitalize on that trait.

Even creatures with darkvision usually have some lights in their dwellings, of course—for one thing, darkvision lacks color sense. This trap is placed in a corridor or room built in such a way that no light from the surrounding areas can reach it—a task that isn't especially difficult miles underground.

Heavy nets are strung at the top of the area, covering the ceiling, and held in place by simple hooks. However, the hooks have been treated with an alchemical process that causes them to straighten when exposed to light, returning to their original shape when the light is removed.

When a character enters the room carrying any kind of light source or otherwise illuminates the area, the hooks straighten and the nets fall. The falling nets are covered with bells, which sound as the nets fall, alerting the locals that the trap has been sprung.

The nets are very heavy, and they are hung in such a way as to fall in entangling layers, requiring an Escape Artist check (DC 25) to escape. A successful Reflex save (DC 20) indicates the character has managed to partially avoid some of the nets, and the DC for the Escape Artist check is reduced to 14. Once freed, a character can help another escape, giving a +2 circumstance bonus to the Escape Artist check.

Variants: While deep dwarves are not evil, many underground races are—and many know how to make light-sensitive metals. More malign races may use barbed ropes, which do 1d6 points of damage per failed Escape Artist check, encouraging those trapped to sit still. Others coat the ropes with a contact poison. Still others prefer more fatal traps, and use this mechanism to dump heavy rocks instead of just nets. The DM can use any of the designs for deadfall traps to this end, substituting light-sensitive trigger mechanisms.

DEEP DWARF DARKNETTER

Trap Type: Net and Alarm Trap
Construction Type: Complex mechanical
Activation Type: Instant
Trigger: Local; light sensor
Mechanism: Gravity
Effect: Ensnarement, identification
Attack Bonus: +8
Damage: None
Save: None
Search DC: 21
Disable Device DC: 28
Challenge Rating: 4
Construction Time/Cost: 4 weeks; 4,000 gp

The creation of "sunshy metal" is a fairly straightforward process. An alchemist is required to create a delicate alloy of rare ores and minerals. This requires 1,000 gp and an Alchemy check (DC 26) for each cubic foot of metal to be treated. Then the metal must be forged in total darkness (other than the light of the forge itself) and shaped into its "dark shape." After it has remained in this shape for a full day, it must be melted down and reforged, this time under the brightest lighting possible. This is the crafting of the "light shape." After another day under the light, the work is completed and the item has two forms that it "remembers" and switches between. There are countless applications for this process, and dark-dwelling races have used sunshy metal in many of their constructions. Forging sunshy metal adds two days to the time and +5 to the DC of any blacksmithing project.

GOBLIN CLEAN SWEEP

Trap Type: Sweeping Blade
Construction Type: Complex mechanical
Activation Type: Instant
Trigger: Local, remote (see text)
Mechanism: Spring (elastics), gear
Effect: Injury
Attack Bonus: No attack roll necessary
Damage: 8d6
Save: Reflex save (DC 27) to avoid
Search DC: 21
Disable Device DC: 25
Challenge Rating: 4
Construction Time/Cost: 4 weeks; 4,000 gp

Goblin Clean Sweep is named for the first race known to have used it, but kobolds and even gnomes have imitated the basic design and concept. It is designed for use by small humanoids in situations where they face invasion or attack by larger foes.

The trap is usually set in a corridor deep in a dungeon or cave complex, as the trap requires significant maintenance to keep in good working order. The bulk of the mechanism is placed behind the side walls of the passage, with only the trigger plates in the passage itself. This trap is designed for use in places where the inhabitants themselves will sometimes be required to fight even as the trap goes off.

When a trespasser enters the corridor and fails to spot the pressure plate near the entrance, the trap is armed. Gears turn, and behind the walls, powerful elastics tighten. A second trigger is placed midway down the hall, so that most of the invaders in a large group will be in the hall when the trap is sprung. There is also usually a manual trigger (such as a lever) at the far end of the hall, which can be activated by defenders if necessary. This manual switch can also deactivate the second pressure plate.

When the trap is sprung, the complex mechanisms behind the wall grind into action. Steel blades, honed to lethal sharpness, swing out of the side walls and are swept down the hall by the rapidly compressing elastics. Almost imperceptible grooves in the wall (Search DC 30) guide the blades along their paths.

The grooves are placed about three to four inches higher than the tallest member of the race that built the trap—and thus, about waist high for most Medium-size creatures. Defenders of the complex can spring the trap in safety, then deal with whatever survivors remain in the aftermath.

A victim can avoid the blades with a successful Reflex save. The DC for a Medium-size creature is 25, and the DC is 30 for a Large creature. The DC for small creatures who are somewhat larger than the builders is 15. Otherwise, Small creatures do not have to make a saving throw. Creatures who are Tiny or smaller never have to make saving throws against this trap.

After the trap has fired, it does not automatically reset. Resetting the trap is a complex process involving tightening the elastic and resetting the blades at the start of the run. The task is usually performed by slaves or prisoners and takes about an hour.

Variants: Very deep in the underlands, where many creatures have damage resistance, the blades might be enchanted, with enhancement bonuses of +1 or greater. This, of course, increases the construction time and cost of the trap, and also requires a wizard or sorcerer with the Craft Magic Arms and Armor feat.

Thunderstone Alarum

Trap Type: Alarm Trap
Construction: Complex mechanical
Activation Type: Instant
Trigger: Local; switch
Mechanism: Spring
Effect: Injury, identification
Attack Bonus: None
Damage: As thunderstone
Save: Reflex save (DC 20) catches thunderstone
Search DC: 25
Disable Device DC: 21
Challenge Rating: 4
Construction Time/Cost: 4 weeks; 4,000 gp (not including cost of thunderstones)

The best place for this trap, which combines spring mechanisms with four thunderstones, is a corridor or passage near a number of guards. When activated, the Thunderstone Alarum not only harms intruders but also alerts the sentries to danger.

A concealed pressure plate is connected to four hidden, spring-loaded mechanisms spaced 10 feet from each other. A trespasser stepping on the pressure plate triggers the trap. The spring mechanisms, when triggered, each forcefully propels a thunderstone into the ceiling. The thunderstones themselves activate upon striking the ceiling, each unleashing a deafening boom in a 10-foot radius (PHB 114). Anyone within five feet of a thunderstone when it launches can attempt a Reflex save (DC 20) to catch the thunderstone and thus prevent it from activating. Players who do not immediately seize on this idea when opportunity presents itself should not be given the option. Characters caught in the overlapping radii of thunderstone explosions must make multiple saving throws. The multiple explosions are loud enough to alert sentries throughout most if not all of the dungeon levels.

The trap is reset by loading the spring mechanisms with new thunderstones after using the screws concealed under the pressure plate to contract the springs into firing position. An alert rogue might notice the telltale outline of the pressure plate or the disguised cork caps over the tubes in which the spring-loaded thunderstones are concealed. The caps can be fastened closed or the pressure plate jammed in order to disable the trap.
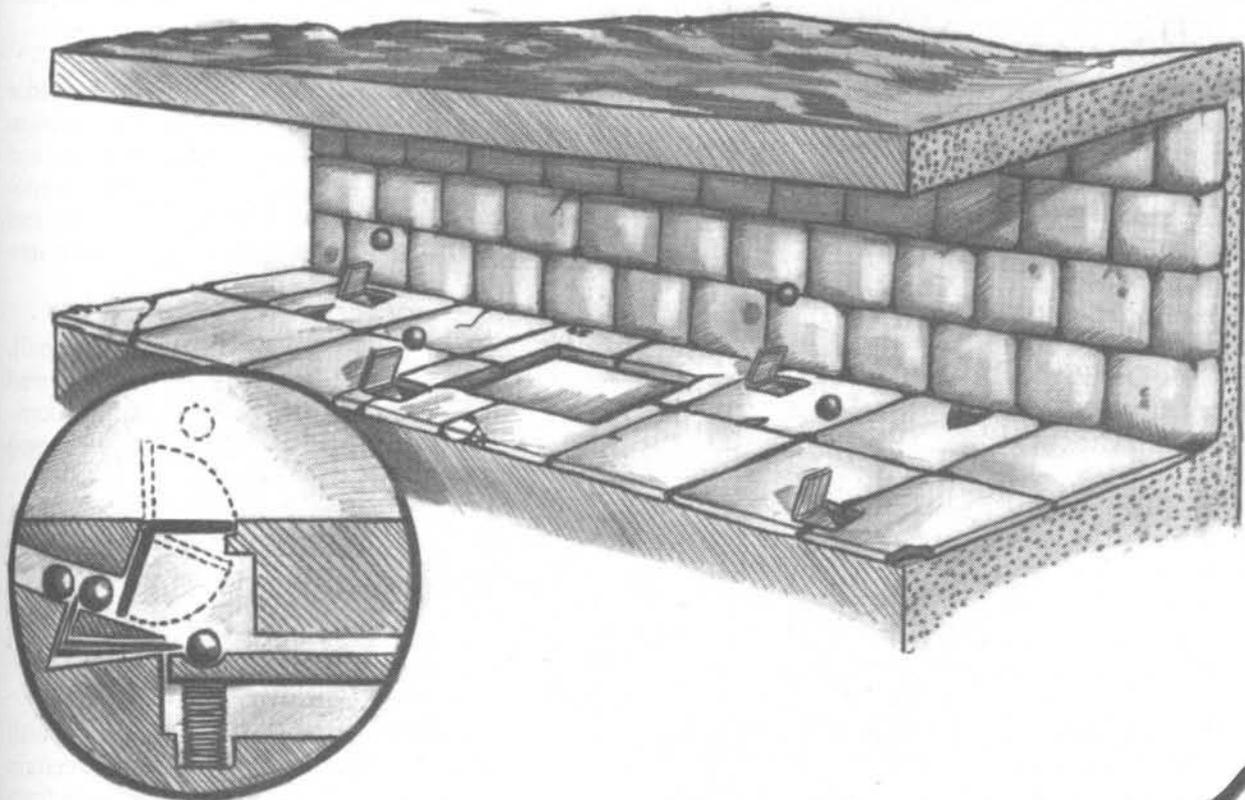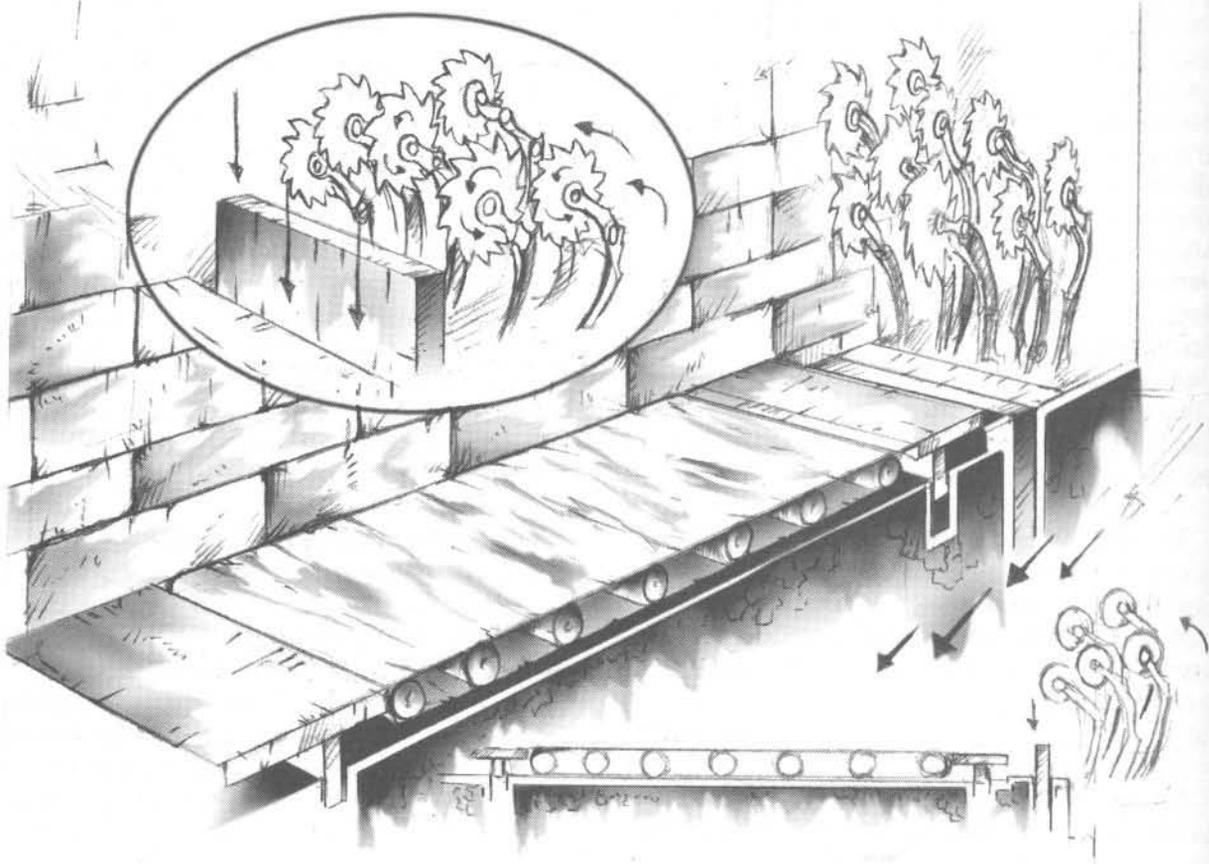
TREADMILL OF DOOM

Trap Type: Treadmill and Scything Blades
Construction Type: Complex mechanical
Activation Type: Extended
Trigger: Local; switch
Mechanism: Gear
Effect: Injury
Attack Bonus: +6 melee
Damage: 4d4 or 6d6 per round
Save: None (see text)
Search DC: 21
Disable Device DC: 25
Challenge Rating: 4
Construction Time/Cost: 4 weeks; 4,000 gp

This trap can be deadly to those who do not belong in an area, but is harmless to those who know its secrets. As such, it's ideal for use in an area where people who belong there are expected to travel on occasion, but where those who do not are severely punished.

The trap is usually set up in a long corridor, often the only one leading to a forbidden area—the underground crypts of a temple,

the treasury of a palace, *etc.* Upon entering the corridor and failing to notice the initial pressure plate, two effects occur.

First, a panel at the far end of the corridor slides down, revealing a complex mechanism filled with gears, blades, whirling fans, and other sharp, edged, spiky, or pointy components clearly designed to maim, slice, dice, and eviscerate any luckless fool who is thrown into the deadly maw.

Second, the corridor is revealed as a treadmill, and it begins hurtling the person who activated it towards the blade trap at the end of the corridor. It moves quickly enough to feed the person into the death trap in five rounds.

At the far end of the treadmill, just before the blade trap, is a second pressure plate. Stepping on it will cause the blades to retract and the panel to close, allowing the traveler to proceed along unharmed.

However, should the traveler not simply wait for the treadmill to carry him to almost certain doom, but instead begin to run back away from

the approaching trap, the mechanism begins launching blades, which hurtle up the corridor at the retreating target. The device receives one attack each round the victim continues to run on the treadmill. A successful attack causes 4d4 points of damage. The mechanism is triggered by weight shifting on the treadmill—if the victim stays put the blades are not launched.

The treadmill moves at 40 feet per round, and will continue moving until the pressure plate at the far end is triggered or there is no longer any weight on it.

When the treadmill begins operation, a Reflex save (DC 15) is needed to stay standing. If the character falls and attempts to stand, the blade-launching mechanism is triggered.

The character must move faster than the treadmill to escape it. Subtract the treadmill's speed from the character's declared running speed to determine the number of feet per round the character moves. Moving at more than twice base movement will require another Reflex save (DC 15) each round to stay standing.

If the treadmill carries the victim to the blade trap and the victim does not activate the second pressure plate (Spot DC 15 to notice it), it will deposit the victim in the blades, which do 6d6 points of damage per round. A character who falls into the blade trap can attempt a Disable Device check (DC 25) to jam it, but will take damage for that round even if it succeeds.

This trap offers ample possibilities for prophecies, hints, foretellings, *etc.*, to give the players a clue as to how to avoid most of the damage. For example, the DM might offer clues such as "He who walks into the blades of fate must do so without hesitation" (running on the treadmill only makes things worse) or "Near to the point of death, there shall you find salvation" (the location of the "off" switch).

This trap is fairly easy for a skilled rogue to spot—the contours of the pressure plates are readily identifiable, and of course, the treadmill itself cannot be completely disguised without illusion magic.

To disarm the trap—without using the second pressure plate—the rogue must disable the trigger and cut or jam the treadmill.

FOOL ME TWICE

Trap Type: Blade Trap
Construction Type: Complex mechanical
Activation Type: Instant
Trigger: Local; switch
Mechanism: Spring (elastics), gear
Effect: Injury
Attack Bonus: +9
Damage: 6d6
Save: Reflex save (DC 26) avoids
Search DC: 28
Disable Device DC: 25
Challenge Rating: 5
Construction Time/Cost: 5 weeks; 5,000 gp

Every veteran rogue who lives to enjoy any success has learned to live by a simple truth: Chests have traps. Only the most talented rogues, however, live long enough to learn that some chests have more than one…

This trap can be added to any chest that is already trapped. It is designed to be activated after the primary trap has been disarmed, to catch a thief who has let down his guard. Unless the player specifically states he is looking for a second trap, a rogue must make a Will save (DC 20) after opening the chest. The DM may choose to make this roll himself to keep the result a secret from the player. If the saving throw succeeds, the rogue is sufficiently alert to use any of his class or feat bonuses to Reflex saves to avoid the trap. If the saving throw fails, the rogue may only use his normal Reflex save (plus Dex bonus).

The trap itself is an intricate mechanism using elastics formed through alchemical processes and simple gears, all linked to a sensitive pressure plate. The trigger mechanism is locked until the first trap is disarmed, so it cannot be set off by accident. Once it is armed, though, even a slight change in pressure—such as that caused by a rogue rummaging through the treasure—will activate it.

Once activated, the mechanism uses the tightly coiled elastics to spin gears, which in turn cause the lid of the chest to slam shut. A retractable razor-edged blade is set into the lid of the chest.

More than one enterprising rogue has had his career—and limbs—cut short by this device. These disabled veterans often help train novice recruits in the thieves' guild, providing a graphic demonstration of the perils of overconfidence.

CABLE AND LUG
ATTACHED TO PILLAR

PRESSURE PLATE

INPUT SHAFT FROM PRESSURE PLATE
MECHANISM

MAIN RELEASE MECHANISM
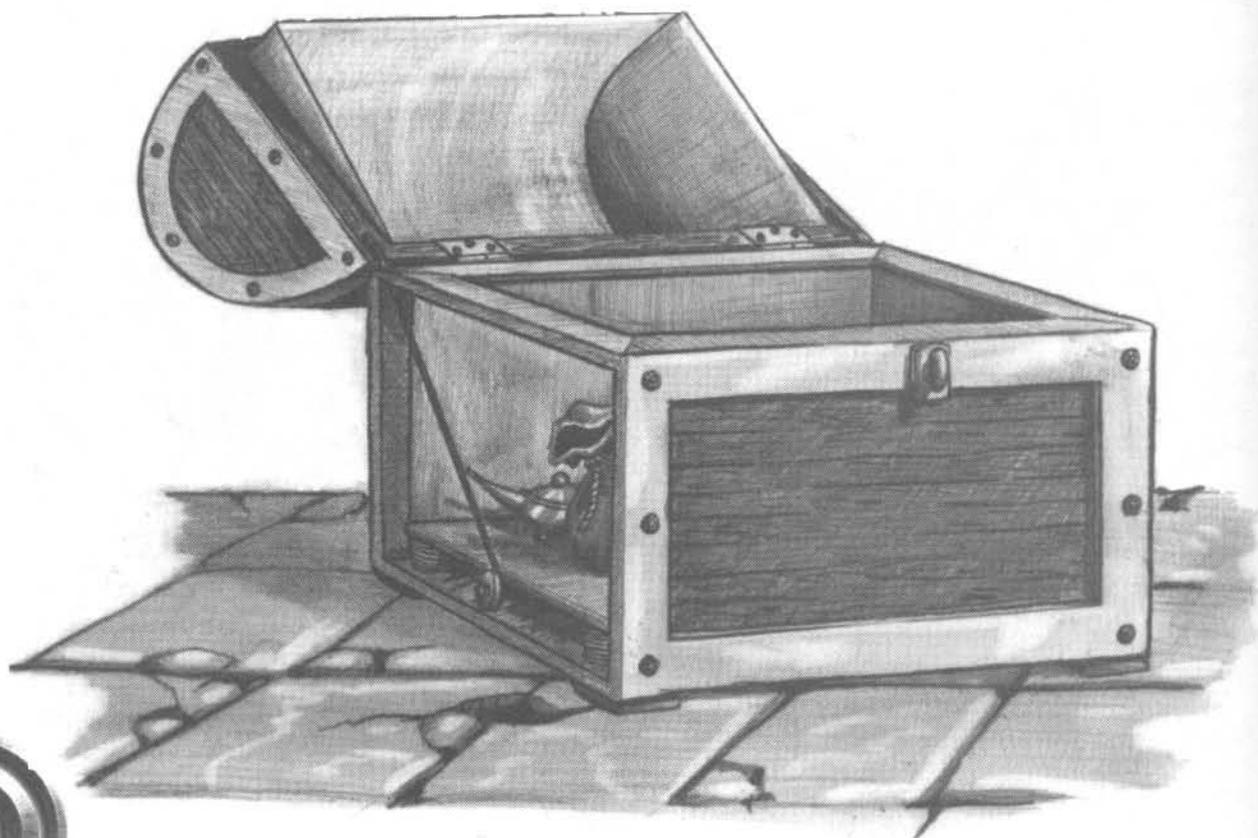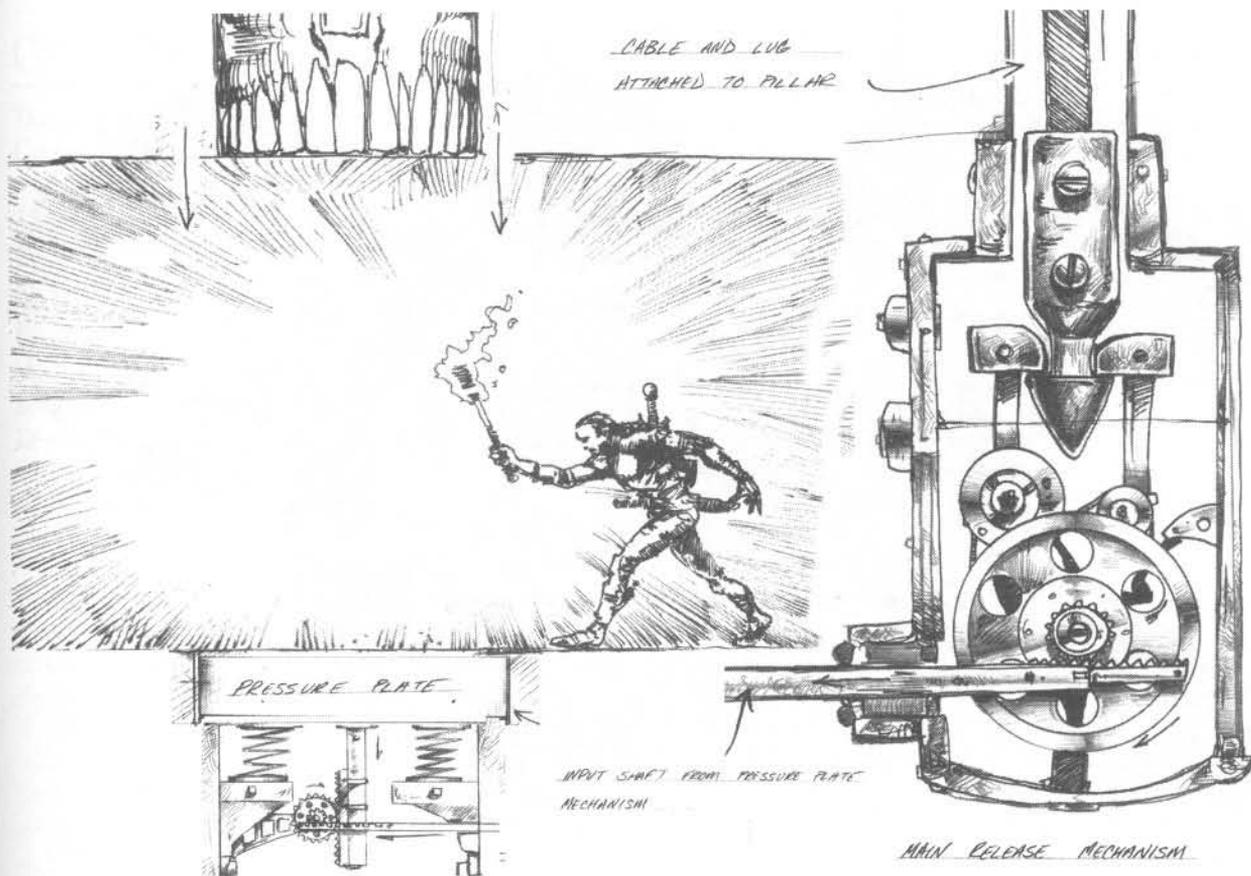
PERIVAX'S PUNISHING PILLARS

Trap Type: Falling Block
Construction Type: Complex mechanical
Activation Type: Instant
Trigger: Local; switch
Mechanism: Gravity
Effect: Injury
Attack Bonus: No attack roll necessary
Damage: Variable
Save: Reflex save (DC 25) to avoid
Search DC: 25
Disable Device DC: 21
Challenge Rating: 5
Construction Time/Cost: 5 weeks; 5,000 gp

Perivax's Punishing Pillars uses five or more pressure plates and falling stone pillars to punish the curious and slow-footed. The trap is typically placed in a stone corridor or passageway measuring 10 feet across and 20 feet in length. The trap is triggered when a character steps onto one of the multiple pressure plates set into the corridor's floor.

When triggered, a large stone pillar falls from a concealed compartment in the ceiling directly over the pressure plate. The pillar is usually just a large stone column, but some trap-builders have been known to use iron, precious metals, or even magical effects (such as a modified *wall of force* spell).

A character who triggers the trap must make a successful Reflex save (DC 20) to avoid the pillar. If the save fails, the character is struck by the pillar and takes 2d6 points of damage. If the character succeeds at the check by less than five, he has stepped or tumbled onto another pressure plate and must make another Reflex save to avoid a second pillar. This cycle continues until the character either makes a save by more than five or all of the pillar traps have been triggered.

If a character suffers a critical failure on a save, he is pinned beneath the pillar and suffers 2d6 points of additional crushing damage each round until he is freed. Companions who wish to aid the pinned victim must make a successful Strength check (DC 20) to lift the pillar enough for the victim to be pulled free. Of course, while this is a noble sentiment, characters moving to aid a trapped companion may inadvertently trigger another falling pillar, if they haven't all been activated.
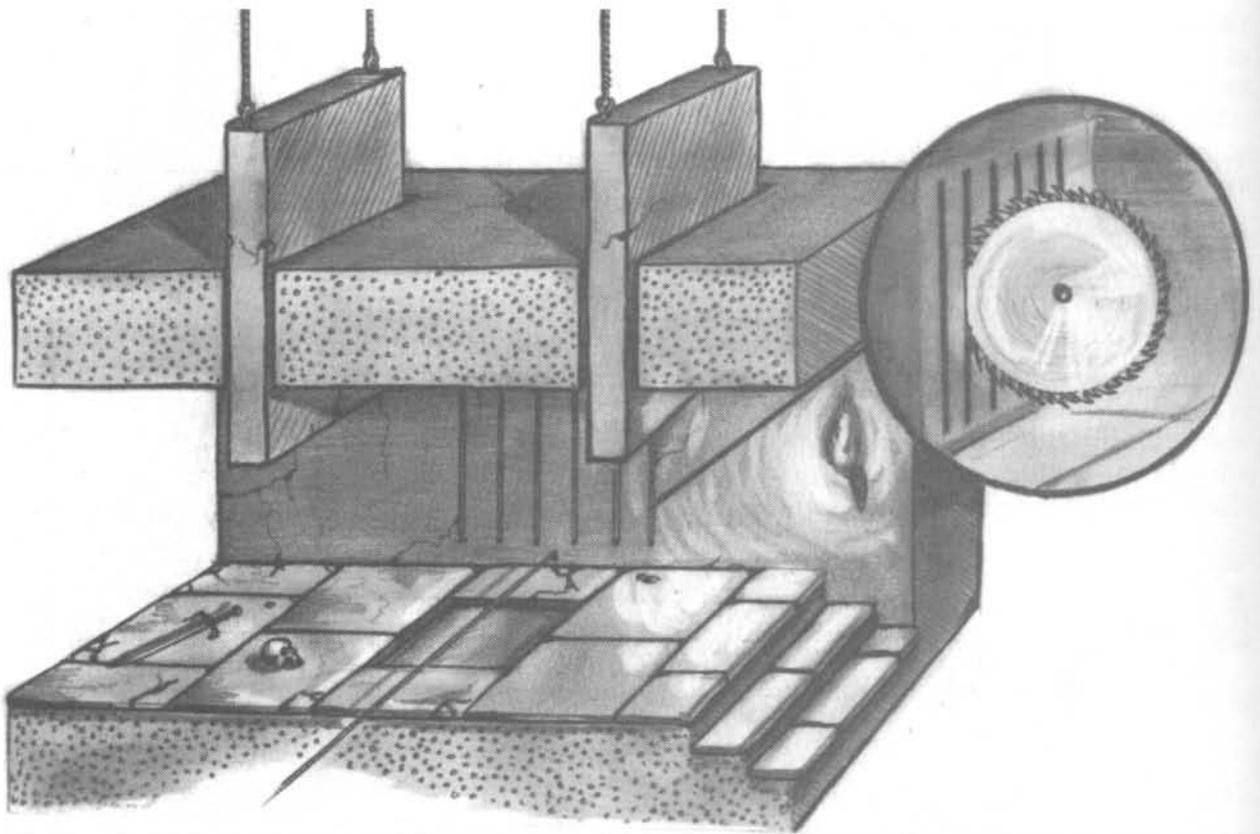
BUZZSAW CORRIDOR

Trap Type: Barricade and Blade Trap
Construction Type: Complex mechanical
Activation Type: Instant
Trigger: Local; switch
Mechanism: Gravity, spring
Effect: Injury, ensnarement
Attack Bonus: No attack roll necessary
Damage: 2d6 (barricades), 4d6 (saw blades)
Save: Reflex save (DC 20, 30) avoids (see text)
Search DC: 21
Disable Device DC: 25
Challenge Rating: 5
Construction Time/Cost: 5 weeks; 5,000 gp

The first stage of this trap is activated when an unfortunate character triggers a carefully concealed tripwire along the floor of the corridor. This triggers two mechanisms almost simultaneously. First, barricades fall at either end of a 10-foot stretch of corridor, trapping the trespassers inside. The barricades can be constructed from a variety of materials, though expert trapsmith's typically uses materials that match the construction of the corridor. Any characters standing near the barricades must make a Reflex save (DC 20) to jump aside as they come crashing down. If the saving throw is successful, the character leaps away *outside* the barricade. If the saving throw fails, the character is trapped between the two barricades. If the save is a critical failure, the character is struck by the falling barricade for 2d6 points of damage and is trapped between the barricades.

When the barricades fall, six tightly wound, spring-loaded buzzsaw blades (measuring seven feet in diameter) fire from thin slits carved in the walls to either side of the corridor. Due to the spacing and size of the blades, a successful Reflex save (DC 30) is required to avoid them. If the character fails the saving throw, he is struck by one of the blades for 4d6 points of damage. If the character suffers a critical failure, he is hit by two blades for 8d6 points of damage.

An observant rogue may immediately spot the concealed tripwire on the floor of the corridor or the narrow slits in the walls that house the saw blades. The seams in the stonework where the barricades are set into the ceiling may also be visible. To disable the trap, the rogue must cut and secure the tripwire and jam the barricades in place.

ROLL-UP DOOR OF DOOM

Trap Type: Pitfall, Monster, and Deadfall Trap
Construction Type: Complex mechanical
Activation Type: Extended
Trigger: Local; switch
Mechanism: Gravity
Effect: Injury
Attack Bonus: +10 melee, 1d4 spikes
Damage: 4d6 plus 1d4+4 per spike
Save: Reflex save (DC 20) avoids
Search DC: 28
Disable Device DC: 21
Challenge Rating: 5
Construction Time/Cost: 5 weeks; 5,000 gp

This trap is most often set on an unusual door. Rather than the typical door that swings either towards or away from the opener, this door actually slides upwards on rollers. It is made out of ironbound wooden strips, with the same statistics as a strong wooden door.

Lifting the door is fairly easy, requiring a Strength check (DC 10). Once it is opened, it reveals a 20-foot-square room with a ladder carved into the stone of the wall. Raising the door causes it to slide along the ceiling of the room, making it impossible to scale the ladder while the door is fully open. Opening the door has one other effect: It releases a hidden pack of guardians who charge towards the party from behind. This is the first stage of the trap.

The second stage begins when the party closes the rolling door. Shutting the door releases a second latch, opening the trapdoor in the floor of the room. Anyone not on the ladder or hanging onto the door handle will be dropped 40 feet to the spiked floor of the pit. For added deadliness, the act of closing the rolling door could also release a deadfall from further up the shaft, sweeping the walls clean of any hangers-on and adding to the crushing damage of the fall (DMG 114).

Discovering the trap mechanism is not particularly difficult (a simple latch on the door itself, Search DC 20), but it is more difficult to recognize that it is a two-stage trap (Search DC 28). A single check should be made to determine whether the rogue was successful in identifying one, both, or none of the stages. An unwary rogue may decide that releasing the creatures represents the extent of the trap's danger, and may therefore miss the secondary catch that releases the trapdoor and deadfall. To completely disarm the trap, the rogue must disable both of the trigger mechanisms.
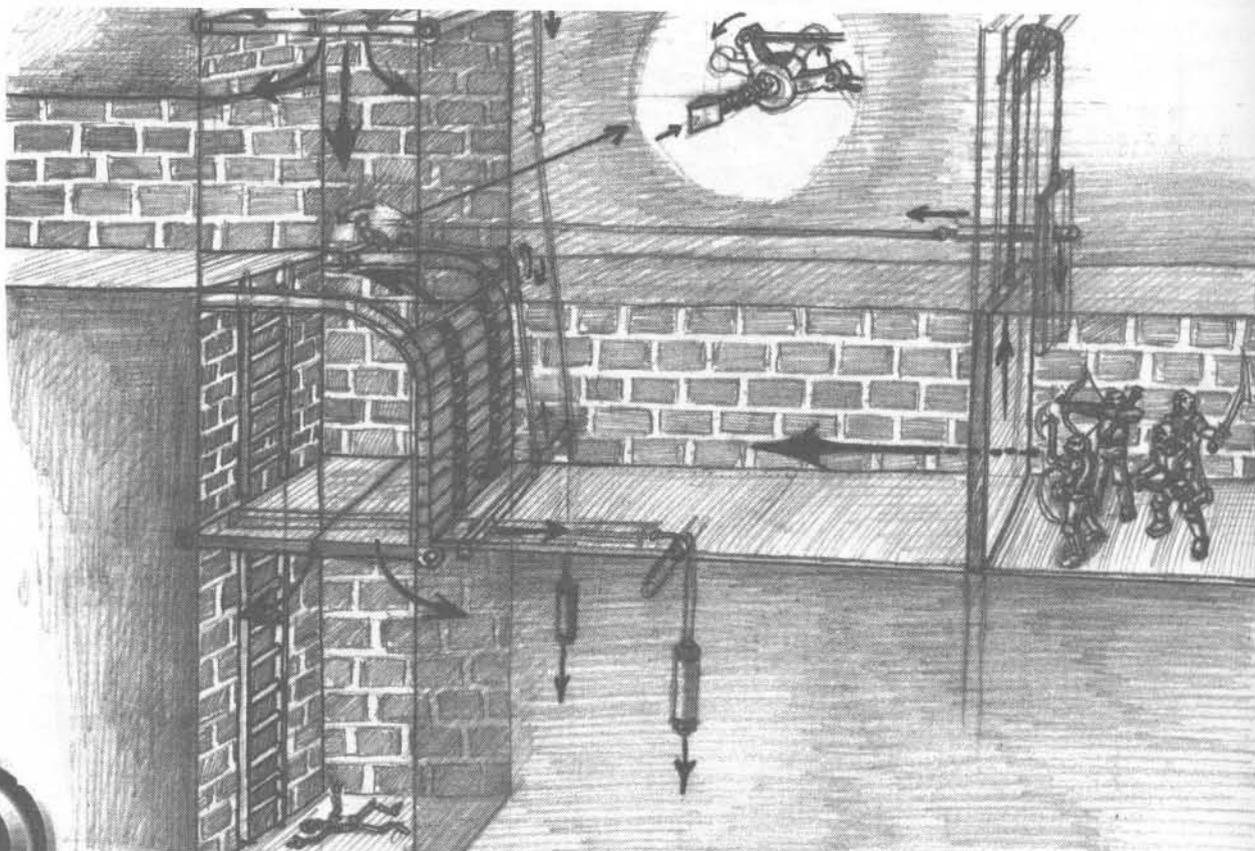
Spin Die

Trap Type: Spiked Pit
Construction Type: Complex mechanical
Activation Type: Extended
Trigger: Local; switch
Mechanism: Gravity, gear
Effect: Injury, ensnarement
Attack Bonus: No attack roll necessary
Damage: 1d6 to 8d6 (see text)
Save: Reflex save (DC variable) to avoid
Search DC: 30
Disable Device DC: 25
Challenge Rating: 5
Construction Time/Cost: 5 weeks; 5,000 gp

This trap will only be found deep within the most highly secure and deadly dungeons, as it is difficult to maintain and sheer overkill for most purposes. It will also be found only in complexes built or maintained by races or individuals who combine technical skill with a twisted and sadistic sense of humor—insane wizards, unusually skilled kobolds, and evil gnomes are likely candidates.

The trap is usually set in a corridor, though it can also be placed in a strategic location in a room to protect a specific object or area. It uses a pressure plate trigger, but one that is well disguised and that requires considerable weight to set off: at least two Medium-size creatures with normal encumbrance, or a single Medium-size creature with heavy encumbrance. This can be adjusted by the trapsmith based on the characteristics of those the trap is designed to defend against. The stonework the trap is built into is usually well braced and designed to conceal the presence of the hollow in the floor, hence the very high Search DC.

When the plate is triggered, it causes two supporting rods to slip free of the brackets holding them. The trapped floor section (usually 5 to 10 feet across) begins to rapidly plunge downwards. The floor section is mounted on a giant screw, which is placed in a pit at least 40 feet deep. The screw descends into a narrow shaft at the base of the pit. Near the base are three gears, perpendicular to the screw, which guide it. A Reflex save (DC 24) allows someone on the floor section to leap clear before it begins to descend, avoiding all damage.

(DC 18 + 2/round the trap has been in action). If the spell has no somatic components, the DC is 14 + 1/round of activity. This provides a fairly effective non-magical *dispel magic*, making the trap effective against wizards or sorcerers who would otherwise sneer at it.

It takes four rounds to descend. Each round, characters on the spinning floor section must make a Reflex save (DC 15 + 3/round the trap has been in action) to remain holding on to the plate. Characters who fail this save are flung into the spikes. The spikes cause 1d6 points of damage per round the trap has been in action. For example, if the save is failed on the third round, the victim takes 3d6 points of damage.

Note that this means a character takes less damage if he fails the save and falls off early. Of course, if he manages to hold on until the very end, he'll take no damage and just be stuck at the bottom of the pit. Anyone flung off and impaled, but still alive, is presumed to be holding on to the spikes. Climbing is actually easy with all the spikes to hold onto; this requires a Climb check (DC 10). Failure results in a very painful fall.

Resetting the trap is a complex and tedious process, usually taking at least a day. This, combined with the complexity of the trap, again limits it to guarding important locations against those who would likely evade or be unharmed by simpler mechanisms.

Variants: For an especially nasty version, the spikes can be barbed. This adds 1d6 to the damage caused by the spikes and increases the DC of the Climb check to 20.

The screw is heavily weighted, and as it falls, it rotates with increasing speed. Those on the floor section at the top of the screw will find themselves being pulled to the edges by the spin and then hurled outwards. Characters hurled from the floor section are impaled on the sharp spikes that line the pit.

The rapid spinning of the trap makes concentration extremely difficult. To cast any spell or deploy any use-activated magic item, the character must make a Concentration check

TRESPASSER TREBUCHET

Trap Type: Pit and Trebuchet
Construction: Complex mechanical
Activation Type: Instant
Trigger: Remote; switch
Mechanism: Gravity, counterweight
Effect: Ensnarement, injury
Attack Bonus: No attack roll necessary
Damage: 2d6 (pit); 5d6 (trebuchet)
Save: Reflex save (DC 20) avoids
Search DC: 21
Disable Device DC: 28
Challenge Rating: 5
Construction Time/Cost: 5 weeks; 5,000 gp

The Trespasser Trebuchet is a complex mechanical trap that combines the effects of a 20-foot-deep pit with a siege weapon. The trap works best outside or within a large, high-ceilinged chamber.

The concealed throwing arm of the trebuchet forms part of the floor in front of the protected door. Thus, the danger area of the trap is a strip five feet wide and 20 feet long leading up to the portal. The trigger for the trap is in the room opposite the protected door. A winch holds the trebuchet in firing position. A guard nearby activates the trap by pulling a lever that releases the throwing arm, allowing the counterweight to fall. Anyone in the danger area within five feet of the door must make a Reflex save (DC 20) to avoid being hurled 50 feet, suffering 5d6 points of damage. Others in the danger area further than five feet from the door must make a Reflex save (DC 20) to avoid falling into the pit, suffering 2d6 points of damage.

A character trapped in the pit can climb the trebuchet to escape (Climb DC 10). The throwing arm must be pulled back into place with the winch before the trap functions again. Alert guards utilizing the Trespasser Trebuchet are advised to take advantage of the dilemma caused by the trap.

This trap is relatively easy to find for an observant rogue. The danger area is often imperfectly concealed. Disabling the device is more challenging. The activation switch is several feet away on the other side of a closed portal. An industrious rogue can wedge the throwing arm into place, but doing so may itself alert hostile guards who could then activate the trap before it can be successfully disabled.

VESHER'S TERRIBLE TUMBLER

Trap Type: Spiked Pit
Construction Type: Complex mechanical
Activation Type: Extended
Trigger: Local; trapdoor and switch
Mechanism: Gravity, gear
Effect: Ensnarement, injury
Attack Bonus: No attack roll necessary
Damage: 2d6 per round
Save: Reflex save (DC 20) to avoid
Search DC: 21
Disable Device DC: 30
Challenge Rating: 5
Construction Time/Cost: 5 weeks; 5,000 gp

Vesher's Terrible Tumbler is the fiendish combination of a simple pit trap and a clockwork mechanism that tumbles wildly to impale characters on spikes mounted to the walls of the pit.

Typically placed in a maze, stronghold, or crypt constructed of stone, this trap's first stage is a simple pit trap. A trapdoor opens and the victim falls to the floor of a small room 10 feet below. The trap room is typically 15 feet square, and the trapdoor in the ceiling will snap shut automatically. The victim will soon become aware of the long metal spikes set into the walls and ceiling.

When the victim falls into the trap room, a complex series of clockwork gears and shafts grind into motion. The gears will operate for five rounds, unless the victim or his companions find some way to stop them. The gears drive shafts connected to the room, thrusting them back and forth like pistons, causing the room to shake and tumble. A character trapped in the chamber must make a Reflex save (DC 25) each round. If the save fails, the character takes 2d6 points of damage as the tumbler throws the character onto the spikes.

After the gears wind down, the room will

finally stop tumbling. The gears must be reset before the trap will operate again.

A rogue may notice the contours of the trapdoor set in the floor. To disable the trap, the rogue simply needs to jam or cover the trapdoor. Disabling the clockworks gears is considerably more difficult. The rogue must open the trapdoor (Open Lock DC 30) and lean down into the tumbler to access the gearbox (Climb DC 25).
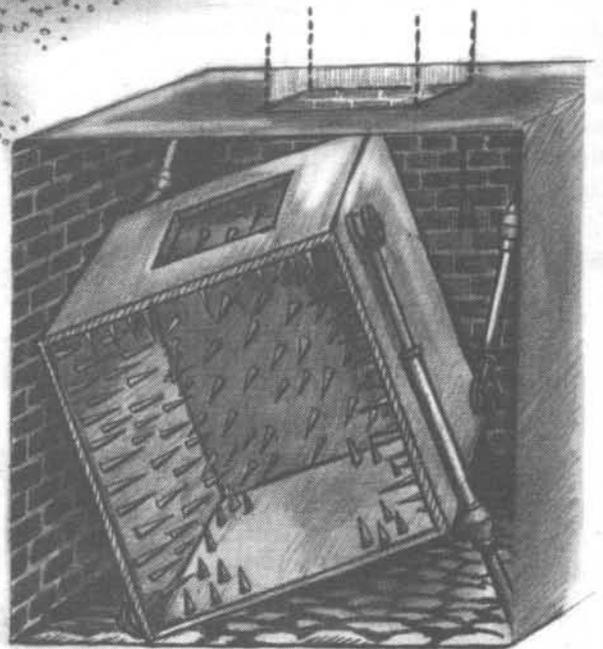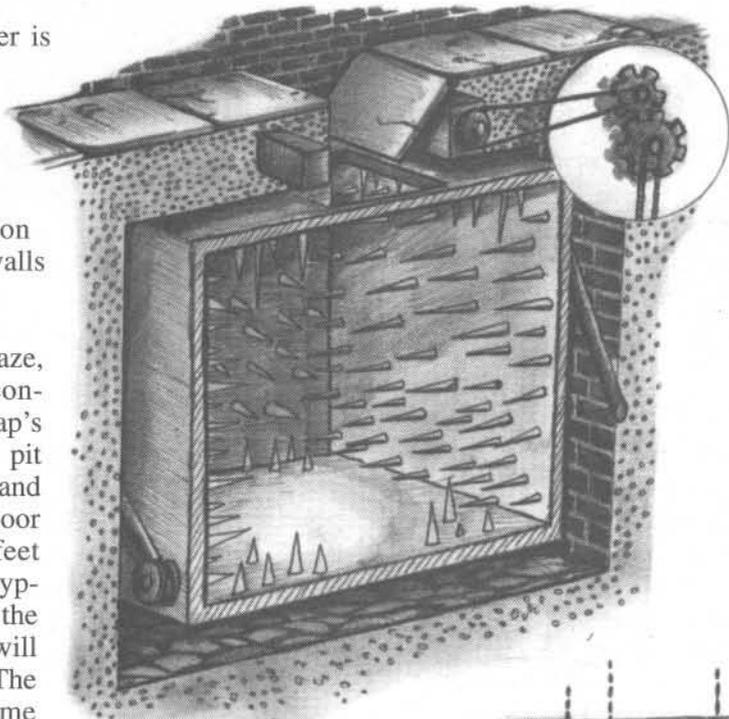
BLACKSTONE'S MALIGN MASHER

Trap Type: Rolling Boulder
Construction Type: Complex mechanical
Activation Type: Extended
Trigger: Local; switch
Mechanism: Gravity
Effect: Injury
Attack Bonus: No attack roll necessary
Damage: 10d6
Save: None
Search DC: 21
Disable Device DC: 25
Challenge Rating: 6
Construction Time/Cost: 6 weeks; 6,000 gp

Blackstone's Malign Masher is an example of the classic rolling boulder trap. Variations of this tried-and-true design are found throughout the land.

This extended activation trap is almost always constructed in a corridor, preferably a long, straight one. A pressure plate set in the center of the corridor activates the trap. When an adventuring party passes through the corridor and one or more of the companions step on the pressure plate, a trapdoor in the ceiling behind them is released and swings down. The trapdoor is large enough that the front edge drops down to the floor, creating a ramp with an angle of about 45°.
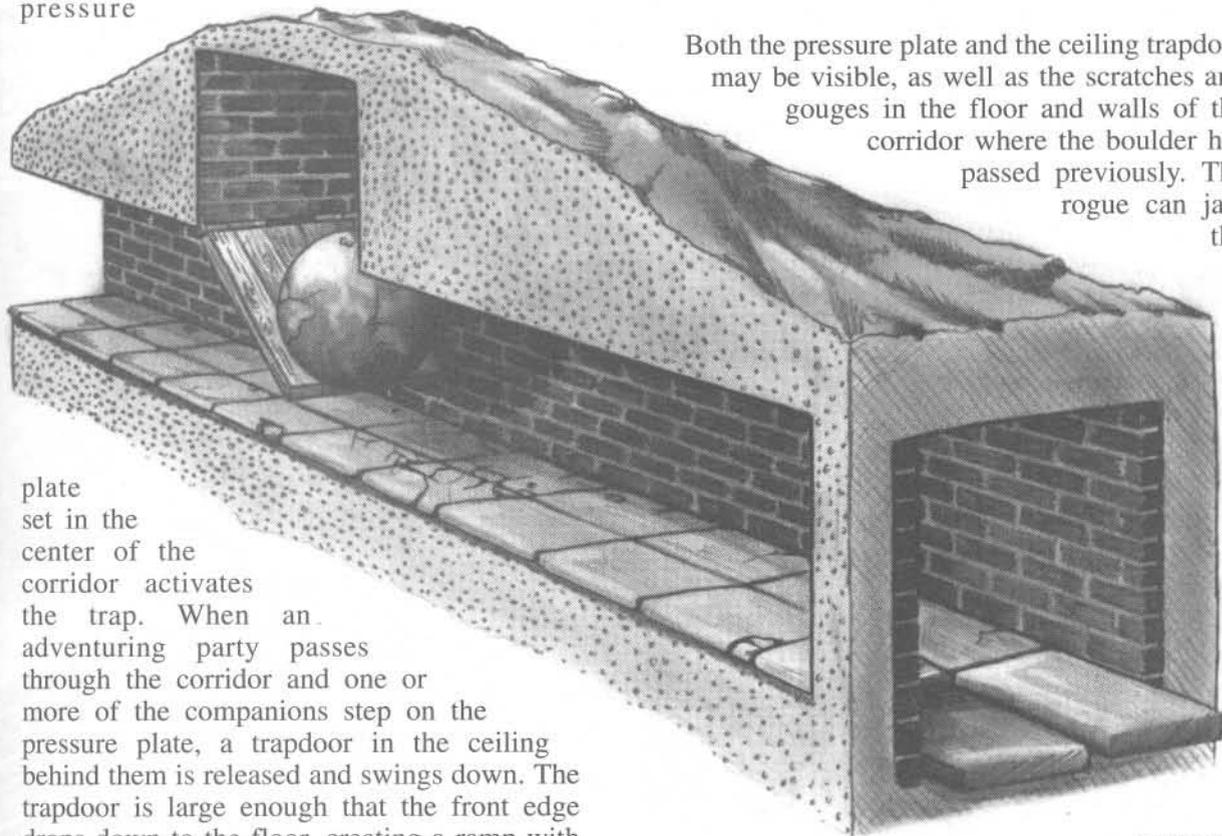
When the trapdoor swings down, a large round stone is released from its carriage in the recessed compartment above the trapdoor. The boulder rolls down the ramp, gaining momentum, and rumbles down the angled corridor toward the hapless adventurers.

In Blackstone's standard design, the corridor in which the trap was set was 150 feet long. The boulder rolls 10 feet on the first round, 20 feet on the second, 40 feet on the third, and 80 feet on the fourth round. At the end of the corridor is a sturdy stone door, which is locked. Picking the good quality lock requires a successful Open Lock check (DC 30), which takes one round. The only way to escape the rolling boulder is to race down the corridor, pick the lock, and get through the door within four rounds. The DM should roll initiative for the stone (+0) each round to determine when it moves.

Characters who are caught and struck by the boulder suffer 10d6 points of crushing damage. There is little room to move in the confined corridor, so no saving throw is allowed. The DM can scale this trap a bit by making the corridor large enough that characters can make a Reflex save (DC 20) for half damage.

Both the pressure plate and the ceiling trapdoor may be visible, as well as the scratches and gouges in the floor and walls of the corridor where the boulder has passed previously. The rogue can jam the pressure plate easily enough, but to be completely safe, he must also jam the trapdoor or disable the release mechanism.

BLACKSTONE'S MARINE MENAGERIE

Trap Type: Flooding room
Construction Type: Complex mechanical
Activation Type: Extended
Trigger: Local; switch
Mechanism: Pressure
Effect: Injury
Attack Bonus: No attack roll necessary
Damage: Drowning, predators
Save: None
Search DC: 21
Disable Device DC: 25
Challenge Rating: 6
Construction Time/Cost: 6 weeks; 6,000 gp

Blackstone's Marine Menagerie is located in a large, round room of stonework construction. In the center, a deep pool is carved into the stone. The pool can be stocked with aquatic creatures: Sharks were Blackstone's favorite.

When the door to the room is opened, a switch in the door latch releases a spring-loaded gear, which begins unwinding. When the gear unwinds fully (about four rounds), another switch is activated and triggers the trap. First, an iron plate is released and drops down in the doorway, completely sealing the room. Next, concealed pipes ringing the chamber along the top of the walls begin spraying water into the room from a pressurized reservoir.

It is about 10 feet from floor to ceiling and the water level will rise about two feet per round, so the room will fill completely in five rounds. After two rounds, enough of the room will be submerged that the sharks will be able to swim to any part of the room. These animals are kept hungry, and they will likely attack anyone in the water. The room remains flooded for 30 minutes and then begins to drain. The water level drops at a rate of one foot per round, and the sharks will eventually be washed back into the pool. After 10 rounds, the room—except for the pool—will be completely drained.

Unless the trap has never been activated or is very carefully maintained, watermarks will likely be visible on the walls. If the room is rarely cleaned, there may even be moss, mold, or mildew on the stone floor and wall tiles. Disabling the latch mechanism in the door most easily disarms the trap—it is very difficult to plug the pipes effectively, since the water is under high pressure.
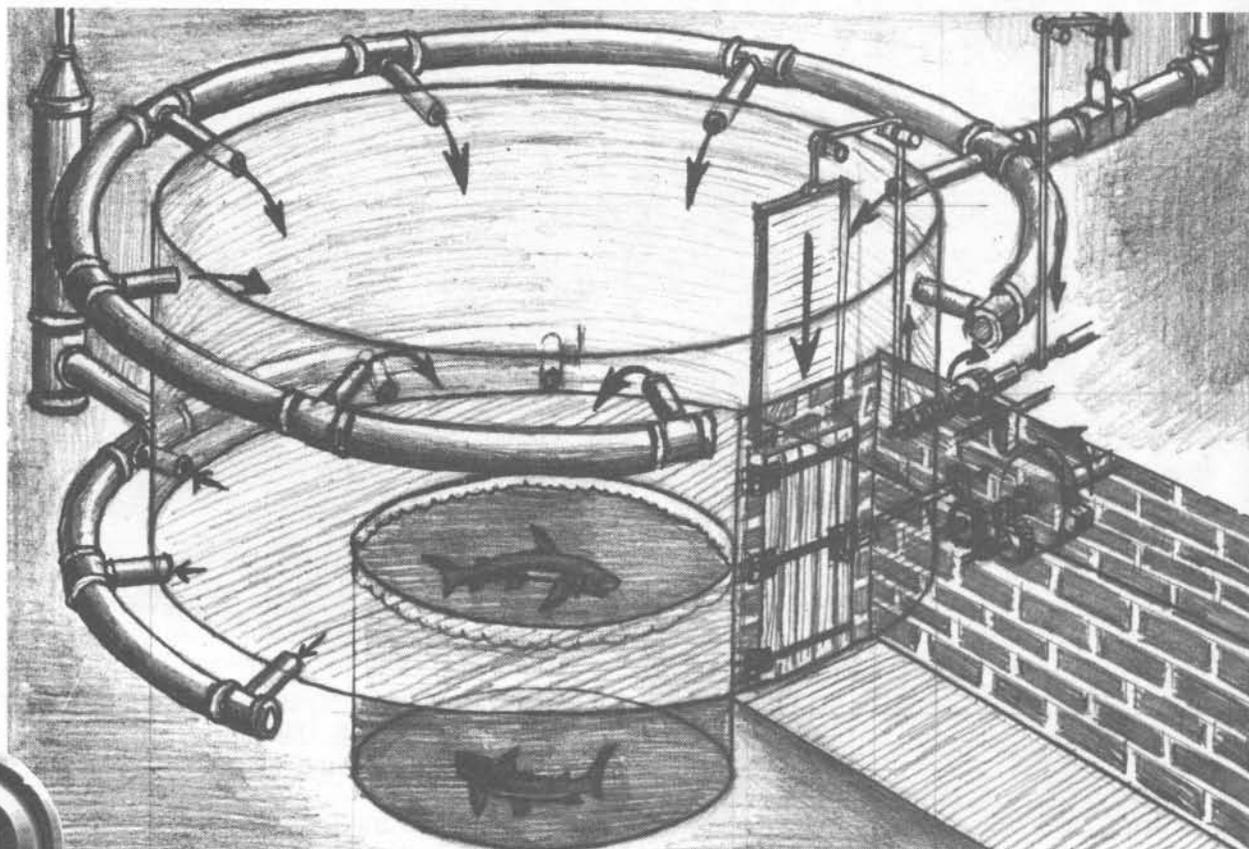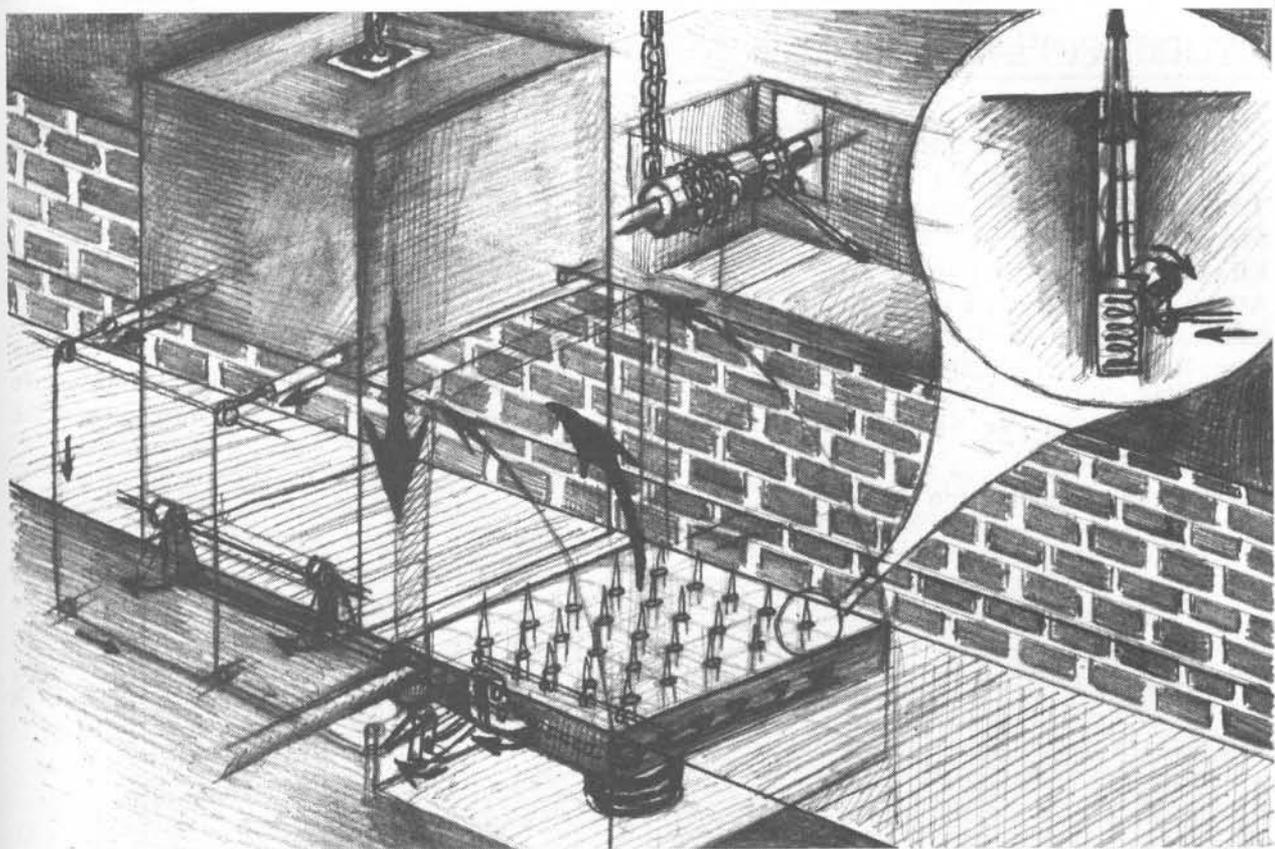
BLACKSTONE'S ROCK AND A SHARP PLACE

Trap Type: Falling Block and Spike Trap
Construction Type: Complex mechanical
Activation Type: Instant
Trigger: Local; switch
Mechanism: Gravity, spring
Effect: Injury
Attack Bonus: +15 melee, falling block
Damage: Variable (see text)
Save: Reflex save (DC 15) avoids spikes
Search DC: 21
Disable Device DC: 25
Challenge Rating: 6
Construction Time/Cost: 6 weeks; 6,000 gp

This multiple-component trap is extremely dangerous and is typically constructed in a dungeon corridor. It can be effective against several trespassers at once, and because it activates in two stages, is difficult to avoid once it has been triggered.

The first component of the device is a common falling block trap. The block is usually a cube with dimensions that match the corridor. The DM should make an attack roll against any characters standing in this section of the corridor when the trap is triggered. Characters struck by the block take 6d6 points of damage.

The falling block drops behind any characters standing on the pressure plate. Seconds after the block falls, spikes extend from this 10-foot-square section of the floor and the whole section is propelled into a vertical position by a powerful spring mechanism. Characters who fail a Reflex save (DC 15) will be flipped back against the block and impaled by 1d4 spikes for 1d4+1 points of damage per spike.

Because this is a complex, multipart trap, it offers abundant clues for the cautious rogue. The seam where the falling block is set into the ceiling may be visible, as well as the contours of the pressure plate that triggers the trap. A rogue may spot the concealed holes that house the retractable spikes and the outline of the spring-loaded floor section. This trap is also difficult to maintain. The falling block is connected to a chain-and-pulley, and it must be winched back into place after the trap is activated. A gear must be wound to retract the spikes into the floor, and the spring mechanism must be reset. All of these components require periodic maintenance if the trap is to function properly.

CYLINDER OF ACID

Trap Type: Acid Trap
Construction Type: Complex mechanical
Activation Type: Extended
Trigger: Local; switch (pressure plate)
Mechanism: Gravity
Effect: Ensnarement, injury
Attack Bonus: No attack roll necessary
Damage: 1d6 per round
Save: Reflex save (DC 20) avoids
Search DC: 30
Disable Device DC: 25
Challenge Rating: 6
Construction Time/Cost: 6 weeks; 6,000 gp

While trapped inside the cylinder, the victim suffers from acid exposure damage for each round he remains trapped within. It takes five rounds for the cylinder to completely fill with acid (see DMG 88 for full details on acid damage and the effects of acid immersion).

A Strength check (DC 20) is required to lift the cylinder high enough for a character to escape, unless another means of lifting can be utilized. A character on the outside of the cylinder attempting to lift it must make a Reflex save (DC 20) or take 1d6 points of damage from the acid spilling out into the corridor.

A spellcaster trapped in the cylinder who attempts to cast a spell must make a Concentration check (DC 15 + damage taken in the initial round) or be unable to cast spells.
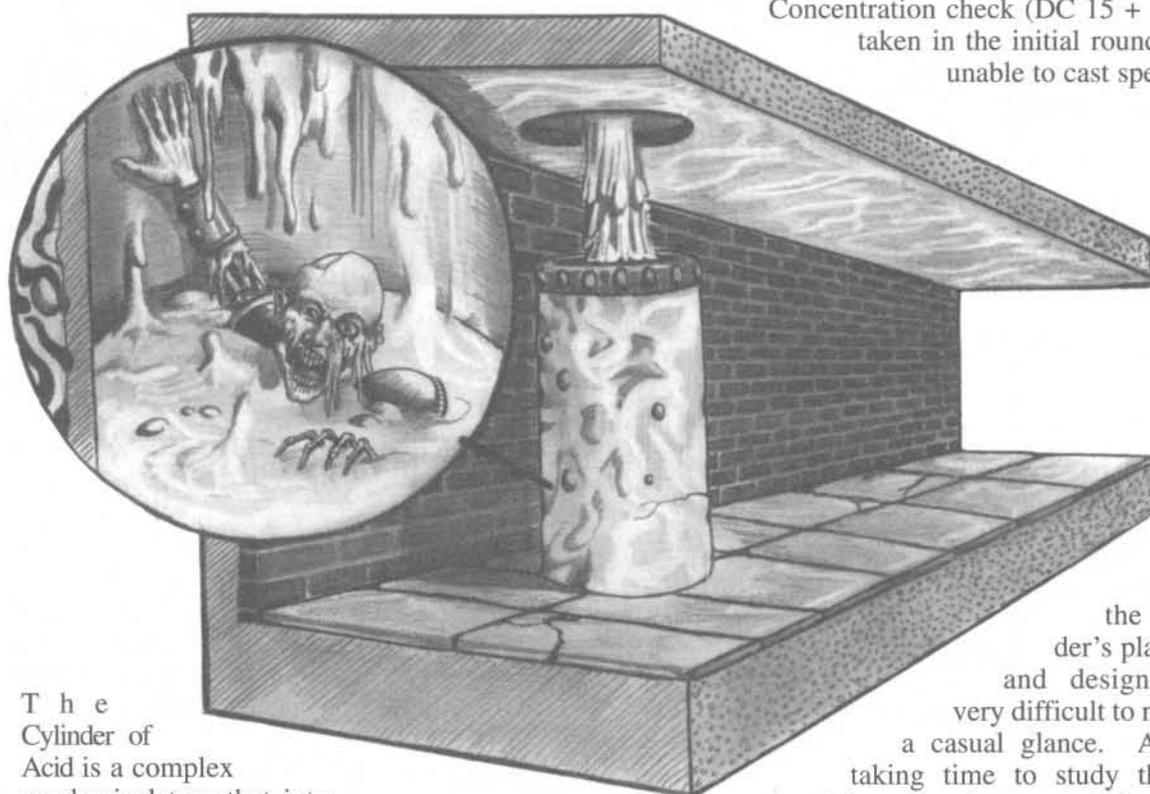
The Cylinder of Acid is a complex mechanical trap that integrates a 10-foot-tall stone cylinder and several gallons of corrosive acid. Due to the materials involved, this trap is typically used in worked-stone passageways (such as a crypt or stronghold corridor).

When triggered by a character, a large, ornately designed stone cylinder (usually 10 feet in diameter) falls from the ceiling, trapping the victim inside. Simultaneously, the falling cylinder triggers the release of several gallons of acid that are stored in the ceiling just above the shaft.

Due to the cylinder's placement and design, it is very difficult to notice at a casual glance. A rogue taking time to study the area might notice the concealed trapdoor in the ceiling that covers the base of the cylinder. A particularly adept rogue may also notice discoloration and scarring on the floor caused by the acid. To disarm the trap, a rogue must reach the cylinder's base along the ceiling, pry open the trapdoor, and jam the release mechanism. If the rogue suffers a critical failure on the Disable Device check, the mechanism will be activated, possibly trapping anyone directly below.

Perivax's Pit of Poisoned Water

Trap Type: Poisoned Water Pit
Construction Type: Simple mechanical
Activation Type: Instant
Trigger: Local; trapdoor
Mechanism: Gravity
Effect: Ensnarement, injury
Attack Bonus: No attack roll necessary
Damage: 10d6 plus poison and drowning
Save: Reflex save (DC 20) avoids
Search DC: 20
Disable Device DC: 20
Challenge Rating: 7
Construction Time/Cost: 7 weeks; 7,000 gp

Perivax's Pit of Poisoned Water is a simple mechanical trap that utilizes a 100-foot-deep pit and a pool of poisoned, paralysis-inducing water to drown victims. The trap is typically used in less-traveled corridors and underground tunnels.

A trapdoor covers the pit opening, which is usually 10 feet square. When the trap is activated, the victim falls the full 100 feet and lands in a pool of stagnant water.

A character trapped in the pit soon realizes that the water is poisoned. Carrion crawler brain juice is the poison typically used (DMG 80). If the character successfully fights off the effects of the poison, he will have to make a successful Climb check (DC 20) to escape the pit and avoid another saving throw against the poisoned water. The trapdoors reset after being triggered, and a successful Strength check (DC 13) is required to keep the doors open.

While carefully hidden, the trapdoor should not be difficult for a skilled rogue to notice and easily avoid. A rogue might notice that the corridor has a thin layer of dust on the floor, except for the square that conceals the trapdoor, due to the trapdoor's being triggered prior to his arrival. To disarm the trap, a rogue need only wedge a climbing piton or dagger into the groove around the trapdoor's hinges to jam the mechanism.
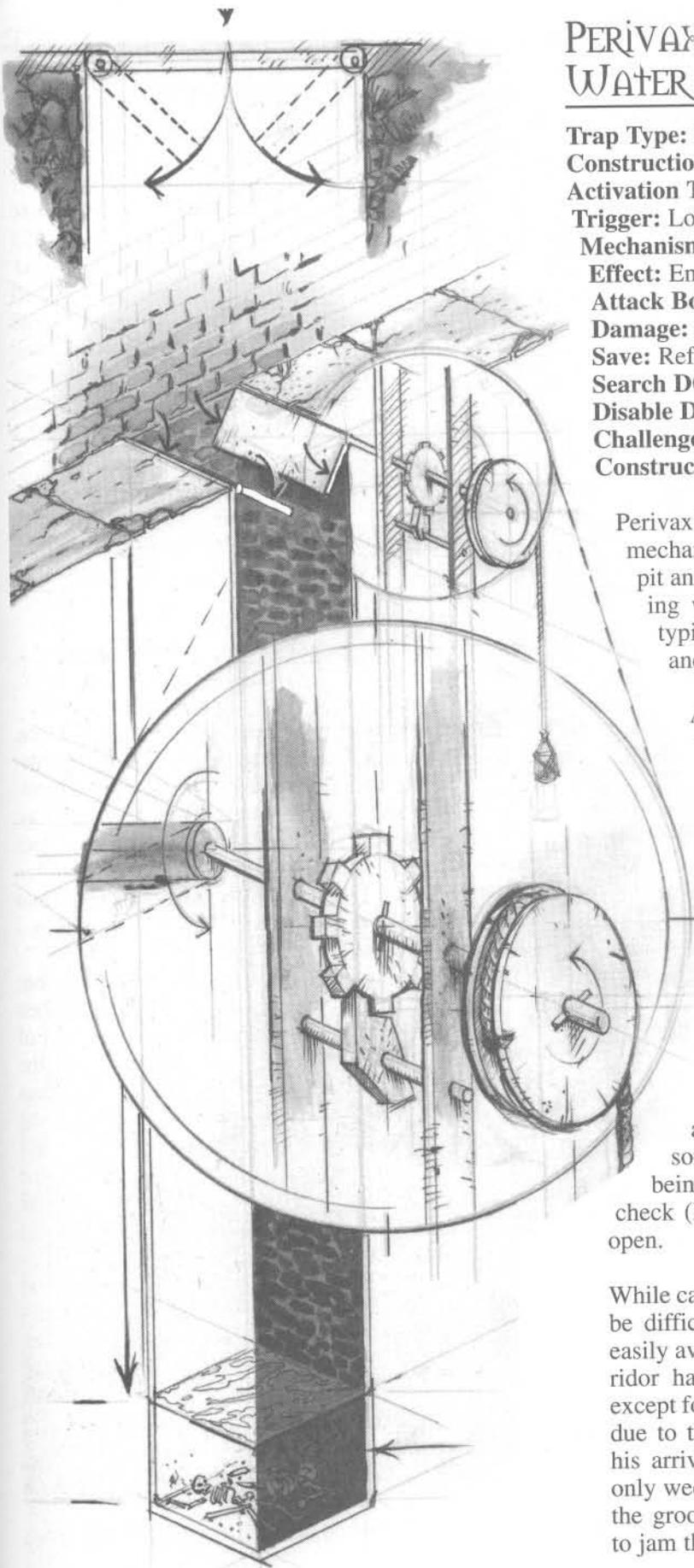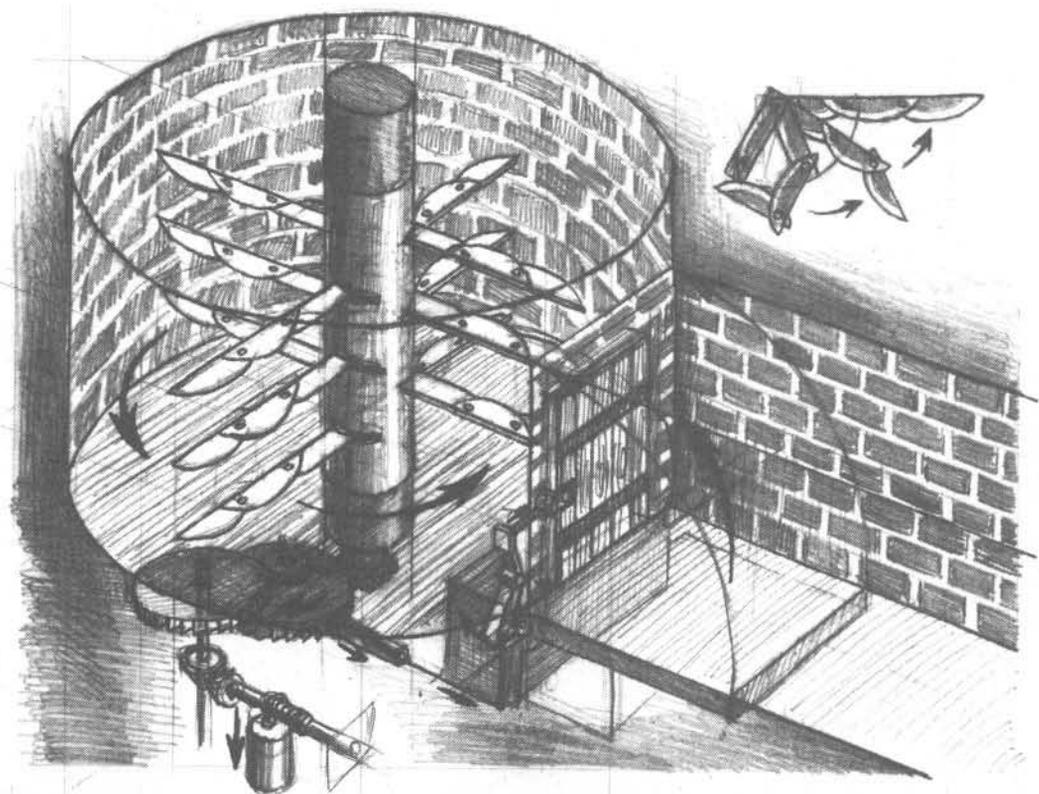
BLACKSTONE'S BLADE STORM

Trap Type: Scything Blades
Construction Type: Complex mechanical
Activation Type: Instant
Trigger: Local; switch
Mechanism: Gear
Effect: Injury
Attack Bonus: +8 melee
Damage: 1d8
Save: Reflex save (DC 15) to avoid trapped floor
Search DC: 21
Disable Device DC: 25
Challenge Rating: 8
Construction Time/Cost: 8 weeks; 8,000 gp

This deadly, multiple-component trap is one of Blackstone's most complex designs. It is only known to have been constructed once, in the great tomb of an ancient king.

The trap is constructed in a circular room about 20 feet in diameter. In the center of the room is a cylindrical stone column running from floor to ceiling. Aside from this column, there is nothing in the room apart from plain, bare stone.

When the door to the room is opened, the trap is activated. A trigger mechanism in the door releases the first component of the device. The 10-foot-square section of floor immediately before the door springs up to a vertical position so that it completely seals the doorway. Characters standing on this section of floor must make a Reflex save (DC 15) to jump free or be hurled sprawling into the room. The floor section has a Hardness of 8 and 60 hit points.

A few moments later, long blades unfold from concealed slits in the central column. When fully extended, these blades reach just short of the room's walls and run up and down the length of the column. Once the blades have unfolded, the pillar begins to turn, filling the entire room with sweeping blades. Each round a character is in the room, he is subject to one attack by the blade storm. The pillar spins for 2d6 rounds before winding down and grinding to a halt.

This is a deadly trap, but one that offers several clues to the cautious rogue. The trapped floor section is built carefully to fit flush with the corridor walls, but narrow seams will be visible to close inspection. The door latch trigger will also be apparent to a rogue who investigates it carefully before opening the door. To disable the trap, the rogue must stay clear of the trapped floor and disarm or break the door latch mechanism.

Take Your Best Shot

Trap Type: Falling Block and Firepit
Construction Type: Complex echanical
Activation Type: Extended
Trigger: Remote; switch
Mechanism: Gravity
Effect: Injury, ensnarement
Attack Bonus: No attack roll necessary
Damage: 6d6, plus 1d6 fire damage per round
Save: None
Search DC: 25
Disable Device DC: 27
Challenge Rating: CR 10
Construction Time/Cost: 10 weeks; 20,000 gp

This trap is designed as a combination skill test and trap, certain to challenge the characters' abilities and courage. As the party makes their way down a long dead-end corridor, they are presented with an unusual sight—the wall at the end of the hall has an arrow slit cut into it, similar to those found on castle walls and towers. On the right-hand wall is a small stone trough built into the wall, along with a coin-sized slot. A sign over the arrow slit reads, "Take Your Best Shot and Be Rewarded."

Peering through the arrow slit, a character will see a fairly large bulls-eye target fixed to a wall 20 feet away. A flickering glow from below lights the target, and it is clear there is no floor beyond the arrow slit.

The target is relatively easy to hit, with an effective AC of 12. Once the rogue finds his mark, two things happen simultaneously: A gold coin rolls from the slot and into the trough, and the wall that the target was mounted on falls forward, revealing another wall and target, 40 feet from the arrow slit. This one is smaller, and the flickering light illuminates it poorly, increasing the AC to 14. Planting an arrow in this target results in four gold coins being released. The 40-foot-distant wall falls forward, presenting the rogue with another target at 60 feet.

This pattern is repeated, with the AC of the target increasing by 2 with each 20 feet of distance, up to 120 feet (AC 22). The reward increases as well, quadrupling each time, to a maximum of 1,024 gold pieces. If the gold pieces are left in the trough as the last wall falls, the barrier with the arrow slit falls away, letting the party pass. If the coins are removed, however, the trap is sprung.
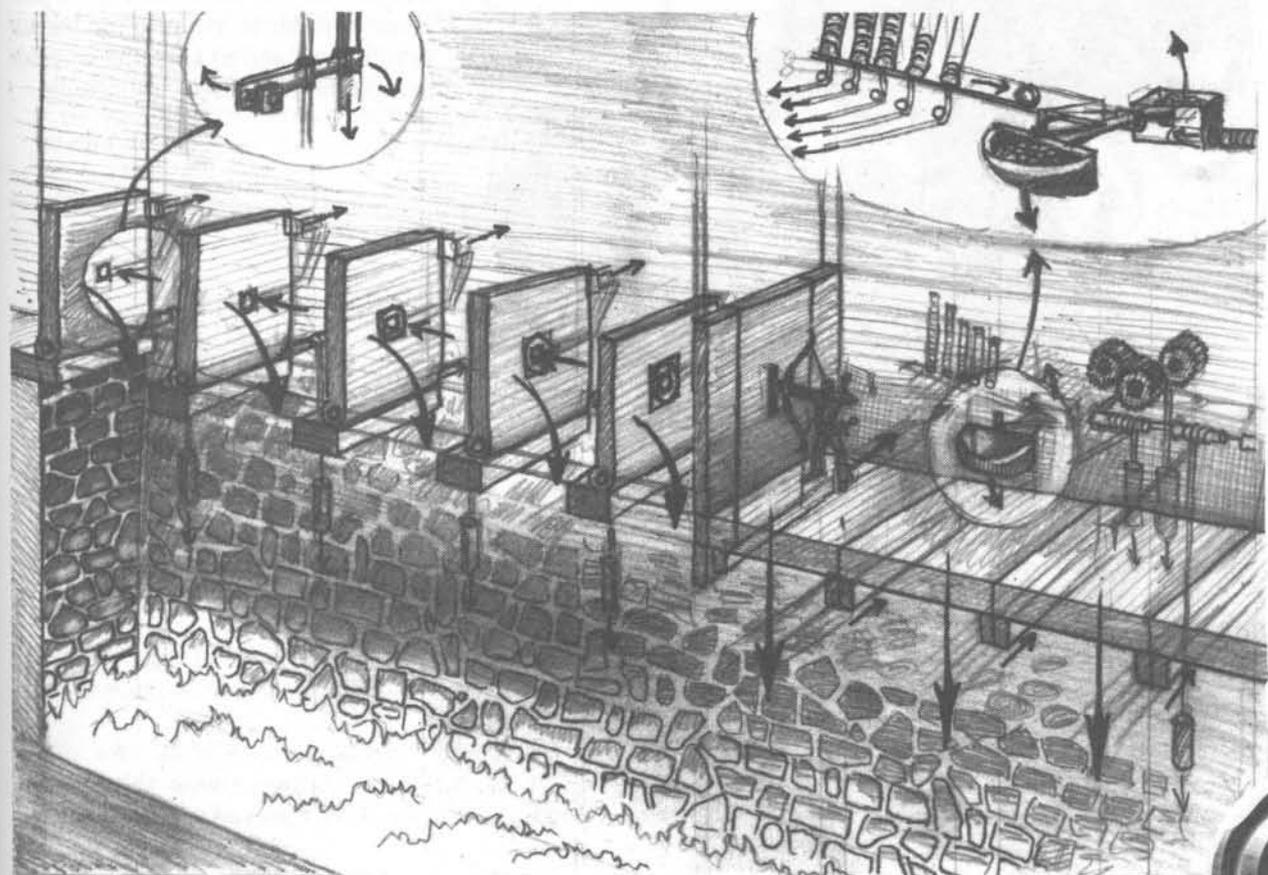
Target Distance	AC	Reward
20 ft.	12	1 gp
40 ft.	14	4 gp
60 ft.	16	16 gp
80 ft.	18	64 gp
100 ft.	20	256 gp
120 ft.	22	1,024 gp

As the last target falls, the party hears a distant "whump" behind them, followed by another that is closer, and then another—one per second. The corridor behind them is falling away in 20-foot sections, the sections plummeting into a 60-foot-deep pit of fire. The party has six seconds to plan their escape, if indeed any is possible.

Locating the trap mechanism is difficult, requiring a Search check with a DC of 25. A skilled rogue will be able to determine that as the coins fall into the trough, the added weight causes it to sink slightly towards the floor. The trough must be depressed fully by the weight of the coins (or something of similar weight) as the final wall falls into place in order to a) cause the barrier to fall away and b) keep the corridor behind the party from collapsing.

CHAPTER FOUR
MAGIC TRAPS

Carrying a large tray laden with fresh food and water, the holy sister kicked the heavy wooden door leading into the guardroom.

"It's Sister Saracee. Open up!" she called.

The door opened a crack and the sleepy face of a guardsman peered out at her. The man grunted and pulled open the door to let her in.

"I've brought refreshment for condemned. May I see him?"

The guard shrugged and gestured down the corridor.

He was in the last cell, at the very end of the hallway. His name was Tomas, and he'd murdered a minor nobleman during a botched burglary. Tomorrow he was going to hang.

"You again, eh?" he said. "Well, you better hand that through."

Saracee slid the tray along the floor, through an opening in the bars.

"So why do you do it, sister?" the criminal asked, his words muffled by the food in his mouth. "Can't be much glory in showing kindness to evil men."

Saracee smiled. This was the first time he'd spoken to her.

"I do it because I was one of you. I was a thief and a killer—probably worse than you, even."

The criminal looked at her doubtfully. "So what happened, guess you found the light?"

Saracee laughed. "No Tomas, the light found me! I robbed a temple—an old one. I made it past the pits, the scything blades, the falling blocks. But I missed the ward on the door to the treasury, and it purged the evil from my soul, washed all my sins away. I left there empty-handed and happier than I'd ever been.

"Thing is, I know it was just a trap, that what happened was basically a curse. But gods help me, it's a curse I don't want to be lifted."

INTRODUCTION

This chapter presents full descriptions, game statistics, and illustrations of a variety of magical traps. Trap names and game statistics are designated as Open Content. Text descriptions are designated as closed content.

The trap entries are organized in order of Challenge Rating, lowest to highest.

One Last Coin

Trap Type: Monster Trap
Construction Type: Magic
Activation Type: Instant
Trigger: Local; magic
Mechanism: Magic
Effect: Injury
Attack Bonus: None
Damage: None (see text)
Save: None
Search DC: 25
Disable Device DC: None
Challenge Rating: 1
Construction Time/Cost: As *iron flask*

The physical trigger for this trap is a single gold coin, the last of a large treasure, hidden under a bag, crate, or chest. There is nothing to distinguish the coin from a normal one—it is the same size and shape, and it is not magical. By all appearances, it was merely covered over by other items in the trove. Once the coin is picked up, however, the trap itself is revealed—a *bound* (PHB 179) efreeti springs forth and takes out years of pent-up rage and frustration on the adventurers.

This trap can be placed anywhere that a single gold coin would not seem out of place. Typically, it is used as a last-ditch trap intended to defeat the adventurers before they escape with the last treasure in a dungeon, palace, or other secure area. Since the efreeti does not need sustenance while it is bound, this trap can lay dormant for years, decades, or longer. The DM may wish to increase the efreeti's effective level by one per decade, reflecting his increasing anger over his containment.

The trap is very difficult to detect. Since the actual magic is cast upon the efreeti itself, a *detect magic* spell cast on the coin reveals nothing. Moving the coin uncovers the small shaft that has held its tiny prisoner for years. A rogue has a chance to detect the trap by noticing that the floor around the coin is slightly warmer than the rest of the room (the heat of the creature's rage). There might also be a slight sulfurous odor in the area.

The Challenge Rating for the trap does not, of course, include the CR of the efreeti.

BLACKSTONE'S CONFINING CONUNDRUM

Trap Type: Magical Pitfall
Construction Type: Simple mechanical, magic
Activation Type: Extended
Trigger: Local; trapdoor, magic
Mechanism: Gravity, magic
Effect: Movement, ensnarement
Attack Bonus: No attack roll necessary
Damage: None
Save: Reflex save (DC 15) to avoid trapdoor, Fortitude save (DC 11) negates spell trap
Search DC: 21
Disable Device DC: 25
Challenge Rating: 2
Construction Time/Cost: 1 week, 3 days; 3,500 gp; 100 XP

The first component of this hybrid trap is a concealed trapdoor over a chute or slide. A character stepping on the trapdoor must make a Reflex save (DC 15) or fall into the chute.

The chute is about 20 feet long and slanted at a sharp angle. About halfway down the chute, a magical trigger activates a spell trap that casts *reduce* on any character in the chute as a 5th-level wizard. Immediately after this point, the chute narrows to about 50% of its former size. If the character máde his Fortitude save to resist the spell, he will easily be able to stop his slide when the chute narrows. If the character fails the save, he will continue to slide down the chute into a small cell with no exits.

The *reduce* spell will remain in effect for about 5 minutes. The character will have to escape from the prison within this time, or the spell will wear off and he will be unable to fit back through the narrowed section of the chute. Climbing up the chute requires a Climb check (DC 20). The trapdoor is spring-loaded and wedging it open from inside the chute requires a Strength check (DC 10).

This trap's weak link is the trapdoor covering the chute. If a rogue spots the outline of the trapdoor, it can be jammed or marked relatively easily. Disabling the spell trap requires climbing down the chute and removing the trigger. The spell trap is typically created with 50 charges and the trapdoor requires periodic maintenance. Otherwise this trap can function indefinitely.

When a command word is spoken (usually by the dungeon guardians who have encountered the trespassers), the darklight lantern discharges a *darkness* spell.

The lantern's fine craftsmanship may tip a clever rogue to its true nature, or he may just assume that it's a particularly fine lantern. The casing that holds the wick is the component actually imbued with the magic, and this must be disassembled and removed.

BLACKSTONE'S SOUND OF SILENCE

Trap Type: Silence Trap
Construction Type: Magic
Activation Type: Instant
Trigger: Local; magic
Mechanism: Magic
Effect: Hindrance
Attack Bonus: None
Damage: None
Save: None
Search DC: 27
Disable Device DC: 27
Challenge Rating: 2
**Construction Time/Cost:** 2 days; 1,500 gp; 60 XP

Blackstone's Sound of Silence is a very popular trap in locations where noise is unwelcome or where defenses against spellcasters are needed.

This trap's magic trigger is activated by loud noise. This includes conversations louder than a whisper and most spellcasting. Non-vocal noise—such as that caused by combat—will also trigger the trap.

When the trigger is activated, the trap discharges a *silence* spell, usually on the empowered object itself. Everything within a 15-foot radius of this object is affected by the spell. Because the spell is cast on an object, no saving throw is allowed. The trap is typically constructed with 50 charges.

The fine materials and craftsmanship used in the creation of the receptacle are usually the only trapsign, as the spell effect is completely immaterial and leaves no mark on the environment. Unless it can be avoided, the trap must be disarmed the hard way: by carefully—and quietly—dismantling the spell receptacle.

BLACKSTONE'S DEADLY DARKLIGHT

Trap Type: Item Trap
Construction Type: Magic
Activation Type: Instant
Trigger: Remote; magic
Mechanism: Magic
Effect: Hindrance
Attack Bonus: None
Damage: None
Save: None
Search DC: 27
Disable Device DC: 27
Challenge Rating: 2
Construction Time/Cost: 1 day; 150 gp; 6 XP

Blackstone's Deadly Darklight is a one-use magic item trap. The receptacle for the trap is a finely crafted hooded lantern.

To cursory inspection, the item appears to be a normal—if high-quality—lantern. It will typically be placed in a location where trespassing adventurers are sure to find it. Alternatively, dungeon guardians might be equipped with one, though this would typically be a more expensive multiple-use version.

BLACKSTONE'S CAT AND MOUSE

Trap Type: Polymorph Trap
Construction Type: Magic
Activation Type: Instant
Trigger: Local; magic
Mechanism: Magic
Effect: Hindrance
Attack Bonus: None
Damage: None
Save: Fortitude save (DC 14) negates
Search DC: 29
Disable Device DC: 29
Challenge Rating: 4
Construction Time/Cost: 4 days; 3,500 gp; 140 XP

If this trap was ever built, records of it have been lost to history. Fragments of concept notes and preliminary design sketches were discovered in one of Blackstone's lost journals. According to this record, Blackstone was contracted by an aging wizard to design a trap that would protect her precious library from thieves. The wizard was apparently a bit eccentric and terribly fond of cats—Blackstone's notes indicate that she owned several dozen. These cats favored the library as a lounging area, perhaps because of the warmth offered by the large windows and cozy fireplace.

In execution, Blackstone's Cat and Mouse is very simple. When a victim touches a book in the trapped bookcase without first uttering a password, the trap is triggered and a *polymorph other* spell is discharged. The hapless browser must make a Fortitude save (DC 14) or be polymorphed into a mouse, presumably for the cats' amusement.

The bookcase would have had to be built around this magic trap. An observant rogue would be able to spot this high-quality and unusual carpentry. Disarming the trap would require careful disassembly of the trapped bookcase to remove the materials infused with the spell. The trap would have been a standard magic design with 50 charges when completed.

BLACKSTONE'S CONFUSING CRYSTAL

Trap Type: Item Trap
Construction Type: Magic
Activation Type: Instant
Trigger: Local; magic
Mechanism: Magic
Effect: Hindrance
Attack Bonus: None
Damage: None
Save: Will save (DC 14) negates
Search DC: 29
Disable Device DC: 29
Challenge Rating: 4
Construction Time and Cost: 4 days; 3,500 gp; 140 XP

Blackstone's Confusing Crystal is a magic trap designed to hinder—and potentially harm—would-be thieves and trespassers. It is most often found in witches' lairs and wizards' towers, where magical paraphernalia are common and often much sought after by adventurers.

To the untrained eye, the object appears to be a finely crafted crystal ball. Because it is an expensive item, it is often mounted in a pedestal or other permanent structure that will be more difficult for adventurers to remove.

The magic trigger is activated when anyone looks into the crystal for more than a couple seconds. When the spell trap is triggered, the crystal discharges a *confusion* spell cast as a 7th-level wizard. Any creatures within the 15-foot-radius area of effect must make a Will save (DC 14) to resist the effects. The ensuing chaos provides an opportunity for the wizard—or his guardians—to appear and punish the trespassers. The trap is typically created with 50 charges.

Like many magic item traps, Blackstone's Confusing Crystal can be difficult to identify. The normal clues—high-quality craftsmanship and materials—are to be expected with such an item. Well-trained rogues, however, may recognize the materials and craftsmanship used to create this item are no match for those needed to craft a true crystal ball. To disable the trap, the rogue must use a hammer and chisel, or similar implement, to crack the surface at precise points, which will prevent the magic trigger from activating.
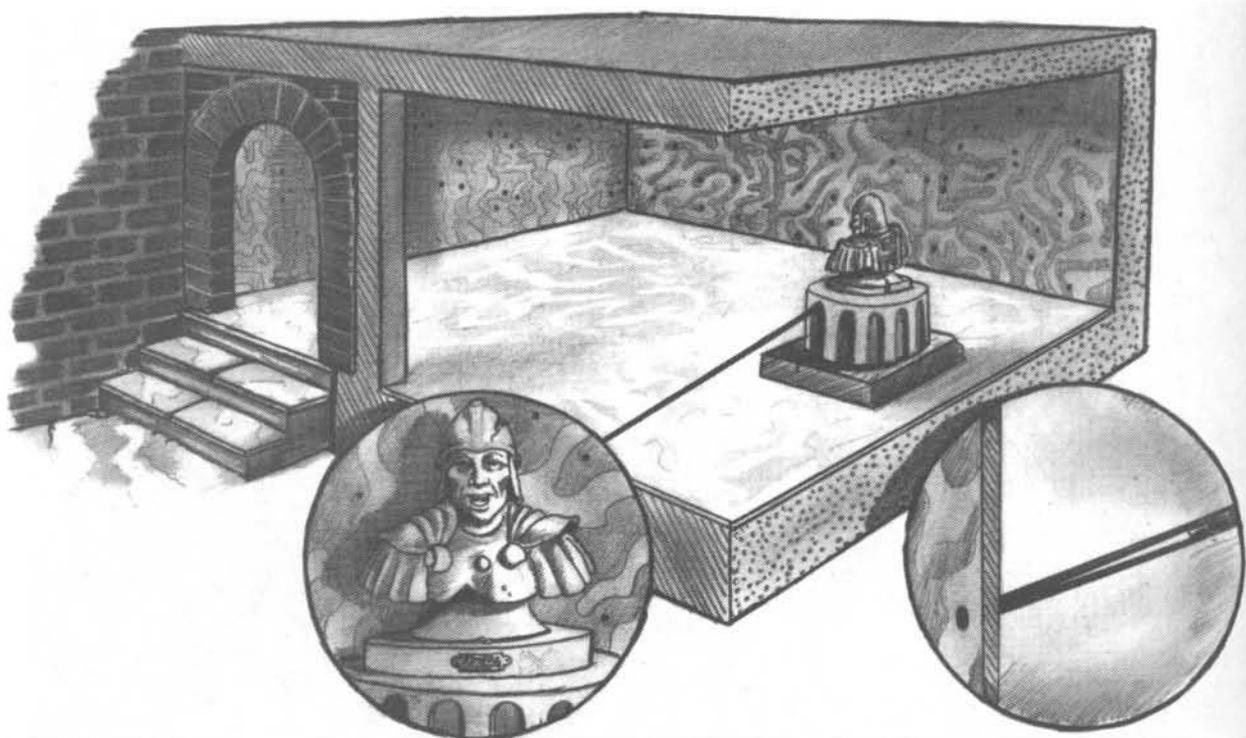
GRINNING IDOL

Trap Type: Magic Poison Needle Trap
Construction Type: Complex mechanical, magic
Activation Type: Instant
Trigger: Local; magic
Mechanism: Magic, spring
Effect: Injury
Attack Bonus: +20 ranged, 2d4 needles
Damage: 2d6 plus poison
Save: Will save (DC 12) negates
Search DC: 27
Disable Device DC: 27
Challenge Rating: 4
Construction Time/Cost: 2 weeks, 2 days; 3,500 gp; 60 XP

The Grinning Idol is a trap that utilizes the combination of an unusual magic trigger and a standard hail of needles trap to injure curious characters.

Used to punish the nosy or overly curious, the grinning idol is usually built into a small pedestal and placed in an otherwise empty room. Carved from any of a variety of materials (stone, wood, ivory, *etc.*) suited to the creator's tastes, the idol's appearance can vary widely. Many creators use some visage that is personal to them, such as a deity, legendary figure, or even a flattering bust of them-selves. The only trait these idols share in common is that all feature grins on their faces.

Characters who step into the room and approach within 10 feet of the idol must make a Will save (DC 12) or suffer from the effects of a *Tasha's hideous laughter* spell as cast by a 3rd-level wizard (PHB 263). The laughter that is produced acts as the trap's trigger, releasing a hail (2d4) of poisoned needles from the tiny holes that cover the chamber's walls. The needles are coated with Medium-size spider venom (DMG 80).

The poor souls who fall under the influence of the spell are considered helpless and cannot avoid the needles. Those who are close by but unaffected by the spell are subject to attacks based on the listed ranged attack bonus.

Due to this trap's magical trigger, it is unusually difficult to identify. Rogues who approach too closely to investigate may trigger the trap. The tiny holes from which the needles are launched are well concealed but may be visible to careful inspection. An especially observant rogue with keen senses might notice the pungent smell of the toxin. To disarm the trap, the rogue must destroy the spell trigger with a precise shot from a ranged weapon or a long implement that allows the rogue to reach the pedestal from 10 feet away.

Altar of the Restless Dead

Trap Type: One-use Animate Trap
Construction Type: Magic
Activation Type: Instant
Trigger: Remote; magic trigger
Mechanism: Magic
Effect: Injury, possible identification
Attack Bonus: None
Damage: None
Save: None
Search DC: 30
Disable Device DC: 30
Challenge Rating: 5
Construction Time/Cost: 1 day; 250 gp; 10 XP

This magical trap is built to protect an evil altar and its valuable sacraments. The altar itself is typically carved from finest marble and includes some sort of skull or skeleton motif. In order for the trap to function, a number of corpses or skeletons must be kept within 20 feet of the altar. These remains are often costumed and arranged in niches for ceremonial use.

The magic trap is triggered by any attempt to destroy or consecrate the altar as well as removing any valuable from the altar without first speaking the proper word or phrase, which is usually incorporated into the obscene liturgy associated with the evil cult that uses the altar. When triggered, nine HD worth of remains within 20 feet of the altar are animated. The undead so created immediately seek to slay anyone who cannot speak the same word or phrase used to circumvent the magic trap. The noise from the ensuing combat may alert nearby guards that something is amiss.

Finding the trap is quite difficult. An exceptionally talented rogue can find the narrow strip of rare, expensive wood underneath the overhang of the altar's top. On this strip are the symbols of power that contain the trap's magic. Removing the wooden strip in such a way that none of the symbols of power are broken or scratched disables the trap. Of course, a clever character who determines the purpose of the trap may think to remove the remains from the area. Thus, even if the trap is activated, there are no dead to animate.
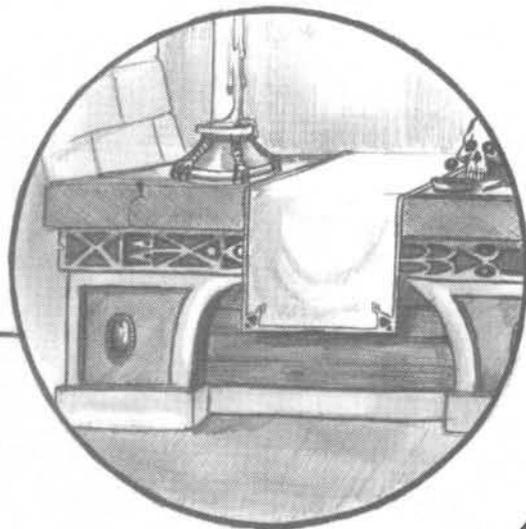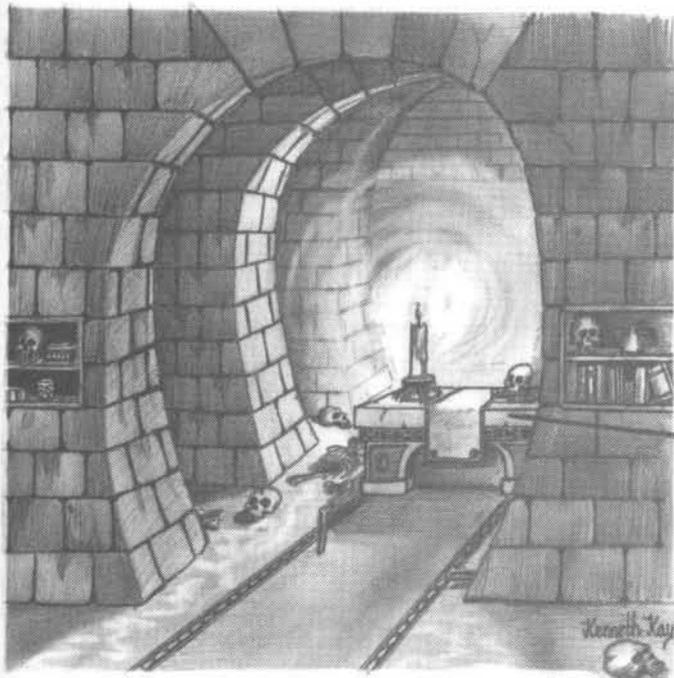
TOMB OF PERENNIAL GUARDIANS

Trap Type: Magical Pitfall
Construction Type: Complex mechanical, magic
Activation Type: Extended
Trigger: Local; switch and magic
Mechanism: Gravity, magic
Effect: Ensnarement, injury
Attack Bonus: None
Damage: Drowning
Save: Fortitude save to resist drowning
Search DC: 30
Disable Device DC: 30
Challenge Rating: 5
Construction Time and Cost: 2 weeks, 5 days;
4,500 gp; 100 XP
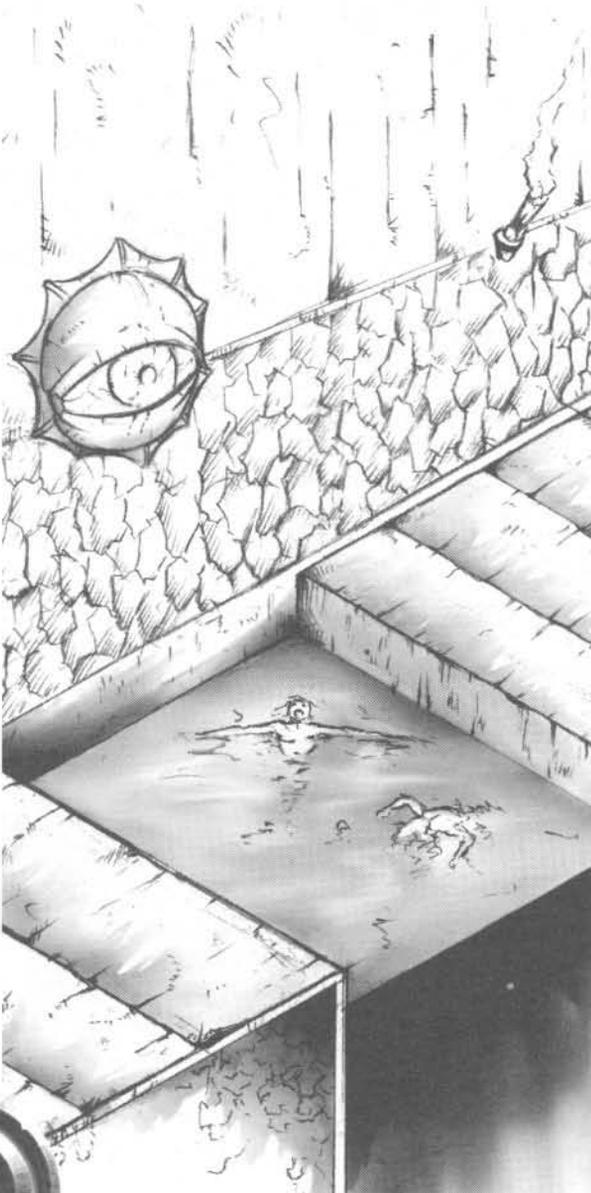
The mechanical component of this trap is a simple water pit. A pressure plate just before the pit releases a catch, which causes gears to turn in the ceiling, opening a portal, which permits water to pour in from above—usually from a natural source, such as an underground spring. After a timer (a slowly descending counterweight) has expired, the portal closes and the pit is full of water.

At first glance, this seems a pointless trap. What danger is a pit full of water? This trap offers a few surprises, however.

When the trap is triggered, the mechanical components grind into action—and seconds later, so do the magical ones. The first spell discharged is *suggestion*, targeted on the person who triggered the trap. The *suggestion* is that a spell of *water breathing* has been cast on the victim, and that a frolic at the bottom of the rapidly filling pool would be a lot of fun. Once the *suggestion* is in effect, the victim obligingly drowns. Make Fortitude saves as normal for drowning, but at +5 to the DC due to the fact the victim is only subconsciously resisting. Do not allow Swim checks—the victim deliberately stays down until he drowns or is rescued.

The pit fills with water in 10 rounds.

The *suggestion* repeats itself every five rounds, up to 10 times. By this point, the victim is either dead or has been rescued and is long gone. In either event, the expiration of the timer permitting the water to flow in causes a drain to open in the bottom of the pit, releasing the water but leaving the corpse, if any, in the pit.

The trap is completely automatic, and thus proceeds to the next step, whether or not the victim is still present. This step is the casting of an *animate dead* spell. The victim now rises from the pit as a zombie.

Finally, a *magic mouth* appears, to provide orders to the newly animated zombie. (Maintenance of the mechanical portions of the drowning pit is one of the zombies' duties.)

The creation of the water pit follows the normal guidelines for the construction of complex mechanical traps. The construction of the magical portion, the Eye of Necromancy, requires the Craft Magic Trap feat and the spells *animate dead, magic mouth,* and *suggestion.*
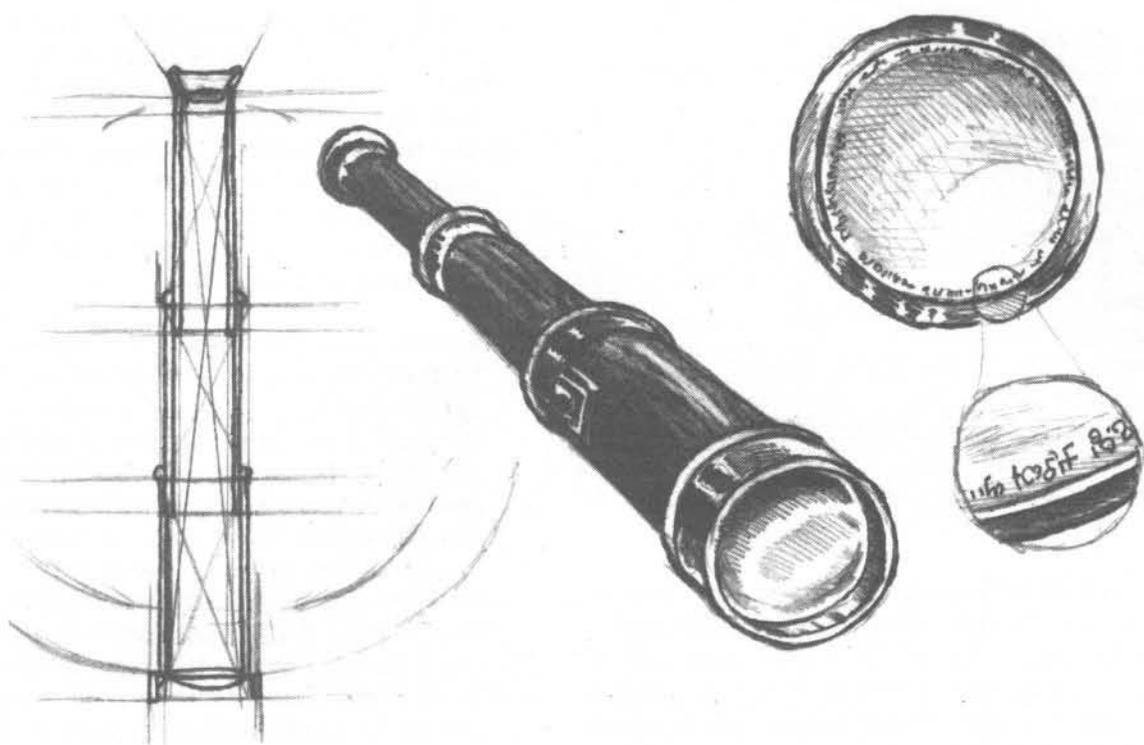
BLACKSTONE'S TERRIBLE TELESCOPE

Trap Type: Item Trap
Construction Type: Magic
Activation Type: Instant
Trigger: Local; magic
Mechanism: Magic
Effect: Injury
Attack Bonus: No attack roll necessary
Damage: Petrification
Save: Fortitude save (DC 16) negates
Search DC: 31
Disable Device DC: 31
Challenge Rating: 6
Construction Time/Cost: 1 day; 550 gp; 22 XP

According to fragments from Blackstone's journals, this devious item trap was only crafted once. These fragments tell of an old and rather unpleasant wizard who became tired of his apprentices rummaging around in his laboratory and workshop. Seeking to put a stop to these trespasses, the wizard instructed Blackstone to create this magically trapped item, against the legendary trapsmith's advice.

The item appears to be a spyglass made of polished brass and smooth, dark wood. When retracted, the telescope is about eight inches long, but twice that when fully extended.

The magic trigger is activated when someone looks through the telescope at another living creature. The telescope discharges a *flesh to stone* spell as cast by an 11th-level wizard, targeted on the subject visible in the lens.

The wizard's idea was that, on one of their forbidden explorations of his workshop, an apprentice would find the telescope and use it to look at one of his companions. When the hapless apprentice was turned to stone, it would serve as a powerful lesson—and constant reminder—of the consequences of disobeying the wizards' directives. An apprentice did indeed find the telescope, but he used it to spy on his master during a clandestine meeting with an outsider in the wizard's garden. Blackstone's journal indicates that the statue remains in the garden to this day, though the wizard's tower has long fallen to ruins.

This item trap is extremely difficult for even skilled rogues to identify, for two reasons. First, the high-level magic is very challenging for rogues to grasp. And second, the item's generally high-quality construction disguises its magical components. The trap's magic is actually contained in the lens, which must be enruned as it is ground and polished. To disable the trap, a rogue must use precision instruments to break the lens in such a way that the spell is not accidentally discharged.

HALL OF ILLUSIONS

Trap Type: Monster Trap
Construction Type: Magic
Activation Type: Instant
Trigger: Local; magic
Mechanism: Magic
Effect: Injury
Attack Bonus: None
Damage: Petrification
Save: Fortitude save (DC 13) negates
Search DC: 26
Disable Device DC: 26 (see text)
Challenge Rating: 6
Construction Time/Cost: 2 weeks, 3 days; 6,000 gp; 200 XP

The Hall of Illusions consists of 10 to 20 mirrors aligned along the walls of a corridor. Using *silent image* spells (PHB 252), each mirror actually appears to be a portrait, painting of a scene, or actual moving images complete with sounds and even smells.

Upon entering the hallway, the adventurers will discover an "inadvertent" clue that is actually designed to put them on a collision course with the trap's payoff—a basilisk (MM 23). The first mirror to their left is shattered, revealing a small niche in the wall on which rests a bag containing 10 gp. It should become clear to the party that the other mirrors form the frames of other illusions, perhaps hiding more valuables.

As the party moves down the hall alternately disbelieving illusions and smashing mirrors, they should be given brief descriptions of the illusory scenes they are viewing. It is important that the DM provide detailed descriptions of each pane to insure that the adventurers become used to the idea of looking at the images in detail before disbelieving or smashing their way through them.

The last pane at the end of the hall appears to be an illusion of a small stone chamber. Inside the chamber is a pile of rags that seem to stir as the party peers "into" the room. Suddenly, the pile of rags falls away, revealing the head of a basilisk that locks its gaze on the members of the party that were actively studying the "scene." The players should make saving throws for their characters, and the DM should bear in mind the surprise factor of the attack. Once the gaze attack has been resolved, the basilisk will smash through the glass and engage the survivors in melee combat. A careful examination of its chamber reveals a slot in the wall where food was passed through to the patient creature in order to sustain it.

The only manner in which this "trap" can be disarmed is if the last pane is covered in some way to prevent the party from seeing the basilisk or the basilisk from spotting the party.

The listed Challenge Rating includes the CR of the basilisk.
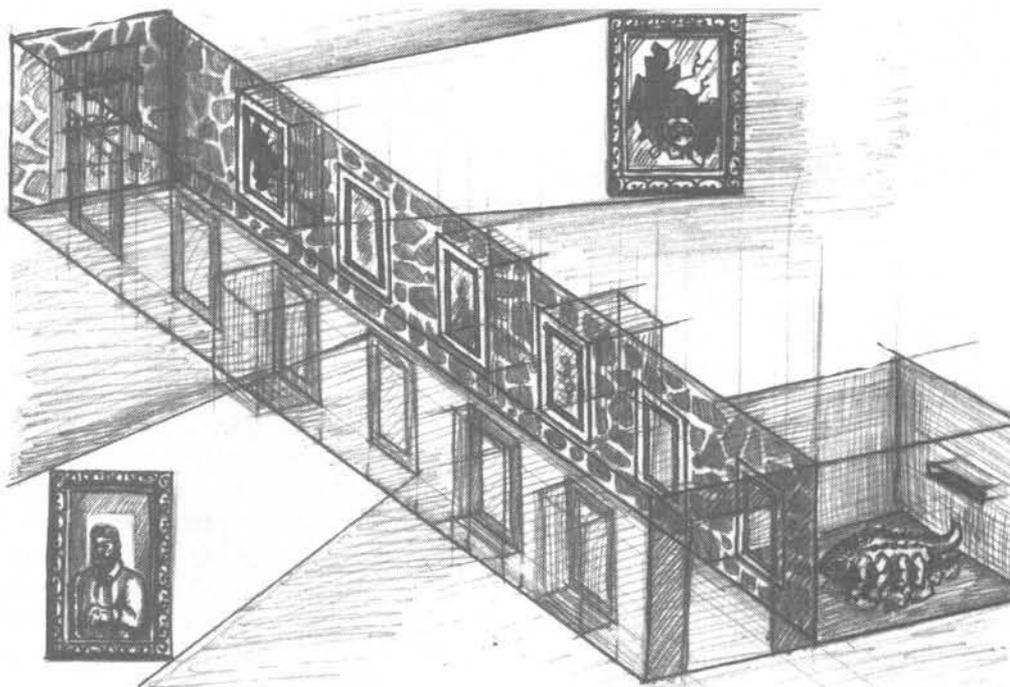
Murderous Mask

Trap Type: Item Trap
Construction Type: Complex mechanical, magic
Activation Type: Instant
Trigger: Local; magic
Mechanism: Spring
Effect: Injury
Attack Bonus: +8
Damage: 2d6 or 5d6 (see text)
Save: Reflex save (DC 25) avoids
Search DC: 30 (see text)
Disable Device DC: 28
Challenge Rating: 6
Construction Time/Cost: 6 weeks; 6,000 gp; 20 XP
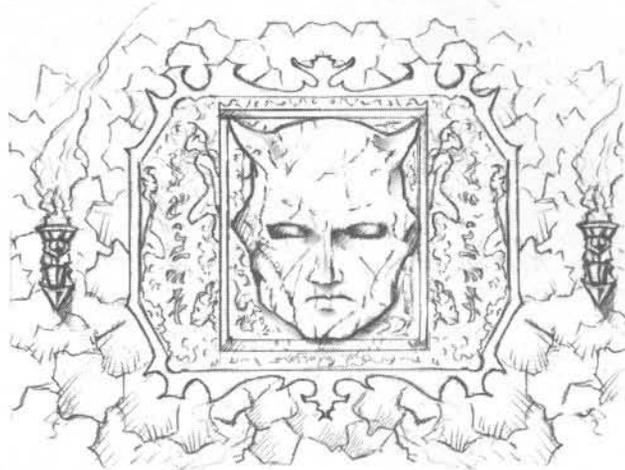
The Murderous Mask is usually set in a hallway or hung on the wall of a room. It is an ornate carving of a human face (or another race, depending on the dungeon builder), often with artistic flourishes typical of the culture and era in which it was manufactured.

For this trap to be effective, the DM should establish that many rooms or hallways in the complex have such decorations. The players will, after the usual initial paranoia, come to accept them as mere "dungeon dressing" and ignore them. At some point, the DM should note that someone—usually a rogue—thinks there's "something special" about this bit of decoration and encourage investigation.

A simple Search check (DC 10) will reveal a hidden switch at the side of the mask near the left eye. Investigation will show the switch seems to cause the metal eyes to slide back. If the switch is triggered (undoubtedly with the entire party moving away from the front of the mask), the eyes will be "open." Light streams from the eyeholes from some source behind the wall. The light is harmless, but indicates that someone could look through the eyes into the adjoining room. The mask appears to be a simple device by which residents of the dungeon can spy on guests.

When the Search check is rolled, the DM should secretly note if the player would have also succeeded at a DC 30 check. If so, the DM should inform the player that, in addition to the switch, there appears to be a more complex mechanism behind the mask, the exact purpose of which is difficult to determine, but which appears to be armed by triggering the switch.
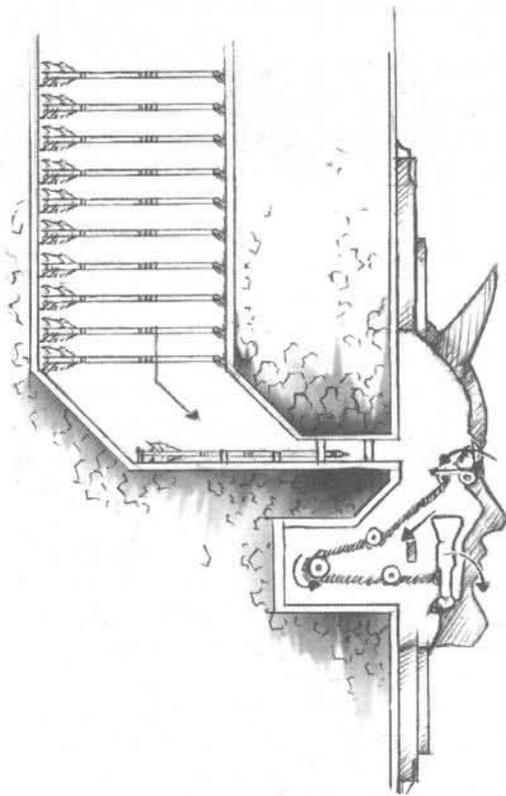
Inside and behind the mask is, indeed, a more complex trap. The "light" streaming through is the result of a *continual flame* spell cast on the inside of the mask. Behind the mask, built into the wall it is attached to, is a light-sensitive trigger mechanism attached to a repeating crossbow. Blocking the eyeholes of the mask for more than a few seconds (after the trigger to open the eyes has been activated) will cause the crossbow to fire, with the bolt exiting via the left or right eye at the trap builder's whim.

If a character is actually looking through

INFINITE QUIVER

Medium Wondrous Item

This item, favored by rangers, rogues, and others who prefer to travel light, seems to be a well-made but otherwise unremarkable quiver. When an arrow or bolt (normal or masterwork, but not magical) is placed within it and the command word is spoken, the quiver becomes attuned to the item and will immediately create a new copy whenever the quiver is empty, provided the last such magically created item has been used. In other words, only one creation of the quiver may exist at any time; arrows or bolts it creates break or vanish after firing and cannot be reused.

Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, Craft Magic Arms and Armor, *minor creation*; *Market Price*: 50,000 gp.

the mask, he will take 5d6 points of damage from the deadly shot unless he makes a Reflex save (DC 25) to get out of the way. The DM may rule that even if the victim survives, the eye is useless until a *regenerate* spell is cast. If no one is looking directly into the mask, the bolt does 2d6 points of damage to whoever is in the line of fire. The crossbow continues to fire one bolt a round until its ammo is exhausted, attacking at +8 ranged, aimed by the trigger mechanism sensing blockages in front of it. The total arc of fire is a cone 30 feet long and 10 feet wide, emanating from the mask.

Disabling the device is difficult (DC 28) since the launch mechanism is fairly hard to reach from the front of the mask. If it is exposed from the other side (which is necessary to reload it), the Disable Device DC is only 21.

Variants: The firing mechanism might be attended by a construct, an undead minion, or even a living being. If so, the operator may activate it and open fire on the unsuspecting inhabitants of the room. In this case, use the operator's base attack bonus rather than the default +8 ranged bonus. Further, the operator is assumed to have 90% cover.

An *infinite quiver* may also be built into the mechanism. In this case, it will continue to fire until a preset time limit has elapsed.

REPENT AND SIN NO MORE

Trap Type: Item Trap
Construction Type: Magic
Activation Type: Instant
Trigger: Local; magic
Mechanism: Magic
Effect: Hindrance
Attack Bonus: None
Damage: None
Save: Will save (DC 20) negates
Search DC: 31
Disable Device DC: 31
Challenge Rating: 6
Construction Time/Cost: 6 days; 6,000 gp; 240 XP

While priests of many gods design traps to protect holy or unholy places from despoilers, only the most benign would construct a trap designed to save a thief from himself. This trap, typically placed in several key chests, often protects the treasures of the most benevolent and merciful gods. The item trap is a small mirror, and the process of enchanting it is similar to the magic used to make a *helm of opposite alignment*. Often disguised by a more complex trap, it discharges when a thief peers into the lock to begin picking it. When the spell trap is activated, the presumably evil thief becomes good and leaves the holy place to redress the wrongs he's done.

This trap failed spectacularly when it was used to protect the Blessed Mace of Aradane Lightson, as a group of the most powerful paladins of the Second Epoch went on a quest to retrieve it in order to battle the Fivefaced King. After they fell victim to it, they became blackguards legendary for their power and cruelty, and use of this trap design fell into extreme disfavor.

Note: A trap that alters personality can have both positive and negative consequences for a campaign. If you think a player whose character might fall victim to this trap will enjoy the roleplaying challenge, then use it. If, on the other hand, the player might feel their character has been compromised without their consent, it is probably best to stick to traps with more conventional effects.
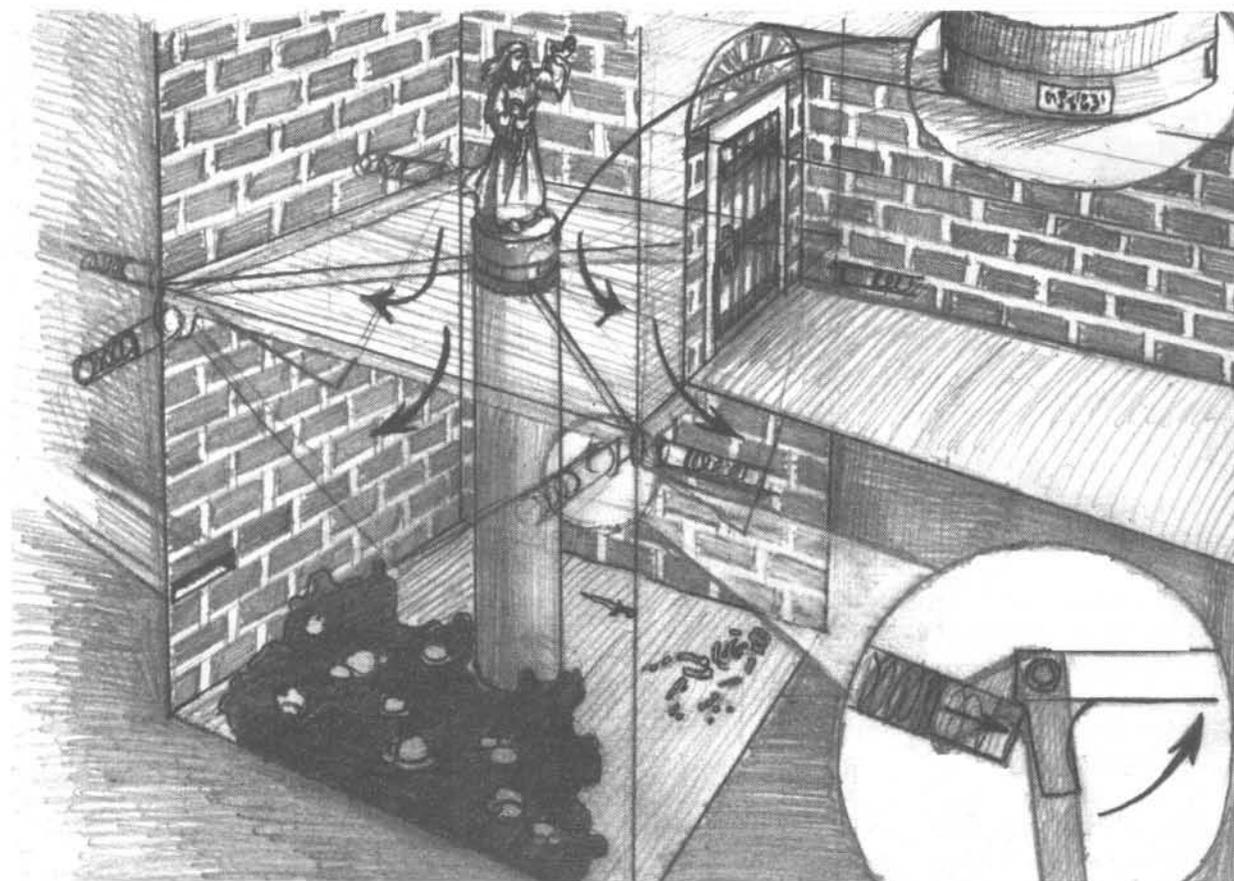
BLACKSTONE'S SORCERER'S SCOURGE

Trap Type: Magical Pitfall
Construction Type: Simple mechanical, magic
Activation Type: Instant
Trigger: Local; magic
Mechanism: Magic, gravity
Effect: Hindrance, injury, ensnarement
Attack Bonus: No attack roll necessary
Damage: 2d6
Save: Reflex save (DC 20) to avoid pit
Search DC: 31
Disable Device DC: 31
Challenge Rating: 7
Construction Time/Cost: 1 week, 6 days; 6,500 gp; 220 XP

This elaborate trap is extremely complex and expensive, and is only known to have been constructed once—for a notoriously paranoid wizard who lived in fear of assaults by rival mages.

The trap is constructed in a 20-foot-square room. In the center of the room is a marble statue, which serves as the vessel for the spell trap.

The magic trigger detects the presence of anyone entering the room. The statue discharges an *antimagic field* spell, suppressing all magic in the chamber. Simultaneously, the floor—which is actually a four-section trapdoor—collapses inward, dropping anyone who fails a Reflex save (DC 20) into the room 20 feet below.

In Blackstone's design, a black pudding was kept alive in this room. The room is within the spell's area of effect, and the black pudding is a real challenge to defeat without magic. A character trapped on the lower level will have to make a Climb check (DC 20) to escape, unless a rope or other assistance is available. The trapdoors are spring-loaded and slam shut after they are activated. The statue is typically imbued with 50 charges.

The design of the statue and its geometrical placement in the center of the precisely constructed room may reveal the trap to a particularly well-trained rogue. The trapped floor is easier to detect—a rogue who fails the Search check by 5 or less will detect the trapdoors, but not the spell trap. To completely disable the trap, the floor mechanism must be jammed and the statue dismantled sufficiently to disarm the magic trigger and receptacle.

FOREVER FALL

Trap Type: Teleport Pit
Construction Type: Simple mechanical, magic
Activation Type: Extended
Trigger: Local; trapdoor and magic
Mechanism: Gravity, magic
Effect: Injury, ensnarement
Attack Bonus: No attack roll necessary
Damage: Variable (see text)
Save: Reflex save (DC 20) to avoid
Search DC: 20
Disable Device DC: 20
Challenge Rating: 7
Construction Time/Cost: 2 weeks; 8,500 gp; 260 XP

The Forever Fall is a simple pit trap that uses a touch of powerful teleportation magic to subject unfortunate victims to a slow and torturous death. It is most effective when built into catacombs, corridors, and dungeon passageways.

The mechanics of the trap, while sinister, are fairly simple. When triggered, concealed trapdoors in the floor and ceiling open. The trapdoor in the floor covers a conventional pit trap. Characters who fall into the pit fall 40 feet. They do not, however, strike the bottom, as a continuous *teleport without error* spell trap is set just above the base of the pit. When a character falls past the spell trap, he is teleported to the top of an identical 40-foot shaft built directly above the first one. The trap is constructed with 50 charges, so a character could remain caught in the teleportation loop until the spell trap's magic is expended. At this point, the character will have reached terminal velocity and will take 20d6 points of damage when he strikes the bottom.

There are several ways for a character to escape the trap. First, the character may make a Reflex save (DC 20) to grab the edge of the pit as he falls through the corridor. Even if this saving throw is successful, the character will then have to make a Strength check (DC 15) to hold on and pull himself to safety. If the Strength check is failed, the character will lose his grip and continue falling.

One of the victim's companions might also grab him as he falls through the cor-

ridor. The character must make a Reflex save (DC 20) to make the grab. If the character successfully grabs the falling victim, he must then make a Strength check (DC 15+2 for every 100 pounds of the victim's weight). If this check is successful, the character is able to pull the victim to safety. If it fails, the victim continues falling and the assisting character must make a Reflex save (DC 20) to avoid falling in.

A perceptive rogue will notice the trapdoors in the floor, and perhaps even the ones in the ceiling, with a successful Search check (DC 20). To disarm the trap, a rogue simply needs to jam the trapdoor mechanism with a spike, dagger, or other implement.
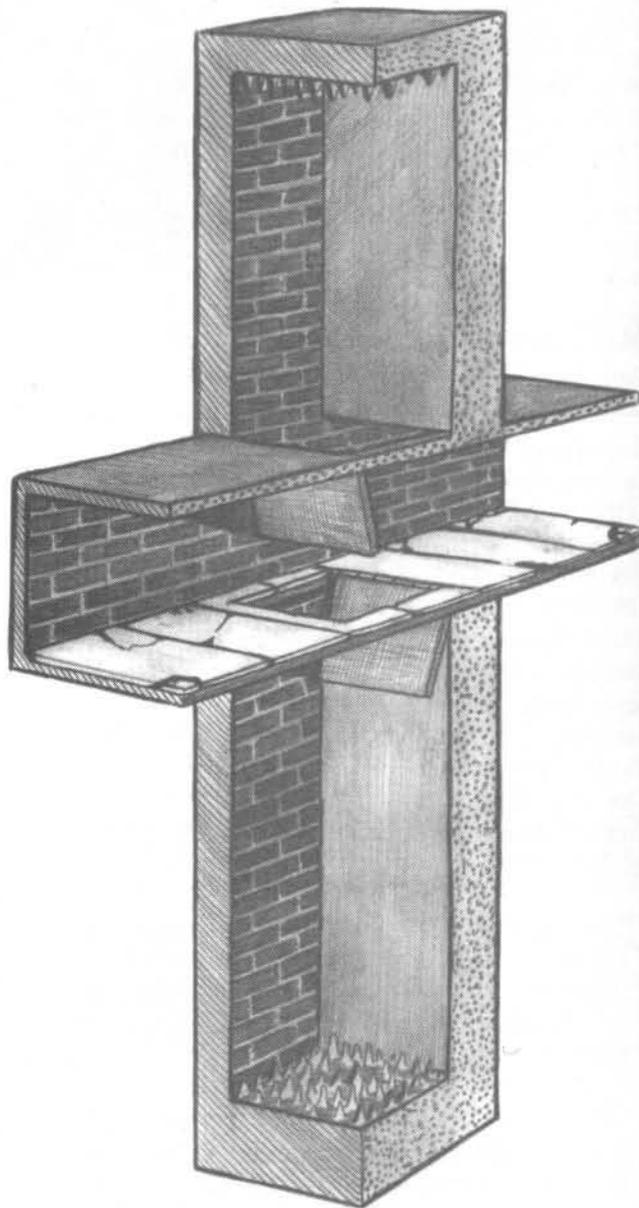
Inverted Gravity Pit

Trap Type: Magical Pitfall
Construction Type: Simple mechanical, magic
Activation Type: Instant
Trigger: Magic
Mechanism: Magic
Effect: Injury, ensnarement
Attack Bonus: No attack roll necessary
Damage: 4d6
Save: Reflex save (DC 25) to avoid
Search DC: 32
Disable Device DC: 32
Challenge Rating: 7
Construction Time/Cost: 4 days; 3,500 gp; 140 XP

This old classic is usually set in a dungeon, and for it to work, it must be fairly deep underground. It offers players with low-level characters an opportunity for thinking—rather than dice-rolling—their way out of a jam. Mid- to high-level adventurers will usually have the resources to make this trap a minor annoyance rather than a fun and challenging encounter.

The trap consists of a concave hollow built into the ceiling. The area directly below the hollow is imbued with a *reverse gravity* spell. The antigravity zone spans the width of the corridor, with the same dimensions as the inverted "pit."

The trap is triggered when a character steps into the spell-trapped area. The character must make a Reflex save (DC 25) to sense the sudden shift in gravity as he enters the field. If the save fails, the character "falls up" into the inverted pit.

Searching for the trap is extremely difficult, as shifts in air currents and airborne particles of dust or smoke are the only visible sign. The large hole in the ceiling is an obvious clue, but the characters will usually be under it by the time they notice it. Attempts to look up into the pit without moving under its edge (with a mirror, for instance) reveal no obvious trap mechanisms; the character might receive a Wisdom check (DC 20) to notice the gravity shift.

Anyone caught in the trap and "falling" may make a Tumble check to reduce damage (PHB 75). However, the DC for the check is increased by +5, to DC 20, due to the disorientation caused by the inverted gravity field.
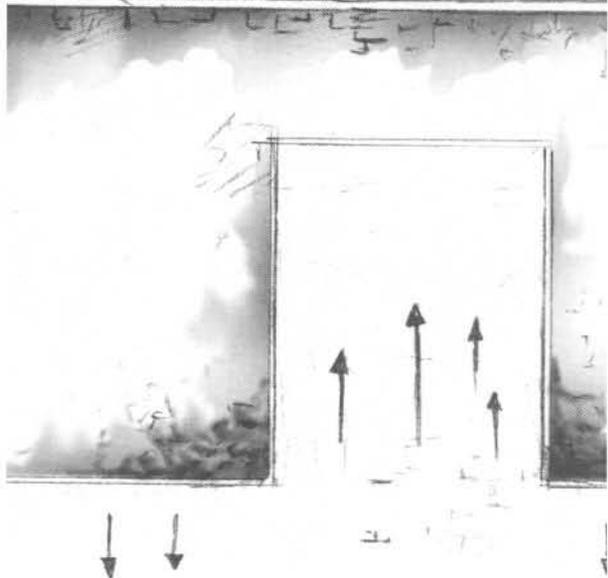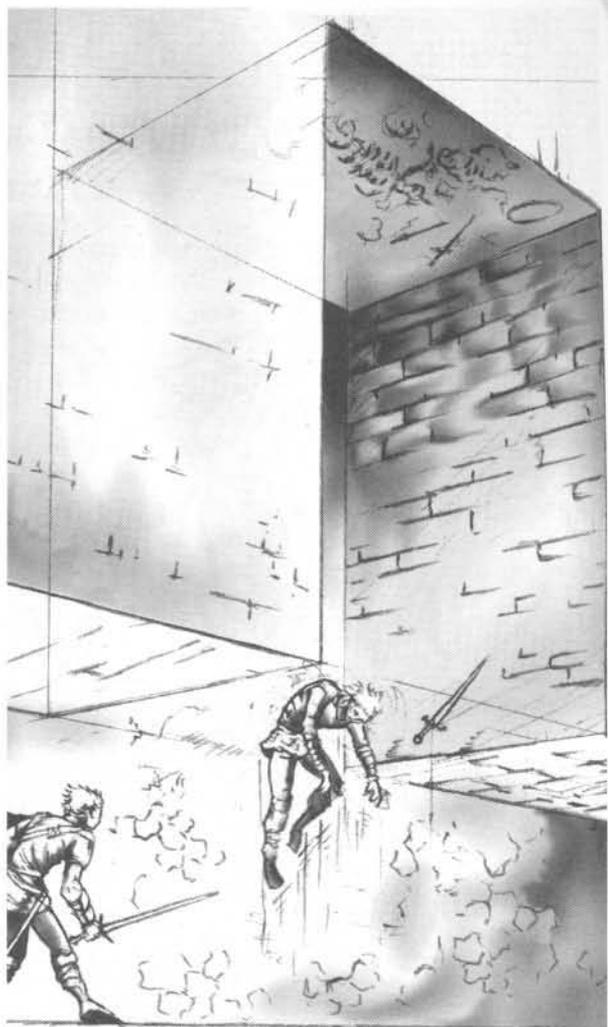
Helping a character get out of the pit—or even simply trying to cross the antigravity zone—can be a challenge. A rope can be "lowered" into the pit, and the trapped character can climb it, but the DC of the Climb check is increased by 5.

Characters can make a Jump check to leap across the antigravity zone, but suffer a –5 circumstance penalty due to the shifting gravity field. If the check fails, the jumper "falls" into the pit.

The obvious question this trap raises is, "Who would ever build it?" The archetypal mad wizard is a good candidate—those with more power than sanity often favor such puzzles. Perhaps the trap is a relic of sorts—a natural area of chaos magic the dungeon builders took advantage of. Perhaps it is simply the ruined remnant of an ancient magical elevator system, long abandoned and fallen into disrepair. When the top of the "shaft" was sealed, it became an inverted pit. Perhaps a character trapped in the pit could break through the "floor" and discover a lost section of the dungeon that lay undisturbed for untold centuries.

Whatever the case, this should almost always be used as a "special effect." It's a fun trap to encounter—especially for the first time—but it should never be overused.

Variants: The trap can be made far more deadly with the addition of spikes at the "bottom." Or perhaps a valve in the floor below the pit opens and water begins to flood "up" into the hollow, lending a sense of urgency to efforts to rescue a trapped companion.

THE SPARK OF TREACHERY

Trap Type: Electricity Trap
Construction Type: Magic
Activation Type: Instant
Trigger: Local; magic
Mechanism: Magic
Effect: Injury
Attack Bonus: No attack roll necessary
Damage: 11d6 (6d6 secondary)
Save: Reflex save (DC 23) for half
Search DC: 31
Disable Device DC: 31
Challenge Rating: 7
Construction Time/Cost: 2 weeks; 6,500 gp; 220 XP

The Spark of Treachery is a magical room trap that uses a few inches of standing water and an electrical spell trap to punish characters who like staring at bright, shiny objects. The trap is usually placed in a room between 15 and 25 feet square.

A character entering the room will notice a couple of interesting features. First, the floor of the room is built several inches lower than the entrance and is covered by pungent stagnant water. The water is only a few inches deep, but that's enough to serve the trap's purpose. Second, a large, reflective glass globe hangs from the ceiling in the center of the room. The globe measures about five feet in diameter and hangs from a thick metal chain that is bolted into the chamber's ceiling. The globe produces
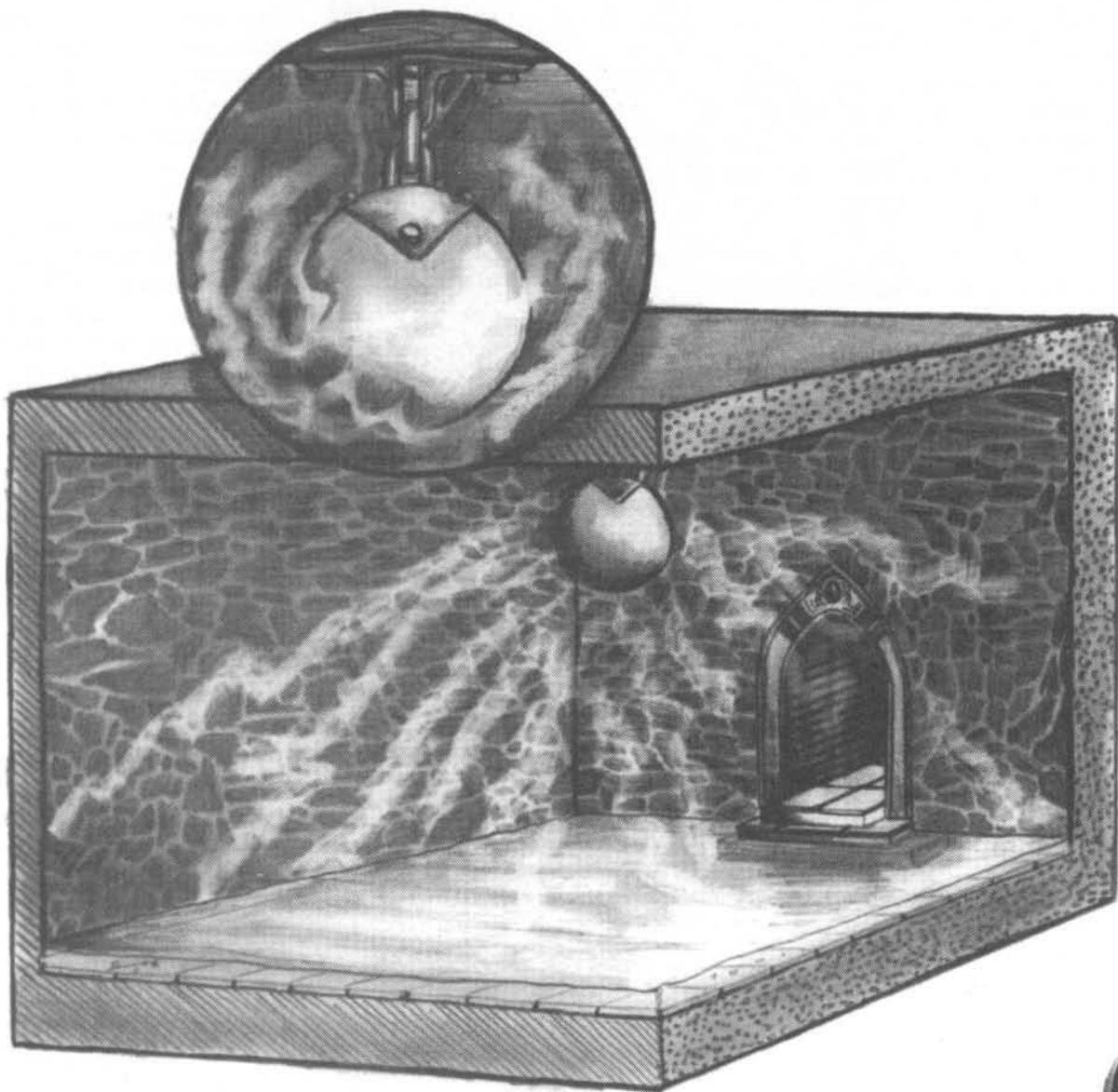
a faint blue glow that softly illuminates the room.

Any character who passes within 10 feet of the globe will activate the trap. The globe discharges a *chain lightning* spell that arcs out and strikes the nearest character. The water on the floor of the room makes this spell effect even more deadly, as the save DC is increased by 10 to 23. The lightning will arc between characters in the water first, but can also strike characters who are not standing the water. These characters, however, need only make the Reflex save at DC 13 for half damage. The spell trap is treated as an 11th-level caster, so it can strike up to 12 targets including the initial victim (PHB 182).

This is not a subtle trap, and the trapsmith may take precautions to disguise it more effectively. For example, he may place several of the lighted globes throughout the dungeon. The globes are worth about 45 gp each and relatively easy to purchase from an appropriate vendor. As the trespassers explore the location, they will get used to the globes and the spell trap will be less likely to arouse suspicion.

The globe, of course, is extremely easy to spot, but training and intuition will be necessary to recognize it as the focus for a spell trap. An alert rogue may also note the scars left by electrical burns on the chamber walls. If the trap has been discharged recently, there may be a faint scent of ozone or smoke in the air.

Disarming the trap can be challenging—and dangerous, if handled poorly. Because the spell trap is triggered if anyone approaches within 10 feet, it must be disabled remotely. The rogue must use a long implement or ranged weapon to strike the globe at a precise point. If successful, this will shatter the globe and the shards will fall to the floor. If the Disable Device check fails, the effort will have no effect on the spell trap. If the check is a critical failure, the spell trap will discharge.

PERIVAX'S CRUEL GAME

Trap Type: Teleport Trap
Construction Type: Magic
Activation Type: Instant
Trigger: Local; magic
Mechanism: Magic
Effect: Movement, hindrance
Attack Bonus: No attack roll necessary
Damage: None
Save: Will save (DC 18) negates
Search DC: 33
Disable Device DC: 33
Challenge Rating: 8
Construction Time/Cost: 1 week; 7,500 gp; 300 XP

Perivax's Cruel Game is a hideous trap designed to transport the unfortunate to an unknown location filled with undead. To make matters worse, the character is transported to the death trap without his personal items. A variation on the spell *teleport without error* is used to relocate the characters, as well as to remove their personal items.

By design, this trap is used to discourage tomb robbers, adventurers, and thieves who manage to foil previous security measures. Typically constructed as an ornate pattern carved into the floor of a chamber, the trap, to the casual observer, looks very much like a work of art. Some creators have used marble, ivory, or even precious metals to accent the patterns within the symbol (worth 500 to 1,000 gp). This ornamentation is designed to draw greedy hands closer to the trap. In the center of the pattern rests a large glass dome (about 5 feet wide), adding a delicate touch to the piece. In this situation, a successful Appraise check (DC 15) might tempt the curious to investigate the strange room decoration.

When a character touches the symbol, the trap is activated. If the Will save (DC 18) is failed, the character is instantly teleported by magical means to an unknown location, while his weapons, armor, equipment, clothing, and other personal items are left behind on the symbol. The character is teleported to a chamber 40 feet directly below the trap room. There are no entrances or exits to the chamber: Only a few tiny air holes are bored in the chamber walls to allow the character to breathe while trapped. The unfortunate victim will soon discover that the 20-foot-square chamber is full of zombies

(2d6+8). The zombies attack as soon as the character fully materializes. The symbol can only teleport one character at a time and takes one full round to reset and activate again.

When the character disappears, the dome begins to glow and acts as a scrying globe that shows the location of the trapped character, grimly revealing to those left behind the fate of the unfortunate who fall victim to the sinister trap. Spellcasters who can use the spells *teleport* or *teleport without error* (PHB 264–265) may use the images from the scrying globe to go to the chamber and aid their fellow adventurers. The scrying globe is not a crystal ball and only serves to view the zombie chamber. Any attempts to remove the globe will render it useless.

Suspicious rogues may assume that the symbol is a trap, but they may have difficulty in determining what it does. With a successful Search check (DC 31) a rogue may notice a faint smell of ozone in the air (which is typically associated with teleportation spells) or even notice a few of the small air holes in the floor of the chamber, in a far corner. Or perhaps a rogue might smell the faint scent of death from the zombies in the chamber below. To disable the trap, the rogue must use a hammer and chisel or other implement to crack the glass dome at specific points, thereby disabling the spell trigger.
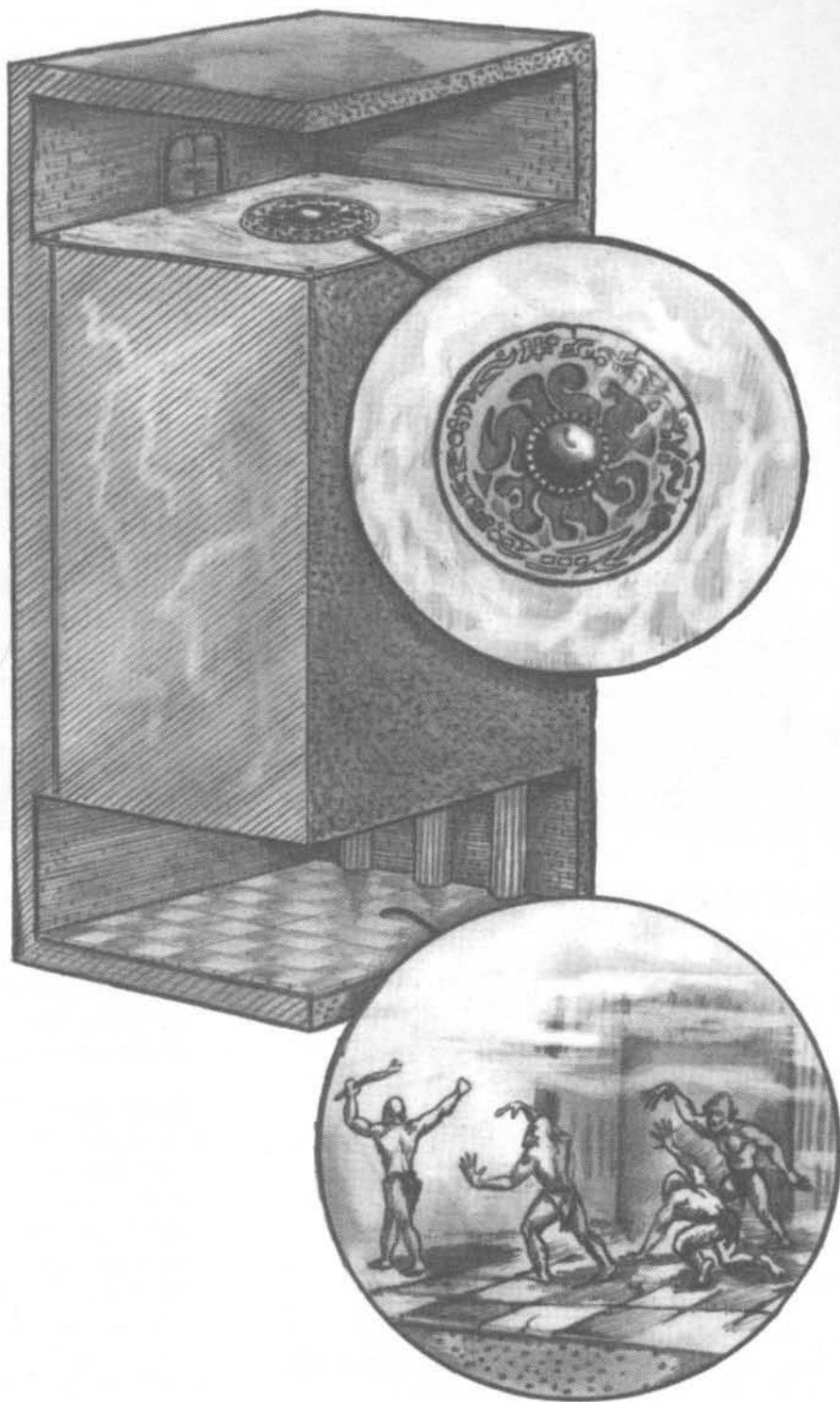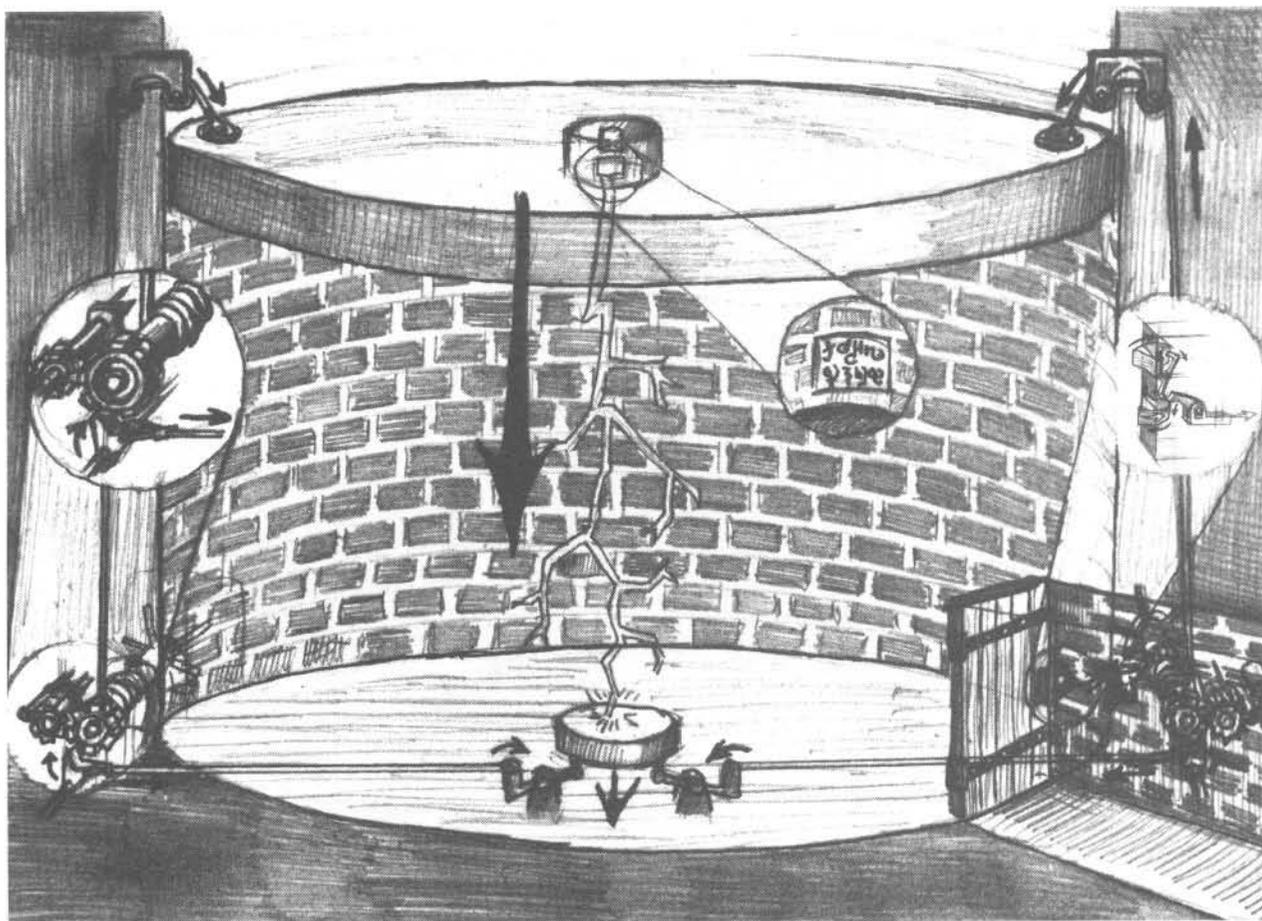
BLACKSTONE'S SACRIFICIAL CEILING

Trap Type: Room Trap
Construction Type: Complex mechanical, magic
Activation Type: Extended
Trigger: Local; switch, magic
Mechanism: Gear, magic
Effect: Injury
Attack Bonus: No attack roll necessary
Damage: 20d6 (ceiling), 5d6 (spell)
Save: Reflex save (DC 13) half
Search DC: 21
Disable Device DC: 28
Challenge Rating: Variable (see text)
Construction Time/Cost: 10 weeks; 10,000 gp; 100 XP

This is another of the "crushing ceiling" traps that seem to have obsessed the master trap-smith late in his career. Blackstone's Sacrificial Ceiling is not only a potentially lethal trap, it toys with the adventurers' morals as well.

The trap is constructed in an unassuming round room with a 20-foot-high ceiling.

This room is somewhat unusual, however, in that there is a hole two feet in diameter cut into the ceiling. Blackstone's signature door-latch trigger activates the trap when the door to the room is opened and closed. When the trap is activated, the ceiling begins to drop at a rate of six feet per round.

In the center of the room, just below the hole in the ceiling, is a pressure plate. When this pressure plate is triggered, it does two things. First, it locks the gear and stops the ceiling from lowering. Second, it activates a spell trap in the ceiling—aligned with the hole—that discharges a *lightning bolt* at anyone standing on the pressure plate. The lesson is clear: The cowardly character who attempts to save himself will inadvertently save his companions and pay a stiff price in doing so.

The gear must be rewound for the ceiling to be retracted to its normal position. As a result, the characters will still have to escape the room if they survive the trap. This will likely require breaking through the strong wooden door (2 in. thick, Hardness 5, hp 20, Break DC 25) unless relatively high-level magic is available.

This is an unusual two-stage trap, because only one stage is ever actually activated. As a result, the Challenge Rating is variable, depending on which of the two stages the characters must overcome. If no one triggers the pressure plate in the center of the room, the trap should be treated as CR 10. This is the default situation if a rogue is able to discover the trap and disable it before it is activated. If a character does trigger the pressure plate, thereby stopping the ceiling and discharging the spell trap, it should be considered CR 3.

An observant rogue may spot the trigger mechanism when picking the lock on the door. The pressure plate in the center of the room and the stone block imbued with the spell trap may also offer warning signs. This is a particularly difficult trap to completely disarm. First, the rogue must expose and dismantle the door-latch trigger. Second, the pressure plate in the center of the room must be jammed or disarmed. And finally, the rogue must climb to the ceiling in the middle of the room and chip the spell trap at precise points to neutralize it without discharging the *lightning bolt*.

CHAPTER FIVE
PUZZLES

This chapter presents a variety of physical and intellectual puzzles, challenges, and skill tests for DMs to use in their adventures. All material in this chapter except rules and game statistics wholly derived from the d20 System Reference Document is designated as closed content.

LOGIC PUZZLES

THE DRAGON BOX

This is an ornate wrought-gold box, about twelve inches long, eight inches wide, and six inches deep. It is finely engraved on every visible surface. The lid presents the image of a two-headed dragon roaring to either side, with tiny diamonds for eyes.

A small but easily legible script follows the line of the two-headed dragon's necks: "Help us in the hunt; all must face their prey."

The sides and back present an intricate pattern of scales that seems almost to ripple as the box is moved. The front shows a line of men with swords and shields facing the heads of five dragons. The hinges on the back are in the shape of claws whose ends blend into the scale pattern. The dragons' heads on the front are the five clasps.

The box has five legs, one at each corner and one in the center of the otherwise undecorated bottom. Each leg is in the image of a different metallic dragon crouched on its hind legs with its wings and forelegs stretching upward to support the weight above it. A fine, crawling script can be discerned along the edges of the wings of each dragon. The dragons are placed as follows:

On the left, rear corner is the brass dragon, whose wings show the phrase: "I am hunted by a dragon not of Water."

At the rear, right-hand side is the bronze: "To seek my prey I must fly to freezing fate."

On the right front corner is the copper: "When my hunter comes, I do not wake."

The silver dragon holds the last corner: "My prey dwells on lofty heights."

Lastly, in the center is the gold dragon, which is slightly wider than the others: "None dare seek the gold, though I may hunt any who do not share my home."

The legs of the Dragon Box can be twisted so that each of the dragons on the corners may face the adjacent corners or across the box to the opposite corner. The gold dragon in the center may face any of the dragons on the corners. When the correct combination of facings is set, each of the five dragons' heads on the front of the box releases and the box may be opened. The inside of the box, once opened, is lined in plush red velvet. The inner dimensions of the box are one inch shorter in each direction (11" x 7" x 5") and it may hold anything a normal box of that size might hold.

Each of the five clasps is a lock of Amazing quality, requiring an Open Lock (DC 40) check to bypass. Attempting to do so will require removing the dragons' heads. A *knock* spell will also bypass two of the locks, so that it would require three separate castings to open the Dragon Box.

The correct facings are: Brass hunts copper, bronze hunts silver, copper hunts brass, gold hunts bronze, and silver hunts copper.

Scrolls of Ariellus

The Scrolls of Ariellus are named for the wizard who first protected his magical scrolls by sealing them behind a puzzle. Though he always used this method to conceal his scrolls of spells, any scroll or map might be similarly enchanted. Each scroll contains a single riddle. If the correct answer to the riddle is spoken aloud while the scroll is unrolled, the riddle vanishes and the true contents of the scroll appear. Aside from its contents, there is normally nothing to distinguish a Scroll of Ariellus from any other magical scroll, but some may have colored ribbons or other markings on the outside to assist their original owners in sorting them. Some examples of the Scrolls of Ariellus follow.

"An elf, a dwarf, a human, and an orc enter a tavern and all take separate seats. Two take seats at different tables, where they feel like they'll have cover. One patron takes a round table but the human takes a square table. The elf and one other patron don't sit at tables, because they don't want their movement restricted. The two not at tables are seated on a three-legged stool and a wobbly bench. The dwarf sits last, after looking around, and doesn't sit at either the round table or the wobbly

bench. The barmaid, looking a little nervous, takes their orders. The patron on the wobbly bench orders the mead. The man at the square table doesn't order the ale. The dwarf doesn't want the ale or wine. The barmaid heads up to the bar to get the drinks and after a short while she returns. She brings the orc ale, delivers the dwarf mead, hands the human a beer, and offers the elf some wine. Which patron got the right drink?" When this scroll is unrolled and the correct answer ("orc") is spoken aloud, the scroll reveals its contents, three arcane spells: *charm monster, confusion,* and *feeblemind.*

"There are four elementals: air, earth, fire, and water. Each is of a different size: tiny, small, medium, and large, and each has its favorite race to toy with: goblins, kobolds, sprites, and wolves. The earth elemental is bored with sprites and wolves. Neither the air nor water elementals are of medium size. The tiny elemental won't go near goblins or sprites. The large elemental is not of air or earth. The small fire elemental likes to see kobolds run in fear. Which creature is the favorite of the large elemental?" The favorite creature of the large (water) elemental is the sprite. When "sprite" is spoken aloud before the open scroll, it reveals three arcane spells: *control water, control weather,* and *summon monster VI.*

"In a room with four walls and three doors, there's an oak door, an iron door, and a stone door. One of these doors is trapped, another locked, and the third is open. Now, the north door isn't trapped, the iron door isn't locked, the oak door isn't open, the south door isn't stone, the iron door isn't on the west, and the east door isn't oak. Which of the walls doesn't have a door?" When the correct answer ("west") is spoken, the true contents of the scroll are revealed: the arcane spells *dimension door and passwall.*

Mechanical Door

This is a wide door built of granite. The sturdy stone door is etched with a ring of runic patterns around a collage of images of battle and loss. The wall to the left of the door hosts seven stout levers side by side, all currently pointed upward. Above the levers themselves are two stanzas of lettering, precisely chiseled into the stone and easily legible. They read:

"One of us lets you Pass,

And one will Harm you not,
But two spread Poison fumes.
The other three attack
With Fire, Lightning, and Ice."

"You cannot safely pull the lever at either end,
Though no danger lies to either Poison's right,
And a way out stands at Lightning's left.
But know that the Harmless lever rests in the center of all."

Each of the levers, save the one that opens the door, activates a magical trap. These traps are composed of magical sigils invisibly inscribed on the stone wall directly below each lever. Any trap effects triggered will emanate from these sigils. The levers, from left to right, are as follows:

First is the Lever of Fire. Pulling this activates a magical jet of flame that strikes out towards whomever or whatever pulled it, to a maximum range of 50 feet. CR 4; 5d6 damage; Reflex save (DC 15) for half; Search (DC 25); Disable Device (DC 30).

The second is the Lever of Ice. Similar to the Lever of Fire, a bolt of ice crystal streaks out and heads unerringly toward whomever or whatever triggered it, to a maximum range of 50 feet. CR 4; 5d6 damage; Reflex save (DC 15) for half; Search (DC 25); Disable Device (DC 30).

The third is a Lever of Poison. When pulled, the sigil conjures a cloud of gas into the air. Anyone within 10 feet of the third lever is potentially affected. CR 10; no attack roll necessary (see note); Search (DC 21); Disable Device (DC 25). *Note*: Trap releases burnt othur fumes (DMG 80).

The fourth and central lever is the "Harmless" lever. When pulled, it activates a *magic mouth* in what once was a guardroom nearby to warn of someone attempting to open the door. There may or may not be anyone there to hear the message. CR 1; Search (DC 22); Disable Device (DC 27).

The fifth lever is the other Lever of Poison. It is identical in effect to the third lever.

The sixth lever opens the door. The door is actually a round stone 18 inches thick, and when this lever is pulled the door will roll away to the left. It will only remain in the opened position for five minutes, after which time it will roll back into place. The Mechanical Door is well built, and its slow movement makes little noise.

The last lever is the Lever of Lightning. When activated, the lightning trap causes several arcs of lightning to strike at anyone within 15 feet. The strikes are evenly distributed at all possible targets, with any extra strokes hitting those nearest the lever. CR 5; no attack roll necessary; 2d4 lightning strikes for 2d6 damage; Reflex save (DC 16) avoids; Search (DC 25); Disable Device (DC 30).

EYES OF THE DRAGONS

This is a heavy oaken door bound with iron and set in an intricate stone doorframe. It is the frame that is of particular interest, for it is formed in the image of five identical dragons. There are two dragons curled up to the door on each side while the fifth rests across its top. Each of the dragons is of the same dull granite and each has a single empty eye socket. All of the beasts seem to be peering outward as if waiting for something. When someone approaches, the dragons speak.

The dragon resting atop the door speaks calmly, "We can be made to see our way to let you pass."

The higher dragon along the left side speaks with apparent satisfaction, "Opal does not look up to ruby."

The upper dragon on the right intones disdainfully, "The pearl rests not on the right side."

The lower left dragon comments with relief, "The ruby rests not on the left."

The lower right dragon says matter-of-factly, "Ruby and sapphire reside higher than emerald."

Then the topmost dragon speaks again, "I keep the opal near me, but wear it not."

The dragon on the lower left holds out a clawed hand and opens it, revealing five small stones: a black opal, an emerald, a pearl, a ruby, and a sapphire. The stones seem to be of a size with the empty sockets in each dragon's eye. To

appease the stone dragons, each must be given the correct stone. As these stone carvings represent the evil chromatic dragons they will react badly if given the wrong stone, as if gravely insulted.

The topmost dragon is the Blue. When given the sapphire it will seem to smile and lay back down contentedly. Should it be given any other stone, it will shake its head to remove the offensive gem and use its "breath weapon" (a 60-foot-long line of lightning) against the offender.

Lightning Blast: CR 3; no attack roll necessary; 4d8 damage; Reflex save (DC 16) for half.

The upper left dragon is the Black. If given the black opal it will take on an air of smugness and ignore the characters thereafter. Its reaction to any other stone is similar to the Blue dragon's. It will use its breath weapon—a 40-foot stream of acid.

Acid Stream: CR 2; no attack roll necessary; 4d4 damage; Reflex save (DC 14) for half.

The upper right dragon is the Red. Once given the ruby, it will strut for a few moments as if proudly showing off. Given any other stone, it becomes furious and breathes its 40-foot cone of fire at as many of the party members as possible before clawing the ruby out and throwing it towards whoever put it there.

Flame Jet: CR 3; 4d10 damage; Reflex save (DC 18) for half.

The lower left dragon is the White. Given the pearl, the dragon nods resignedly and curls up again. If someone attempts to place another stone with the White, it will snap angrily at their hand.

Dragon Bite: CR 1; +8 melee (1d6+1 damage).

It will make only one bite each time someone tries to give it the wrong stone. The White dragon has a breath weapon like the others, a 20-foot frost ray, but will only use it as described below.

Frost Ray: CR 2; 2d6 damage; Reflex save (DC 14) for half.

The lower right dragon is the Green. If set with the emerald, it will languidly stretch before settling into the wall again as if it never had any doubts. Set with any other stone, it snorts furiously and shakes it loose before breathing its cloud of corrosive gas directly at the person who set the wrong stone.

Poison Gas: CR 3; 4d6 damage; Reflex save (DC 16) for half.

Once all five dragons are set with the correct stones, all five gems vanish and the normal-looking oak door rises into the ceiling, leaving the way open. The door stays open for one hour. If anyone attempts to remove a correct stone once it has been set or otherwise to harm one of the carvings, that dragon will use its breath weapon to defend itself. Should anyone attempt to steal the five stones, all of the dragons will use their breath weapons until the thieves are either dead or out of sight. Unlike living dragons, these magical carvings can each use their breath weapons once per round.

Math Puzzles

The Weights of Authority and Responsibility

A four-foot tall marble statue, depicting an androgynous humanoid with feathered wings folded behind its back, stands beside a set of heavy ironbound double doors. Its arms are held forward and raised, palms upward, and upon each hand rests a wide marble plate. The Weights of Authority and Responsibility are eight slim steel discs, each bearing an engraved number ranging from one to eight, and each of different thickness and weight. They are laid out in order on a low stone dais that stands before the statue. There is a deeply engraved message on the front of the dais in Dwarven letters that reads:

You face the weights of authority and responsibility.

Balance them well, lest you sow disaster.

Balance them perfectly and you shall open the way.

It will help you to know that the first is ten times the second.

Thrice the second is the third plus twice the eighth.

Twice the third is one more than the fifth plus half the eighth.

The fourth is the difference between the sixth and twice the seventh.

The fifth is one tenth of the sum of thrice the second and one fourth the fourth.

The sixth is the first minus twice the third plus twice the fifth.

The seventh is the difference between four times the fourth and the sum of the first and fifth.

Twice the eighth is one less than twice the second plus the third.

Careful examination of the statue reveals that the arms are of a separate piece than the body, and that they are made to shift when weight is placed on them. The doors have no apparent lock but will not open as three iron bars hold them from the inside. The clues allow the exact weight of each of the discs (in ounces) to be found, and the discs must be placed such that the weight upon each hand is exactly the same. If this is accomplished, the bars on the doors will recede and the doors may be opened.

The first weighs 130, the second 13, the third is 7, the fourth is 44, the fifth is 5, the sixth is 126, the seventh is 41, and the eighth is 16. One side must contain the first, second, third, and seventh. The other must contain the fourth, fifth, sixth, and eighth.

If the weights become unbalanced by more than 4 ounces, a trap is sprung: Search (DC 30), Disable Device (DC 35).

If the left-hand side ("Authority") becomes too heavy, a series of scything blades are activated. Determine targets randomly from those within the 10-foot-square area around the statue. There are five attacks (+15 melee; 1d10/x3).

If the right side ("Responsibility") is the weightiest, a gas cloud of Black Lotus extract is released (DC 20; initial damage 3d6 Con, secondary damage 3d6 Con). If the total weight on both sides exceeds 24 pounds (384 ounces, two more than the total of the Weights), the floor opens to drop the characters into a 100-ft.-deep spiked pit trap: CR 5; Reflex save (DC 20) avoids; 10d6 damage, +10 melee (1d4 spikes for 1d4+5 damage per hit); Search (DC 25); Disable Device (DC 35).

The Three Wheels

This massive granite double-door is set into a recessed archway more than 20 feet across and 12 feet high. The edges of the door and door-frame have been decorated with square ridges in a repeating pattern. Built into the doors near the center are three large stone wheels. These wheels are built into the door with a seam only a fraction of an inch wide.

Each of the wheels is marked with a series of numbers. The left wheel has the numbers 0 through 9. The center wheel is marked with 0 through 12, and the last with 0 through 7. Above each of these wheels is a column of numbers. The left column is "62, 30, 14." The center column is "1, 4, 9, 3," and the right column is "1, 1, 2, 3, 5." These columns of numbers are engraved just above the wheels so that the numbers at the top of each wheel seem to fit into the series of numbers in each column. The wheels are built to rotate on their centers so that any of the numbers on their surfaces may be turned upright at the top of the wheel.

The door unlocks only when all three wheels are turned with the correct numbers at the top. Positioning them correctly requires recognizing the patterns of numbers in each column and continuing each pattern with the numbers engraved on the wheels. The wheel on the left must be turned to 6, the wheel in the center to 12, and the wheel on the right must be set to 0.

The pattern on the left is a simple one. The difference between the first and second numbers is 32. The difference between the second and third is 16. The difference, then, between the third and fourth is 8. The key to understanding the center and right-hand wheels is recognizing the cyclic nature of the patterns. The column in the center is a simple pattern, "1, 4, 9, 16, 25." However, each number in the pattern is restrict-

ed to the number range on the wheel, listed as the remainder of that number divided by 13. Thus, the pattern becomes, "1, 4, 9, 3, 12." The series on the right is a special pattern in which each number is found by adding the previous two. Thus, the sixth number in the pattern should be 8. The numbers in this series are bounded just as the numbers in the center column, however, so the wheel must be set to "0" to open the lock.

Word Puzzles

Rod of the Riddle

This is a three-foot long rod of iron, topped by a rose quartz crystal, and wrapped near the base with a thin silver wire. Just below the base of the crystal at the tip of the rod the following is etched into the iron:

My first is born but once and dies Nine Deaths.

My middle is the Heart of Alarm.

My last arranges locks of Golden Thread,

And can be found on the Morning Caller's head.

The rod is actually a *rod of wonder*, and the solution to the riddle ("Catacomb") is the command word to activate it. If the command word is spoken aloud by the person holding the rod, it will activate immediately, producing a random effect as usual.

The Old Man and the Stone

The apparition of an old human man appears. Though he is partly transparent, he is clearly wearing dark blue robes and a black cloak, which is embroidered along the hem with runic sigils. His face is deeply wrinkled and his pale eyes seem lost in thought. When approached, he glances up and smiles grimly, shifting the wrinkles in his face so that he looks like an old toothless dog. "What begins and ends with a curve and has an em in the middle?"

The old man is a ghost. He is not interested in fighting and if attacked he will simply vanish. Otherwise, he will wait for an answer to his riddle. If given the correct answer

("arcane mark") he will give a quick bark of laughter and hold out his hand. A large emerald (900 gp value) hovers over his outstretched hand. He holds it there using his *telekinesis* power until someone takes the gem. Once the stone is taken from him, he vanishes.

This ghost died many years ago when burglars came to his home while he slept. The noise of their break-in woke him and, greedy and frightened for his hoard of jewels, he ran to the secret panel where he kept his collection of gemstones. Unfortunately, in his haste he tripped and fell down the stairs. Since his death he has been determined to rid himself of all his gems as he feels that they and his foolishness are what killed him. To be certain that their next owners are not as foolish as he was, he tests a person's wits with a riddle before gifting them with one of his precious gems.

SYMBOLS OF SEALING

This is a 10-foot wide stone door whose surface has been engraved with a series of small images. Prominent among these are four large, arcane *symbols* arranged in a column at the center of the door. Along the edge of the door, from the bottom left corner across the top and down the right side, is the series of letters: "BXX SPC SCOXH JAMJI PJIJ AJJH CAXW KBW JNIJKK BAH EIJKK MPJ KJFCAH KWYDCX LICY MPJ MCE."

The four *symbols* on the door are each permanent *symbols of death*. Anyone who touches any of the *symbols* will activate that *symbol*. Passing through the doorway will trigger all four. The letters carved around the edges of the door are inscribed in a code. Translating those words will reveal the process necessary to bypass the *symbols*. "All who would enter here need only say egress and press the second symbol from the top." Once the password is spoken, the symbols may be touched or bypassed safely for a period of ten minutes.

The second *symbol* from the top is the triggering mechanism that opens the door. When it is pressed, the door pivots on its center and slowly opens. Once it is released the door immediately begins to shut again. For the door to fully open requires two rounds and closing from its fully open position requires another two rounds.

Fountain of Sight

A broad circular basin supports four stone merfolk, two male and two female, evenly spaced around the edge. Each of the statues is adorned in a form of partial scale armor built of seashells and wears coral jewelry. Each statue also holds aloft a trident and the tips of the tridents meet over the center of the basin. The merfolk face towards the center of the basin, leaning inward and staring down with their mouths open. Though it appears to have been designed as a fountain, the basin is empty and dry. Around the edge of this circular basin a message is carved:

> "The measure of our depths is not an easy thing to tell,
> we live beneath the ocean's waves, and there we like it well.
> Though some may claim to understand just how to find our home,
> trust them not, unless this means they use when out they roam.
> The sea is ours, the land is yours; yet this word bridges all.
> Speak now, friends, and understand our final clarion call."

When the command word is spoken ("fathom"), water pours out from the mouths of the merfolk, filling the basin in 3 rounds. Once full, the fountain may be used to view a distant location, even on another plane, just as with the spell *scrying*. Each minute of use drains the fountain by 1/10th, so that after 10 minutes the fountain is empty and does not function. The fountain's power does not need to be used all at once, and the water will remain in the pool for the remainder of the day if left unused. However, the Fountain of Sight may not be activated more than once per day and may not function for more than 10 minutes during a 24-hour period.

Crystal Door

This iron door appears to be completely smooth and unadorned, with no bolts, bands, or ridges. It is set into a recessed archway of the stonework wall around it. The top of the doorframe has eight identically cut clear quartz crystals set into the granite. Above the crystals is the message, "Music is the key."

When someone approaches the door, or knocks, touches, or otherwise attempts to interact with it, a sequence of the crystals will glow, each giving off a single, clear musical tone as it lights. The sequence is as follows: the fourth crystal from the left sounds first, then the sixth, the eighth, the sixth crystal again, then the second, and finally the third. The pitch of the tones seems to increase from left to right.

The eight crystals form an octave of musical tones, assigned to letters by convention as c, d, e, f, g, a, b, and c. Thus, the notes that play spell out the word "facade." A Perform (DC 12) check might allow a character to recognize the octave, if the players need a clue. The door itself is an illusion, given substance by a *wall of force*. When the password is given, the *wall of force* dissipates and the illusion "slides" aside into the right-hand wall. After one minute, the door will attempt to "close" again. If anything is blocking the archway at that time the *wall of force* will fail and the illusion of the door sliding back into place will not be triggered. As soon as the archway is no longer blocked, however, the door will return.

Due to the real nature of the Crystal Door, neither the *knock* spell nor any physical effort will produce noticeable effect. A *dispel magic* successfully cast against a 12th-level caster can disable the magic of the doorway, though this will simply cancel the illusion, prevent the crystals from sounding, and prevent the door from opening should the password be spoken before the doorway recovers itself in 1d4 rounds. During those rounds, the *wall of force* will still be active. A *disintigrate* spell or a *sphere of annihilation* can remove the *wall of force* without affecting the illusion or the crystals. In this case, the *wall of force* will only return after the door has been successfully opened and then closes again. *Mord's disjunction* will destroy both the illusion of the door and the *wall of force* as well as completely destroying the magic of the doorway unless it makes a successful Will save.

Door of Letters

This is a wooden door, bound with iron and set into the stone wall. A series of stonework carvings representing the alphabet forms an arch over the door. The carvings are each about three inches square. A recessed area in the center of the door holds an iron plaque with this message: "I'm in trouble but

not in the light. I dwell in darkness but not in spite. What am I?"

Any of the letters over the doorway may be pressed inward. If any of the vowels are pressed, they will trigger a trap and spray a hail of needles over the area in front of the door.

Hail of Needles: CR 1; +20 ranged (2d4); Search (DC 22); Disable Device (DC 22).

If the letter "r" is pressed, the door will be audibly unlocked. Pressing any of the other letters produces no effect.

THE DOOR OF ELEMENTAL OPENING

This door appears to be a normal hewn stone wall, with only five engravings and a short message to mark this section of wall as different from any other. The five engravings form a circle: a raindrop shape with wavy lines arcing away from it, a snowflake, a lightning bolt, a flame, and three concentric circles. The message carved in the center of this circle is:

"Choose wisely for we may shield you from what lies beyond.
The Creatures you shall face will Overwhelm you
unless you Lay your hand upon the correct Device."

The symbols represent, in order: acid, cold, electricity, fire, and sonic. They are the five elements from which a *protection from elements* spell may protect its recipient. Touching any of the five symbols has two effects. First, every person within 30 feet of the symbol is granted the effects of the *protection from elements* spell with respect to the element touched at caster level 12. Thus, each person will be protected from up to 144 points of damage from the appropriate element for a duration of up to two hours. Second, the section of wall on which the symbols are inscribed sinks into the floor, revealing a passage beyond.

The passage is 50 feet long and ends in an oak door bound with iron. The door is unlocked but magically trapped. Opening the door triggers the trap, but touching it does not. When triggered, a *cone of cold* fills the entire length of the hallway.

Cone of Cold: CR 10; 14d6 cold damage; Search (DC 25); Disable Device (DC 25).

On the other side of the door is a room 30 feet long, 30 feet wide, and 15 feet high with no other exits. This room is enchanted so that it is always −20°F, and when the door is opened 1d4+1 ice mephits are summoned. Inside the room, opposite the doorway, is a small alcove with a stone pedestal. A staff that appears to be fashioned of solid ice sits on the pedestal along with a scroll that names the staff as a *staff of frost* and gives the command words to activate it. The staff does feel cool to the touch but will not melt and is not difficult to grasp.

THE SPELL RIDDLE

An engraved riddle covers one surface of what appears to be a solid cube of wood about eight inches on each side. The rest of the cube is featureless except for the natural grain of the oak. The riddle is:

"Upon considering that every beginning has its end,
despite what is believed by many learned magi,
some may discover that it is unwise to envelop light within a cloud of darkness, for a cat can always find its way with an open eye, marking its path easily, and it will receive not a single surprise through darkest midnight. What spell am I thinking of?"

The answer to the riddle is found by taking the letters at the beginning and end of each line save the first and last. When the correct answer is spoken ("displacement"), the cube glows faintly for a moment before expelling its contents. If the cube is resting on a surface, the contents of the cube will phase out of the cube and deposit themselves on the surface near it. If the cube is held when the command word is spoken, the contents will probably fall onto the ground or floor. Initially, the contents of the cube might be a non-magical small obsidian figurine of a displacer beast (400 gp value) and a *+2 dagger*. When the cube holds nothing, the command word will cause it to phase any objects touching it into itself, provided the objects might conceivably fit inside the dimensions of the cube. The cube weighs 5 lbs. plus the weight of any contents.

Riddle of the Nine

The Riddle of the Nine focuses on a series of nine statues and a single archway, which might be found close together or scattered. Each statue speaks by way of a *magic mouth* to give a riddle, and each statue will acknowledge the right answer with, "correct." They will not otherwise speak or act. The statues might be encountered in any order.

The archway appears as little more than an indention in the stone wall of an otherwise barren room. The arch is a normal one of the sort that usually connects to a passage. However, this one simply makes a two-foot depression in the granite wall. A message carved into the stone just over its top, however, marks the arch as something more: "Sort the word from the nine. Speak and you may pass. Speak its reverse to seal the way."

The first statue is of a human boy, perhaps 12 years old. The statue appears to be wearing wizard's robes and bears a dagger in his belt. When he is approached, he will speak his riddle: "An intermittent and irregular word, which on the left is healthy and sound, and on the right has no more room."

The second statue is a young man, probably in his late teens. He is dressed in robes and has one hand to his chin in a thoughtful expression and his other hand is holding a book. The riddle he speaks is, "I knew a well-spoken verb, which first signaled a choice, then took its fill."

The third is also of a young man, though he seems a little older than the second and bears a thin beard. His left hand holds a telescope, and his right hand is stretched out as if he's reaching for something. When approached, he speaks his riddle: "Fermented sugar cane followed by a short wizard makes for a disorderly search."

The fourth statue has the form of a grown man who has a feeling of seriousness about him. His face is clean-shaven and his hands are clasped together in front of him. He wears full chain mail armor and has a sword belted at his side, with a shield resting against his leg. His eyes seem to peer downward as if studying something. He speaks, "It should be obvious what you get when three quarters of wickedness beat my shield into depression."

The fifth statue is of a man approaching his middle years. His face is set in a domineering expression, though his nose is a little large. His right hand holds a thin wand and his left hand is curled into a fist. When approached he says, "This override word should be clear; consider he who dines on an apple and buries what's left."

The sixth statue is a middle-aged man, though apparently still in good health as he is depicted wearing full plate armor and with a great sword on his back. His hands hold his helmet in front of him, while his eyes stare shrewdly from his otherwise calm face. His riddle is: "It is vital you are aware of treasures brought from afar and followed by six-legged soldiers."

The seventh statue is of a short man beginning to go bald, and with lines around his eyes and mouth. His left hand holds his staff, while his right holds up a coin that he studies. When he speaks, his riddle is: "The hand of reason is protected, first to be emaciated and last to allow."

The eighth statue shows an old man wearing wizard's robes and a heavy, lined cloak. His arms are crossed and he bears a defiant expression on his stone face. "A word of freedom curtailed, for a great army of multitudes comes before the measure of a man's time."

The last statue shows an ancient wizard seated in a heavy chair and nevertheless clutching his cane in one hand. His other hand rests on the arm of his chair. Deep wrinkles crease his face and his bony hands make his joints seem overlarge. When he speaks, he says: "Betrayal is done by this traitor of a word; first it is to rotate around, then to layer its blade."

The correct answers to the riddles of the statues are, in order: fitful, orate, rummage, evident, supplant, important, gauntlet, hostage, and turncoat. The password of the archway is derived from the first letters of each of these words, arranged by the age of the men depicted in the statues. When the password is given ("Foresight"), a *passwall* spell affects the wall at the back of the archway, creating a tunnel through 15 feet of stone into a second room identical to the first, including the archway. The same password will work from the other side, to re-open the passage back should it be necessary. If the "reverse" password is

spoken ("Hindsight"), the *passwall* will be cancelled and the passage will close. Otherwise, the effect will expire after 15 hours.

TABLE OF THE GATE

A short, stout wooden table supports a stonework puzzle in the form of a box. The bottom half of the box is filled with stones, each marked with a single letter. The top half holds no stones, but has as many empty sockets as there are letters. These sockets are marked off into small groups by raised wedges of stone, separating the words that the puzzle must form.

Each of the letters of the puzzle corresponds to one of the empty sockets in the same column. In order to solve the puzzle, each stone must be moved to its correct place to form the words:

"The door is hidden that passes through, but you may find it if you know what to do.
If you speak clearly the following phrase, the light will dawn and you can see the way.
Open the Gate, I ask and implore."

In order to activate the magic of the puzzle, it is only necessary to speak the pass phrase aloud. The stones may be in any position when the phrase is spoken. When activated a magical gateway will open, allowing the characters to step through the "hidden way." The gateway will only remain open for two rounds, but may be opened as often as the pass phrase is spoken aloud. Whenever the gateway opens, all of the stones return to their original positions as well, resetting the puzzle.

PATH OF THE TRUE NAME

The characters, in the course of their explorations, enter an area of the adventure location that is a traditional maze. At some junctures of the maze, runes or symbols are inscribed on the walls or the floor tiles. If the party follows the path marked by the correct symbols, they will navigate the maze without damage; if they take the wrong path, they will encounter deadly traps and other hazards.

The correct path is a sequence of symbols that spell out a name, phrase, or codeword. The DM must provide hints to the word or phrase earlier in the adventure, through clues, omens, prophecies, or cryptic pronouncements by NPCs. If the players haven't been attentive, they won't have the information their characters need to navigate the maze.

There are a number of variations that can make such a puzzle more intriguing.

• The language used in the codeword or phrase is archaic, or has changed since the maze was built. Characters with Decipher Script may make a skill check (DC 25+) to correctly identify the characters inscribed. Alternatively, if a magical language or symbols are used, a character could make a Knowledge (arcana) check.

• *Explosive runes* or *glyphs of warding* are mixed in with the other symbols used in the maze, presenting the characters with a deadly hazard.

• The correct path differs based on the characters' race, alignment, deity, *etc*. For example,

T	C	A	D	D	E	E	I	F	E	I	A	D	E	H	P	A	A	A	H	A	E	A	E	E	F	A	O	I	A	G	D	A	K	C	A	E	A	E	A
U	F	E	E	F	I	L	I	H	H	I	D	G	N	N	R	E	H	E	P	E	G	D	I	G	H	H	R	K	L	L	D	A	M	N	L	N	D	M	L
Y	H	H	N	O	O	R	L	O	W	O	N	K	P	O	T	H	N	T	T	H	O	L	O	I	I	T	S	O	S	N	E	B	U	P	L	O	R	R	O
Y	T	I	N	S	O	T	T	S	Y	W	U	Y		O	W	W	S	T	T	T	S	S	T	S	T	S	Y	W	U	U	P	H	I	W	T	Y	O	U	Y

an elf might have to follow the path that spells out the Old Name for "elf," while a dwarf must follow the path that spells out his race's name in the Elder Tongue. Perhaps an inscription at the beginning of the maze reads, "To pass safely through this maze, you must follow your heritage."

• The keys are not runes or symbols, but mathematical. For example, the correct junctions might be marked by prime numbers, or by powers of 2, or follow the digits of *pi*. For added fun, the builders of the maze might use a non-base-10 counting system. This, of course, assumes that the decimal system is commonly used in the campaign world, which seems likely, but characters from a Romanesque society might be baffled at a puzzle that would seem simple to someone familiar with modern mathematical concepts. As a rule, assume most characters do *not* know math beyond basic arithmetic, unless they have Alchemy, an appropriate Knowledge skill, follow a deity of knowledge or numbers, or otherwise have some reason to be more mathematically literate than usual.

• Areas of the maze have been damaged due to earthquakes, careless use of *fireball* spells, and

so on. As such, some of the symbols have been obscured or erased, forcing the characters to proceed with incomplete information.

CHESS PUZZLES

CHESS BRIDGE

A 50-foot-wide chasm, descending into blackness for hundreds of feet, splits this cavernous room in half. An old stonework bridge crosses the chasm. This bridge is 100 feet long and 60 feet wide, built in a pattern of alternating black and white marble. Though it looks to have been quite solid when built, there are now several large holes near the center of the bridge.

The first person to step onto the bridge will discover its enchantment as a series of changes take effect. First, a row of figures appears at the far side of the bridge. Rooks stand at each end, which in this case take the form of stone golems. Next to these stand the knights, armored men on horseback. The King and Queen near the center are unmistakable in their regal garb and crowns.

R	Kn	Q	K	Kn	R
			H		
H					H
H		H			
				H	
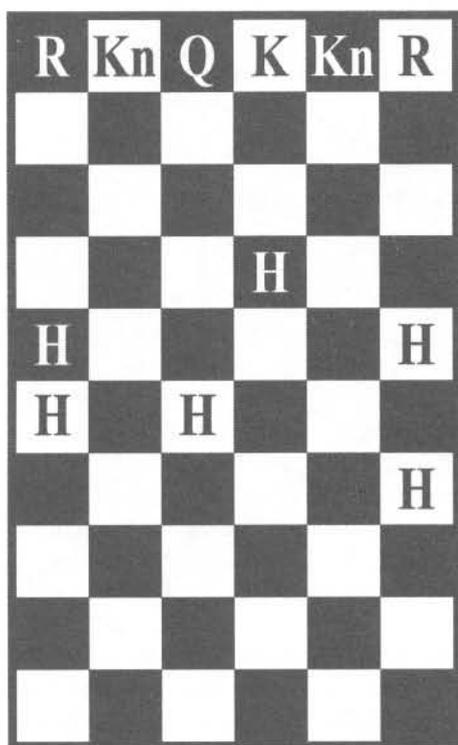
The first person to step onto the bridge will discover the image of a crown prominently floating above his head. This first player becomes the King, regardless of his gender. A riding horse appears alongside the second person to step onto the bridge. This second player becomes the Knight. The horse appears to be real in all respects and may be ridden, though it will not leave the Bridge and vanishes when the game ends. The third player becomes the Bishop, with the bright image of a holy symbol floating above his head. Thick plates of armor that look more like stone than metal surround the fourth player, who is then the Rook. Any other players to enter the board undergo no changes and become Pawns. The players may select their own starting positions anywhere along the first row of the Bridge.

The obvious goal to the Bridge, to cross to the other side, is not nearly as difficult as it once was. The opposing pieces are *shadow conjurations* controlled by the magic of the Bridge. They will react as if intimately familiar with the game, but they have learned to play defensively over the years. During play, none of the opposing pieces will make an attack where there is a risk they will be taken afterwards. They will not hesitate on an attack if there is no risk to themselves.

The illusory pieces are not completely

aware of the damage done to the bridge, nor that the holes make some moves dangerous and others impossible. While they will not deliberately move into one of the holes in the board, they can be tricked into doing so. Any piece that finds its only safe move into a hole will take that move, fall through the board and vanish. Any piece that is offered a safe target across one of the holes will attempt to take that target. To make it safely across the hole, the moving piece must make a Dexterity check (DC 14). For this purpose, the Rooks have Dexterity 9, the Queen has Dexterity 12, and the King has Dexterity 10. The Knights may leap across the holes and will not fall into them.

Otherwise crossing the bridge is much like playing a normal game of chess, save that the board is unusual in shape. Whenever one of the opposing pieces is taken, it vanishes without fanfare. Should one of the players be taken, their illusory enemy moves into their space and an invisible force throws the player back across the room toward their side of the bridge. They will suffer 3d6 damage from falling. This damage may be reduced or avoided as any other falling damage might. Should a player attempt to reenter the bridge after being taken, they will become the next available piece as if they were a new player. If the players' King is taken, the game ends and everyone still on the bridge is thrown off, as above. If the opposing King is taken, all of the illusions vanish at once and the Bridge may be safely crossed.

During the game, there are some precautions in place. *Walls of force* prevent the players from making illegal moves for the pieces they represent, and will similarly prevent more than one "piece" moving at once. As soon as a player begins a move, all the others are trapped within their squares until the game progresses. Should any of the players make it across to the far side of the bridge before the end of the game, they may move off the Bridge entirely. This will take up the turn for their side.

CHALLENGES AND TESTS

100-YARD DASH

As the adventurers make their way down a long hallway, they are confronted by a series of logs that block the path ahead. As they approach for a closer inspection, a pressure plate in the floor releases a large stone block that falls behind the party, insuring that they must travel down the hallway and through the obstacle course.

Unfortunately, triggering the trap has done more than merely release the stone slab. The logs that bar their passage begin to slowly rotate, and those with keen eyesight can see that at the far end of the hallway, another stone slab is slowly being lowered, blocking the only exit from the passageway. The party has 30 seconds to scramble through the rotating logs and escape, or they face the prospect of eternal entombment.

There are 10 logs in all. Scrambling over or under each one requires a Reflex save (DC 15). Each failure delays the character by one second as he slips, loses his grip, or is otherwise thwarted. The character must then make another save to clear the obstacle. A critical failure delays an adventurer by five seconds.

The logs are more than just obstacles—they represent an ingenious gearing system that allows the tremendous weight of the stone slab to be gently lowered into place. A skilled engineer or trapsmith may be able to devise a way of jamming the logs with a successful Disable Device check (DC 30). Two or more logs must be jammed in order to stop the entire mechanism. Jamming one log will merely delay the inevitable, adding 10 seconds to the time required for the slab to block the hallway. Smashing one or more logs causes the rope to slip, subtracting five seconds from the time required for the trap to run its course.

The pressure plate trigger is exquisitely crafted and very difficult to detect (Search DC 30), but relatively easy to disarm (DC 20).

APPRAISE IT!

The party is presented with an unusual sight— a small circular room with two doors, a vaulted ceiling, and two large gems lying in the middle of the otherwise empty room. Wizards casting *detect magic* confirm that there is magic on both gems and another magical point source on the ceiling directly above them.

Upon entering the room, a *magic mouth* (PHB 224–225) activates from that point on the ceiling:

"Greetings! Before you are two gems—one is genuine, the other a fraud. Can you tell them apart? Choose well and you may keep both."

On causal examination the stones appear to be identical 5,000-gp diamonds. An Appraisal skill check (DC 25) is necessary to tell the true stone from the fake. Should the person making the appraisal choose the wrong stone, it will burst with the force of a *fireball* as cast by a 10th-level wizard, engulfing anyone in the room. In order to prevent a simple *detect magic* spell from identifying the true diamond, it has been enchanted with a *magic aura*.

SPEAK UP

The adventurers approach the end of a long corridor, only to find what appears to be a magically enchanted mouth in the center of a stout wooden door. It seems to be speaking, but there is no sound. The door has no handle, lock, or other mechanism that would allow the adventurers to open it.

The mouth is speaking Common, though in the heavy accent of the local dialect. A character who makes a Read Lips check (DC 20) will be able to decipher the silent speech, discerning that the enchanted mouth is saying that it's hungry. If a character places one day's worth of rations in the mouth, the door will open and the characters will be able to proceed. If the characters feed the mouth particularly fine food, it will purse its lips and spit out a ruby worth 1,500 gp. If the door is not fed within one minute of making its request (which is repeated every 20 seconds), the mouth will belch out a cloud of *acid fog* (PHB 172) that quickly fills the corridor.

The door is very stout, made of ironbound wood, and firmly stuck. Breaking it releases the *acid fog*.

Strong wooden door: 2 in. thick, Hardness 5, hp 20; Break DC 25

WOBBLING CUBES

This room is designed to test the adventurer's climbing, jumping, rope use, and other skills and abilities as they attempt to cross a room via a series of boxes suspended from the ceiling by chains.

The adventurers find themselves confronted with a dilemma—the corridor they were traveling down opens into a 50-foot-square room whose ceiling is 50 feet high. The archway the characters enter through is 30 feet above the floor. There are three large wooden cubes suspended 20 feet above the floor by stout chains attached to the ceiling. These cubes are spaced 10 feet apart, in the manner of stepping-stones, leading from the adventurers' corridor to an exit located on the far side of the room.

The cubes on each end of the room are actually connected by a simple pulley system, such that any weight over 50 lbs. placed on one cube causes it to sink towards the floor while its twin rises to the ceiling. The cubes are arranged so that when one comes to rest on the floor, its opposite will be firmly pressed against the ceiling. The central cube is solidly suspended from the ceiling and does not raise or lower. Individuals weighing more than 150 lbs. (including equipment) who jump from one cube to the other will cause the well-balanced box to wobble precariously. To avoid falling off, such a character must make a Balance check (DC 20).

The party must find a way to move from cube to cube, either by well-timed jumps, the effective use of ropes or lassoes, or through some other means in order to cross the room. Individuals falling off or trying to walk across the floor will find themselves walking in a thin coating of slippery (and flammable) oil, adding an additional +5 DC to any attempts to climb out. Additional hazards such as monsters or even flaming oil can be added to make crossing the room even more difficult.

DIS SPELLS "DISASTER"

This is more a trick than a puzzle, but it can be used effectively to throw some surprises the players' way. It also requires the DM to give some thought to the setup beforehand, and it involves several different elements.

First, a number of magic traps or warding spells should be placed in a specific area. For example, an *alarm* spell might be placed in front of a door, while the door itself is inscribed with a *glyph of warding*. Rather than waste two *dispel magic* spells, most wizards or sorcerers will cast *dispel magic* using the area dispel option—thereby triggering the *real* trap.

One of the simplest options—one that is also sometimes obvious to veteran players—is to have monster guardians in the area under the effect of *flesh to stone* spells. When the wizard or sorcerer casts *dispel magic* on the area, the monsters will return to flesh and most likely attack the party. A quick-thinking group might try to negotiate with the monsters, to convince them to join forces and take vengeance on whoever locked them in the stone for so long. This might work with intelligent creatures, and would be an interesting resolution to the encounter. If the players choose this route, they should be rewarded just as if they had defeated the monsters in combat.

Alternatively, the monsters might well be unintelligent creatures, such as displacer beasts or otyugh, or they might even have been offered sufficient reward to volunteer for the "guard duty."

Of course, players will be rightfully suspicious of a life-size otyugh statue in a hallway! As with other traps, such as "Taking Stock" or "The Murderous Mask," a key to relaxing this paranoia is to establish such statues as harmless "dungeon dressing" until the players cease to pay attention. Another possibility is to employ the *flesh to shaped stone* spell detailed below.

One of the advantages of this trick is that it allows the DM to place any monster he desires in the adventure location, without regard for issues of dungeon ecology. These issues add realism and depth to an adventure location, but can sometimes be a limitation on interesting encounters and exciting combats.

Other variants:

• A permanent *reverse gravity* zone (such as that described in the "Inverse Gravity Pit) might support a massive stone block. The large block has "fallen" to the ceiling, and rests there as if it were on the ground. Once the magic is dispelled, it plummets.

• A *forbiddance* spell was cast to keep a creature trapped until it could be permanently dealt with, but, either accidentally or deliberately, it remains. When the *forbiddance* is dispelled, it is freed.

• A stopper or plug has been *enlarged* and the *enlarge* then made *permanent*. When it is dispelled, the stopper shrinks, and water (or acid, or boiling oil...) gushes out.

FLESH TO SHAPED STONE

Transmutation
Level: Sor/Wiz 7
Components: V,S,M
Casting Time: 1 action
Range: Close (25 ft. + 5ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes

The subject and all possessions it carries turns into mindless, inert stone in any form the caster wills. If the stone form resulting from this spell is broken or damaged, the being (if ever returned to its original state) has similar damage or deformities. The creature is not dead (its soul doesn't pass on), but it does not seem to be alive either (when viewed with spells such as *deathwatch*). Only creatures made of flesh are affected by this spell. The material components are lime, water, and soft clay. The clay is shaped into a rough approximation of the form the target is to take. Leaving the clay as an unshaped lump is perfectly acceptable, as well.

This spell was created as a variant of *flesh to stone*. Its range is shorter, but it allows the caster to alter the form of the target as well as the substance.

COUNTERSPELL CHALLENGE

The characters enter a large, round room, barren except for a few unusual features. Directly across from them is a stonework statue. The statue might depict a legendary wizard, the founder of the order, or the dark god to whom the temple is dedicated. Set in the floor about 10 feet in front of the statue is a stone block that serves as a simple table or altar. There may be runes carved in the block or any other decorations appropriate to the adventure location.

Atop the block are several scrolls. A brass plaque set into the stone identifies each scroll as a single arcane or divine spell.

When a character approaches the stone block, a *magic mouth* appears on the statue and speaks in a booming voice: "Use the scrolls to counter each spell and avoid your doom." With these words still echoing in the confined chamber, the challenge begins.

The *magic mouth* incants each spell in turn, in random order. When the incantation is complete, the spell is cast on the character standing in front of the stone block—or centered on this character in the case of an area effect spell. If multiple characters are standing in front of the block, the magical statue will target the one holding a scroll. Otherwise, it will target one or more of the characters randomly, depending on the spell.

To survive the challenge, a spellcaster must make a Spellcraft check (DC 15 + spell level) to identify each spell as the *magic mouth* incants it. He must then choose the appropriate scroll and decipher it, either with a *read magic* spell or another Spellcraft check (DC 15 + spell level). If he is successful, he can then cast the spell from the scroll and counter the spell the statue is casting. If he fails, the spell will be cast and he will suffer the effects. In most cases, the spells will harm or hinder the character unless he successfully counters them.

The DM can scale the challenge by varying the number and level of the spells. If the character's caster level is lower than the scroll's caster level, he will have to make a caster level check (DC = scroll's caster level +1) to cast the spell successfully. If the character fails, he must make a Wisdom check (DC 5) to avoid a mishap (PHB 203).

PRECARIOUS PILLARS

A corridor or tunnel in an underground adventure location leads into a large chamber or cavern. The archway from the corridor opens onto a ledge 40 feet or more above the surface of the water that fills the chamber. There is a similar ledge and archway on the other side of the chamber, about 50 feet away.

An irregular line of columns or pillars stretches across the chamber. These pillars are two to three feet in diameter and extend from the water to the level of the ledge. The tops of the pillars therefore form a series of platforms spaced across the chamber, almost like stepping stones in a stream. The first pillar is just three feet from the ledge. The pillars further away from the ledge seem to be spaced further and further apart as they approach the other side.

Unless they have appropriate magic or wish to climb down and swim across the chamber, the characters will have to use the pillars to get across and continue their exploration. While none of the pillars look to be more than 10 feet apart, this is actually more challenging than it looks.

Jumping from one pillar to the next (or from the ledge to a pillar) requires a Jump check. A character jumps a minimum distance, plus an additional distance depending on the amount by which his Jump check result exceeds 10 (PHB 70).

Pillar	Distance
1	3 ft.
2	3 ft.
3	4 ft.
4	4 ft.
5	5 ft.
6	5 ft.
7	6 ft.
8	6 ft.
9	7 ft.
10	7 ft.

This is pretty straightforward, but the Precarious Pillars challenge offers a nasty surprise. When more than 100 lbs. of weight is placed on the first pillar, a huge clockworks gear mechanism somewhere below the flooded chamber grinds into action. Slowly, then with increasing speed, the pillars begin to thrust up

and down several feet in each direction. Now the characters must jump between the "platforms" while the elevations are constantly changing. This requires careful timing and coordination. Each time the characters jump between pillars, they must make Reflex saves. The DC for the saving throw is 10 + the distance between the pillars. For example, a character need only jump three feet from the first to the second pillar, so the DC is 13.

ROUGH WATERS

The characters enter a large cavern and find the path ahead blocked by a wide moat. The moat runs right up to the wall on the opposite side, and there is a door set in the wall through which the characters must pass to continue their quest. The front edge of a bridge or walkway is visible at the base of the wall, just over the surface of the moat, but there seems to be no mechanism for extending it across the moat. If checked, the door appears to be barred from the other side.

The moat is 40 feet deep and actually extends behind the wall, as well as in front of it. At the bottom of the moat, a narrow shaft about four feet in diameter runs through the wall to the other side. A rusty iron portcullis guards the entrance to the shaft. It is unlocked and can easily be pulled open. The shaft runs about 10 feet and then turns upward to open into a shallow pool on the other side of the wall. At the point where it turns, a large propeller mechanism is set into the end of the shaft. When the portcullis is opened, it triggers a spring-wound gear that begins turning the propeller. The propeller drives the water through the shaft, creating a strong current that makes swimming up the shaft a very difficult task.

To overcome this challenge, a character must dive into the moat and complete several tasks:

• Find the portcullis that leads into the shaft (Search DC 15).

• Swim through the shaft against the current and up into the pool on the other side of the wall. The DC for the Swim check is 15. If the character fails, he may try again, but he suffers a cumulative −1 penalty for each round he's underwater.

• Once on the other side of the wall, the character must unbar the door and operate the winch mechanism to extend the walkway across the moat (assuming he has companions who want to cross).

THE VICTOR'S PATH

The characters enter a room with three paintings on the far wall. Each painting depicts a great battle or heroic feat from the history or legend of your campaign world. The scenes in two of the paintings are of terrible defeats for the "forces of good," while one commemorates a memorable victory. "Good," in this case, can be entirely subjective. If this challenge is encountered in an evil temple, the "forces of good" might be an army of demons or devils. If the challenge is discovered in the ruins of a lost city of the Old Empire, the Imperial Legions might be depicted as the "good guys"—even if they're considered brutal and merciless elsewhere in the world.

The frames of the paintings are hinged and swing outward to reveal concealed doors (Search DC 15). However, the two "doors" behind the paintings of defeats are merely facades rigged with deadly traps of your choice. Make the traps difficult to disable so that, even if the party's rogue discovers them, the characters will be motivated to find some way to avoid them. The door behind the painting of the victorious deed is safe and leads further into the adventure location.

To overcome this challenge and find the true path, the characters must decipher the meaning of the three paintings. Doing so requires a skill check: Knowledge (history) is the most likely, but you may substitute appropriate skills specific to your campaign setting, such as Knowledge (heroes) or Knowledge (legends). The skill checks can be as easy or as difficult as you like, based on the expertise of your characters. If the subject of a painting is a really famous battle that everyone knows about, a check against DC 10 might be appropriate. On the other hand, if the scene is very obscure and requires very specialized knowledge, the DC might be 30 or higher. Of course, the DCs may be different for each painting.

Example

The characters are exploring a lost city of the Old Empire. They enter the room and see the three paintings on the far wall. The first depicts the Battle of Flowers, the climactic conflict of the War of Three Kings. In this battle, the lords of the rebelling provinces defeated the last remnants of the Imperial Legions and sundered the Old Empire once and for all. This is a famous event in world history, and it requires only a Knowledge (history) check (DC 10) to identify.

The second painting depicts a barbarian dressed in a heavy wolfskin cloak kneeling with head bowed before a beautiful and regal lady. The painting commemorates the day when Wolgar IV, the King in the North, bent his knee to Empress Alorna I, marking the end of the Barbarian Wars. While everyone knows about the Barbarian Wars, only true scholars and sages of history will recall this tale, and the DC for the Knowledge (history) check is 20.

Finally, the third painting depicts a great knight dressed in full plate armor and wielding a gleaming greatsword doing battle with a terrible red dragon. This painting commemorates Prince Galen Arion's heroic and ill-fated challenge of the great red wyrm Mezzeninbone. The brave knight never returned from the dragon's mountain lair and left the Old Empire without an heir for many turbulent years. This is a truly obscure event—due to his untimely demise, Prince Galen was soon forgotten in the Old Empire and the successor kingdoms it spawned. Identifying the event requires a Knowledge (history) check (DC 30).

The second painting, of course, is the "victor's path." When this painting swings open, it reveals a hidden door leading deeper into the adventure location, perhaps to a great treasure room or lost library. The other two doors are trapped, and the traps will be triggered if a character moves the painting without first finding and disabling them.

First Painting, Falling Block Trap: CR 5; +15 melee (6d6); Search (DC 20); Disable Device (DC 25). *Note:* Can strike all characters in two adjacent specified squares (PHB 89).

Second Painting, Flame Jet: CR 2; 1-ft.-wide, 50-ft.-long stream of flame (3d6); Reflex save (DC 13) avoids; Search (DC 25); Disable Device (DC 26).

THE GAUNTLET

This is a mechanical obstacle course that is often built at fairs and festivals for entertainment, though more deadly versions may also be constructed as challenges and tests in appropriate adventure locations. The Gauntlet is a sprawling and complicated mechanical contraption constructed primarily of timber.

Successfully navigating the Gauntlet requires speed, strength, agility, and courage. It consists of several stages, each of which tests different capabilities of those who would challenge it. At fairs and festivals, it is customary for contestants to pay a small entrance fee, with the challenger who navigates the course the fastest winning the purse. Because the Gauntlet is so difficult, however, the prize often goes unclaimed.

The DM should keep track of the number of rounds a character takes to make it past each stage. A character who falls is disqualified.

FIRST STAGE

The first task confronting a contestant is an unknotted rope leading from the ground to a wooden platform about 15 feet overhead. This requires a Climb check (DC 15). If the check is successful, the character can climb one-half his speed. A failed check indicates that the character makes no progress that round; the character falls if he fails the check by 5 or more.

SECOND STAGE

Once the character reaches the platform, he's confronted with a narrow wooden beam running about 30 feet to the next platform. The beam is 15 feet above the ground. Walking across the beam requires a Balance check (DC 15). If the check is successful, the character can move one-half his speed along the beam for one round. If the check fails, the character makes no progress for that round. A failure by 5 or more means the character falls, taking 1d6 points of damage.

THIRD STAGE

When he reaches the second platform, the character is confronted by a narrow walkway—about two feet wide—running 10 feet to the next platform. Three pendulums are suspended from a crossbeam and swing back-and-forth perpendicular to the walkway. Dodging the pendulums requires three successive Reflex saves (DC 15). A failed save indicates that the character has been struck by one of the pendulums and must make a Strength check (DC 10) to grab the walkway and pull himself back up. This costs the character one round, and he must then make the save again to get past the pendulum. If the save fails by 5 or more, the character falls 15 feet to the ground and takes 1d6 points of damage. At fairs and festivals, these pendulums are typically padded timber and do no serious damage. In a dungeon or other adventure location, they may be keen-edged blades that cause 1d8 points of damage on a successful hit.

A character who makes it past the pendulums reaches the last platform and can climb down a ladder to the ground. The DM should total the number of rounds it took the character to navigate the Gauntlet and compare his score to the other contestants.

FREE PREVIEW

TRAPS & TREACHERY II

APRIL 2002

The dwarf moved down the passage, grumbling. Cress tried to hush the dwarf, fearing the tomb's ancient guardians would awaken to silence his complaints permanently. The tall human kept his rapier in his hand, even though he was certain it would be of no use should they encounter the spirits of the dead. He could smell the combined stench of sweat and leather as he fought to control his fears.

"Dammit, Sarina, if your god is protecting us I sure can't feel it," he said.

"Quiet down up there," said the priestess as she clutched the miniature silver harp that hung from a chain around her neck. "Rudan is the god of music and revelry, not silent death. Still, I have faith he will protect us from the horrors of this place."

The three companions continued creeping down the dark hallways, thankful their short friend could see through the shadows beyond their torchlight. Suddenly from up ahead they heard several voices crying out in the barking language of gnolls.

"They want us to throw down our weapons and surrender," said Sarina.

"Dammit, I can't see them!" said the dwarf.

"Nor can I," said Sarina, "they are beyond our torchlight. They say they are wielding bows!" Sarina turned to her companions, trusting their adventuring instincts far beyond her own.

"Quick, into those alcoves just ahead!" said Cress as he tumbled toward the left side of the corridor to avoid any oncoming arrows. In one swift motion, the black-clad rogue sprang to his feet and drew his crossbow.

The dwarf was about to follow his lead, but just as he started to jump to his right he saw the floor underneath the rogue rise up and dump him into a chamber beyond.

"Sarina, it's a trap!" said the dwarf. He then lowered his head and charged the gnolls, cursing their decision to come into this unholy place.

Introduction

The following is a free preview of *Traps & Treachery II*. This sequel features dozens of new mechanical and magic traps, puzzles, poisons, and other deadly machinations. The trap names and statistics, as well as rules and mechanics derived from the d20 SRD are designated as Open Game Content. Background text is designated as closed content.
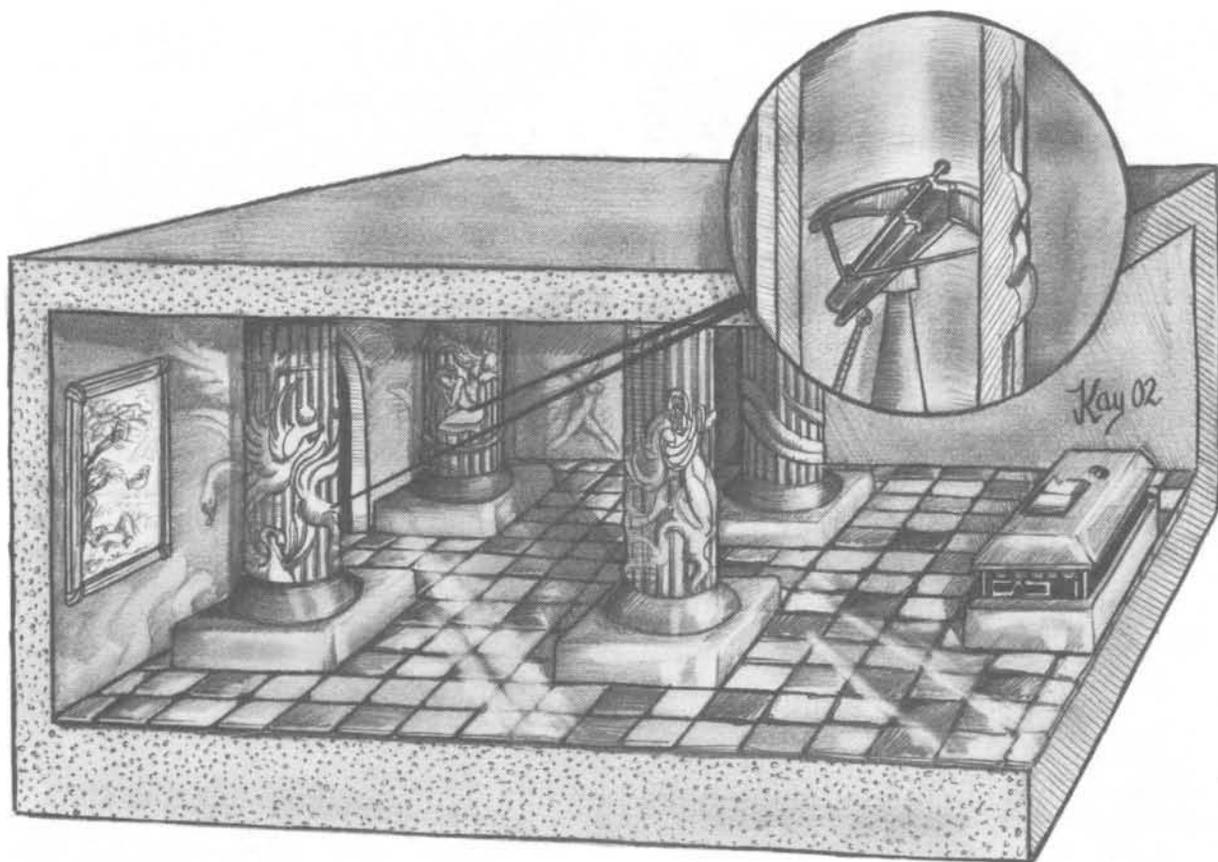
CROSSFIRE

Trap Type: Crossbow Trap
Construction Type: Simple mechanical
Activation Type: Instant
Trigger: Local; pressure plate
Mechanism: Spring
Effect: Injury
Attack Bonus: +10 melee
Damage: 1d8 per bolt
Save: None
Search DC: 21
Disable Device DC: 17
Challenge Rating: 1
Construction Time/Cost: 1 week; 1,000 gp

Crossfire is a simple mechanical trap designed to harm or kill intruders. The room that holds the trap is a small temple of sorts with an altar at the far end of the room. Raised, brightly colored tiles cover the floor, and the walls and pillars bear paintings that depict the exploits of a god and his followers.

The trap consists of crossbows held in hollow pillars to either side of the door. The pillars are very close to the wall nearest to the door, so intruders must pass between them. The crossbows fire through a small hole, hidden in the designs on the pillars.

The trigger for the trap is the tile section between the pillars. As all the tiles are raised, the trigger is difficult to see. Stepping onto any of the trapped tiles sets off the trap. Two bolts, one from each of the adjacent pillars, shoot outwards toward the trespasser. If only one person stepped on the tile, he is the target of both. If two people triggered the trap simultaneously, one bolt is aimed at each. If more than two stepped forward, determine the targets randomly. Each crossbow holds only one bolt, so after one shot the trap is rendered useless until reloaded.

The simplest way to disable the trap is to plug the holes from which the bolts shoot. Another possibility is to jam the trigger mechanism with pitons. Each pillar has a hidden door (Search DC 17) on the rear side where the trap can be reloaded. 2d4 bolts can typically be found in each pillar, and 30% of the time the bolts will be *blessed*.

Hangman's Last Laugh

Trap Type: Poison Trap
Construction Type: Simple mechanical
Activation Type: Instant
Trigger: Local; tripwire
Mechanism: Tripwire
Effect: Injury
Attack Bonus: None
Damage: Poison
Save: Fortitude save (DC 18) resists
Search DC: 15
Disable Device DC: 17
Challenge Rating: 1
Construction Time/Cost: 1 week; 1,000 gp

Hangman's Last Laugh is a simple trap typically used by primitive tribes of humanoids, such as goblins and kobolds. The trap uses a decoy to deliver a debilitating poison to curious interlopers.

A hanged humanoid body is suspended several feet above the ground, the rope slung over a tree branch or outcropping of rock. The body is dressed normally, though the poor condition of the clothing suggests the body has been in its current position for quite a while. Preservatives are used to prevent rotting, and foul smelling herbs keep scavengers away from the body. A sign hung around the neck reads 'Die filthy human, die!' or something appropriate to the creature hanging there. The words are very small, the sign being designed to bring the victims as close to the poison as possible.

I remember wandering into a field of these damned traps while clearing out a nest of kobolds nearly 13 winters ago. We had no idea the bodies were filled with poison or we wouldn't have cut them down to bury them. As soon as they hit the ground they ripped apart, laying most of my men low. Those that weren't killed outright were finished off by the kobolds that attacked us that evening. Small and weak as they may be, the clever little bastards outdid us that day.

— Seamus Glenreaver
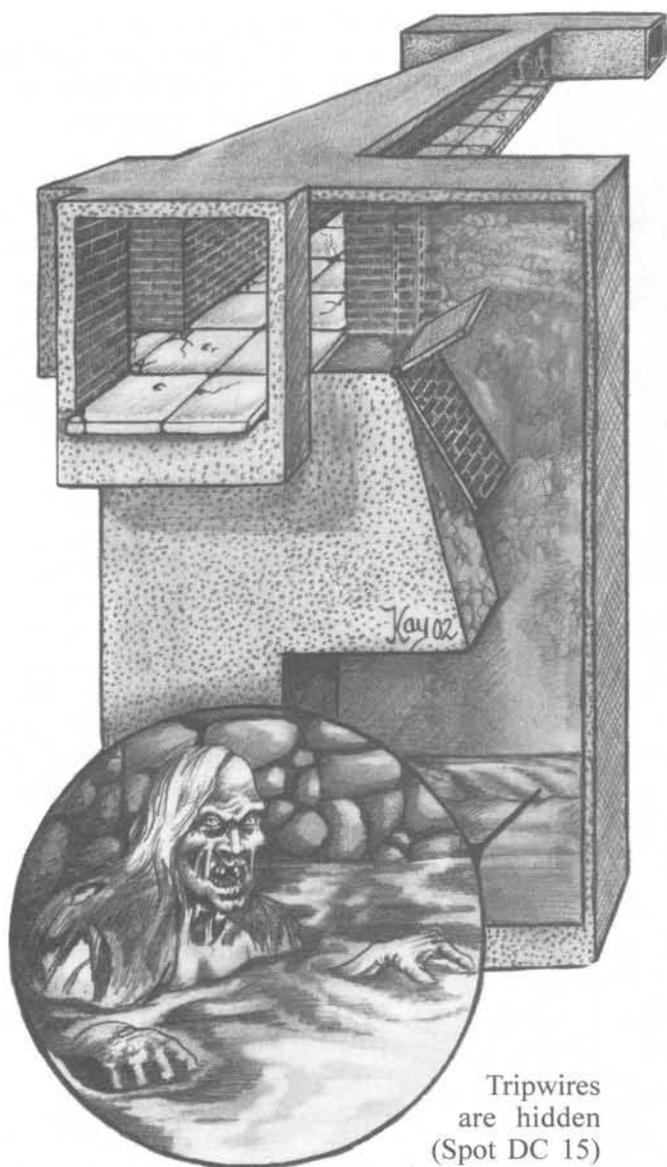
Tripwires are hidden (Spot DC 15) in the grass surrounding the body.

Tripping over the wires causes a small, spring-loaded blade to cut the rope holding up the body, dropping it to the ground. When the body hits the ground it splits open and releases a noxious poison. Moving the corpse causes the body to fall apart as well. The body is held together by crude stitches hidden beneath the corpse's clothing, and the poison gas is sealed in fragile sacks made from specially prepared animal stomachs.

When the body falls apart, the gas is released, affecting all creatures in a 10 ft. radius. Burned barla root is the most common poison used in hangman's last laugh (Fortitude save DC18, initial damage 1d2 Con, secondary damage 1d4+1 Con).

It is easy to avoid the Hangman's Last Laugh by stepping over the tripwire and not touching the body. Otherwise, following the tripwire to its source reveals the blade used to cut the rope (Disable Device DC 17).

ALCOVES

Trap Type: Chute and Slide Trap
Construction Type: Simple mechanical
Activation Type: Instant
Trigger: Local; counterweights
Mechanism: Counterweights
Effect: Ensnarement, injury
Attack Bonus: No attack roll necessary
Save: Reflex save (DC 25) avoids
Search DC: 23
Disable Device DC: 21
Challenge Rating: 2
Construction Time/Cost: 2 weeks; 2,000 gp

Alcoves is a mechanical trap with an illusion component to fool adventurers into triggering it and a monster component to deal damage.

This trap is placed in a straight corridor as it approaches an intersection. Sixty feet from the intersection are two alcoves, one on either side of the corridor. If any creature comes within 5 ft. of the alcoves, an illusion is created at the intersection depicting two bow-wielding gnolls shouting in their native language.

The actual trap is hidden in the alcoves, and moving into either alcove causes the trap to be sprung. The rear wall of the alcove falls backward and the floor pivots upward. The counter-weights that cause the trap to spring are sensitive, so anything over 20 lb. triggers the trap.

The victim slides down a slick, 10-foot-long chute and into a small chamber. The fall causes only 1d3 subdual damage as the chamber contains foul and murky water to a depth of three feet. Once the victim is in the chamber, two zombies (MM 191) rise from the water and attack until destroyed.

The chute is quite slick, and requires a successful Climb check (DC 23) to negotiate. Trapped characters cannot open the pivoting wall from their side. With help from the other side, escape is quite easy, as one person can hold the trap open and lower a rope to any victims.
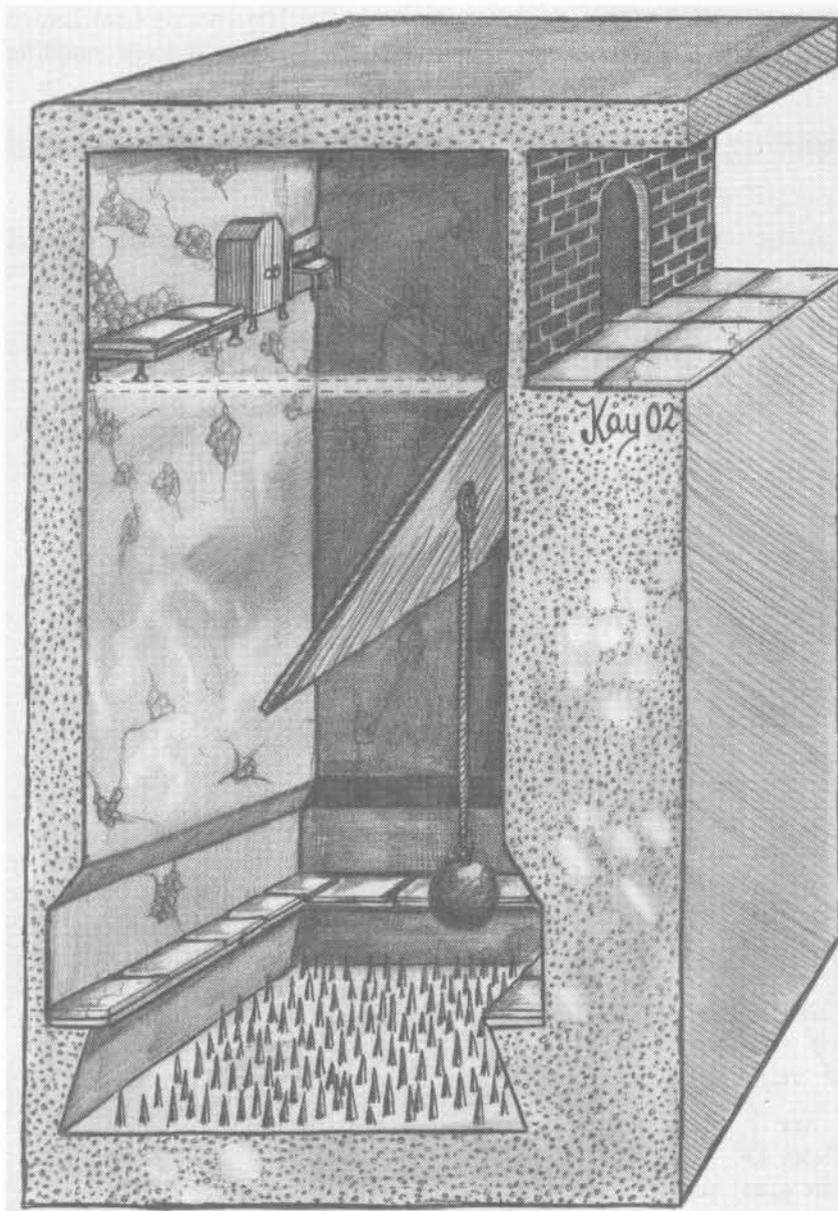
Slide Room is a simple trap that takes advantage of an unprepared or inattentive party by providing an ordinary scene to hide its dangers.

A Slide Room appears to be a simple bedroom, and is most effective when placed near other such rooms in a dungeon or castle in order to hide its true purpose. Simple furnishings fill the room, though all sit against the walls.

The trap is sprung as soon as a creature weighing at least 100 lb. steps halfway into the room. Once this happens, the floor tilts forward rapidly due to the counterweights underneath the room. The pivot point is along the wall where the PCs entered. The room's furnishings, however, do not fall because they are bolted to the walls.

PCs at least halfway into the room must make a Reflex save (DC 20) to avoid sliding into the waiting pit. The DC is reduced to 15 for those less than halfway into the room.

There are two variations of Slide Room traps: a 20-ft.-deep spike trap and a shallow acid pit. The spiked pit deals 2d6 damage for the fall and the character falls on 1d4 spikes, each having a +10 melee attack bonus and dealing 1d4+2 damage. Being immersed in acid deals 10d6 damage per round.

The floor springs back up after 1d4 rounds, resetting itself and trapping characters in the pit. A short ledge rings the pit, allowing those who fall in to climb out fairly easily (Climb check DC 15). However, they must still find a way to lower the floor before they can escape. Observant adventurers can detect the trap because the furniture is not flush against the floor. Disabling the trap is difficult, though, because all of the moving parts are below the room.

SLIDE ROOM

Trap Type: Slide Trap
Construction Type: Simple mechanical
Activation Type: Instant
Trigger: Local; trapdoor
Mechanism: Counterweights
Effect: Injury
Attack Bonus: See below
Damage: See below
Save: Reflex save (DC 20) avoids
Search DC: 21
Disable Device DC: 25
Challenge Rating: 2 (pit) or 6 (acid pool)
 Construction Time/Cost: 2 weeks; 2,000gp
  or 6 weeks; 6,000gp

Pit Gallery

Trap Type: Pit Trap
Construction Type: Complex mechanical
Activation Type: Instant
Trigger: Local; tripwire
Mechanism: Counterweight
Effect: Injury
Attack Bonus: See below
Damage: See below
Save: Reflex save (DC 23) avoids
Search DC: 23
Disable Device DC: 17
Challenge Rating: 3
Construction Time/Cost: 3 weeks; 3,000gp

Pit Gallery is a complex mechanical trap designed primarily to injure, but also to capture, intruders. The room is designed to appear as a small art gallery with six paintings signed by Claus De Vonn, an obscure artist possibly known to the viewer (Bardic Knowledge DC 23 or Knowledge (art) DC 28). A stone table stands on a mosaic pattern in the center of the room. The paintings are all poorly rendered portraits of well-known nobles. They would not fetch a worthy sum on the open market, but the sculpted frames are made of pure silver and could be sold fairly easily (45 gp each).

Pulling any of the frames causes the trap to spring. The floor collapses, its pivot point at the center of the room, sending all viewers tumbling into a pit trap. Anyone standing next to the table or doorway receives a +2 bonus to their Reflex save. Those who fail the save tumble into the 20-ft.-deep spiked pit trap, taking 2d6 damage from the fall as well as possibly impaling themselves on several spikes. 1d4 spikes strike each character for 1d4+2 points of damage per spike. The spikes have an attack bonus of +10 melee.

After it is sprung, a series of gears, pulleys, and counterweights are set to immediately close the apparatus. The process is slow, requiring six rounds to reset. Only pulling another picture frame or destroying the gears from below can stop the reset mechanism.

The only way to disable the trap from above is to cut the wires behind each picture frame. Each picture requires a separate Disable Device check in order to completely neutralize the trap. It would be easy to sabotage the trap by destroying the mechanisms that release and reset the floor, but this can only be accomplished after the trap is sprung.
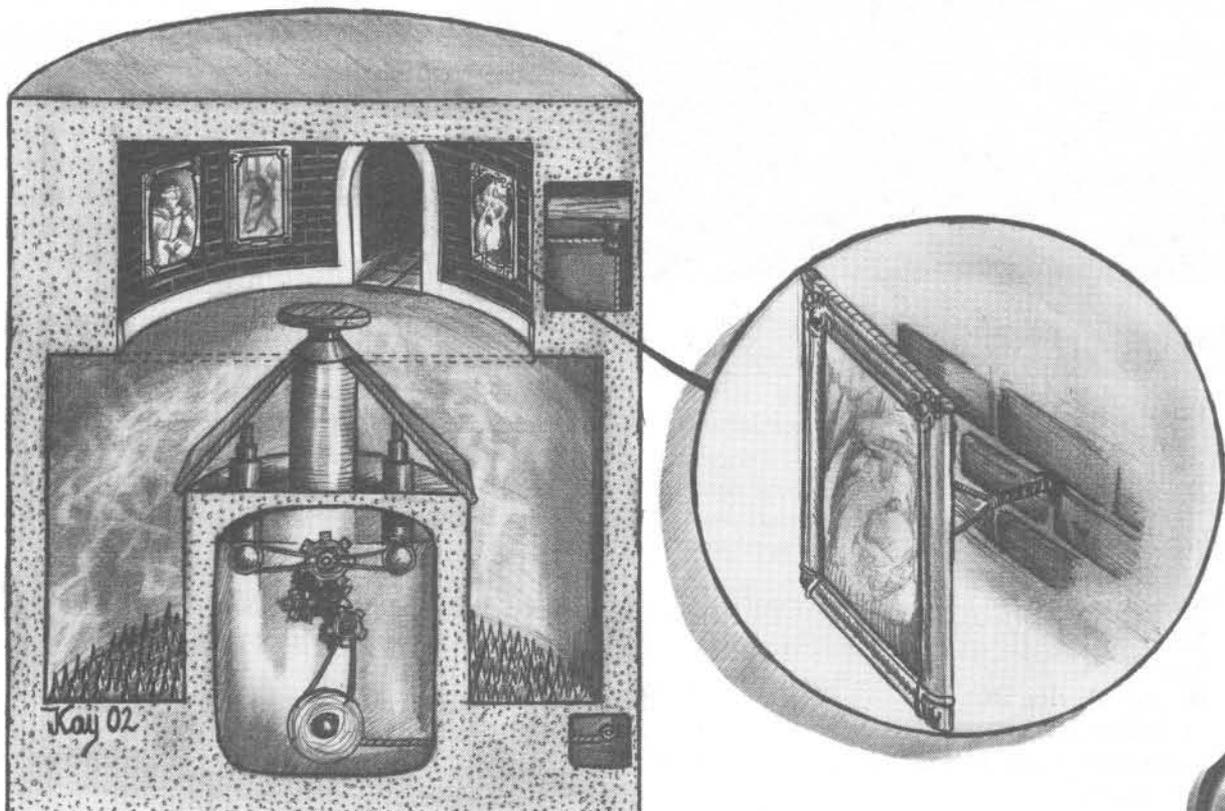
Spider on the Bridge is a magic trap designed to both entangle and possibly kill intruders. It is best placed on a narrow bridge that runs next to a wall, ideally over a body of water that is home to aquatic dangers such as snakes or sharks. Halfway across the bridge is the trigger for a *web* spell: an arrangement of smooth black rocks arrayed upon the ground to resemble the eyes of a spider. Any creature walking past the stones without mouthing the password triggers the trap.

Should the trap be set off, a *web* spell fires from the wall, causing all within 20 ft. of the trigger to make a Reflex save (DC 13) to avoid being entangled in the spell.

Those who make their initial save are subject to the second portion of the trap. Due to the narrow footing, those dodging the *web* must succeed at another Reflex save (DC 20) or plunge off the bridge. They take no damage from the fall (2d6 if there is no water) and must swim to safety while dealing with the creatures in the lake.

As the trap has no mechanical portion, detection is difficult (DC 27). A rogue must make a successful Search check (DC 27) to detect the active magic. The rogue may sense an odd energy in the area of the trigger or notice a sticky residue on the ground just before the stones. Disabling the trap is equally difficult; it would be easier to simply avoid the trap by leaping over the trigger. Climbing to the point at which the spell is cast requires a successful Climb check (DC 15), and disabling the trap requires a successful Disable Device check (DC 27) while clinging to the wall.

Spider on the Bridge

Trap Type: Bridge Trap
Construction Type: Magic
Activation Type: Instant
Trigger: Local
Mechanism: Magic
Effect: Ensnarement
Attack Bonus: No attack roll necessary
Save: Reflex save (DC 13) avoids
Search DC: 27
Disable Device DC: 27
Challenge Rating: 3
Construction Time/Cost: 1 day; 1500 gp; 60 XP
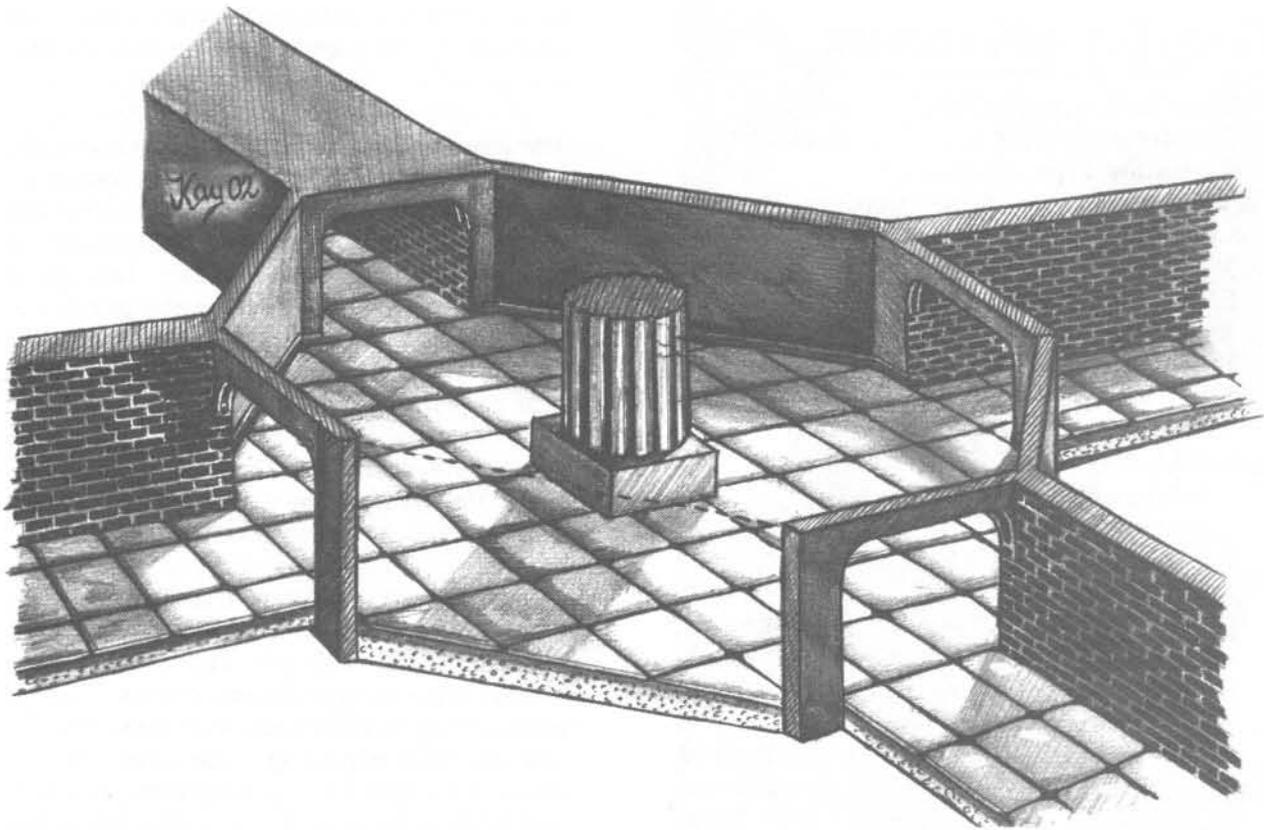
WHICH WAY

Trap Type: Teleport Trap
Construction Type: Magic
Activation Type: Instant
Trigger: Local; magic
Mechanism: Magic
Effect: Hindrance
Attack Bonus: None
Damage: None
Save: Will save (DC 14) negates
Search DC: 30
Disable Device DC: 29
Challenge Rating: 4
Construction Time/Cost: 5 days; 4,500 gp; 180 XP

Which Way is a magical trap designed to confuse those wandering about dungeons or castles. It is an octagonal room with four hallways leading into it. Every wall and passageway looks identical.

The trap has two stages. It is activated when anyone enters the room from any of the four passageways. At this time, there is no effect.

Only when the intruders try to leave does the trap activate. As soon as an intruder leaves the room, a magically induced darkness lasting for one round appears in the room and each hallway. Those within must make a Will save (DC 19) to avoid being teleported to a different hallway. All affected characters are transported to the same hall. If the DM wants to be particularly nasty, several of these traps can be placed in the same area of the adventure, so the PCs are never sure of which way they are headed. To leave the room in the direction intended requires a trigger word, which intelligent dungeon inhabitants in the area know.

Detecting the trap is extremely difficult (Search DC 30); it has more to do with sensing the trap's presence than actually seeing it. Disabling it is also difficult, since no obvious triggers can be found. To remove the trap, the stone around the archway must be chiseled off from both walls and ceiling at a depth of 1/2 inch. This must be done for each passageway through which the characters wish to travel, and each attempt requires at least 30 minutes of digging (likely attracting wandering monsters in the process).

GORE-EYE'S PILEDRIVER

Trap Type: Corridor Trap
Construction Type: Complex mechanical
Activation Type: Extended
Trigger: Remote; switch, trapdoor, and pressure plate
Mechanism: Gravity, gear
Effect: Injury, identification
Attack Bonus: No attack roll necessary
Damage: 6d6 piledriver, 1d6 pit, drowning
Save: Reflex save (DC 20) avoids
Search DC: 25 (door), 28 (corridor)
Disable Device DC: 25
Challenge Rating: 6
Construction Time/Cost: 6 weeks; 6,000 gp

Clan Gore-Eye, a devilishly clever extended goblin family, has for decades done one thing well: crafted traps. They are highly regarded by those wicked and rich enough to pay for their services; the Piledriver is just one example of their twisted imagination. This trap works best in an underground corridor where it can protect ingress to an area of special importance. Guards posted in a nearby secret room add a further complication. The means to reset the trap are located in the wheelroom adjacent to the secret guardroom. When activated, the piledriver can damage and entrap party members, separating adventurers from each other and alerting the guards that intruders are present.

The trap's switch is the lock mechanism of the door at the end of the corridor. The lock itself is complicated (Open Lock DC 25), and requires the use of a specially designed key to open without triggering the trap. The key is typically held by one of the nearby guards. An iron spool wound with steel wire lies behind the door. It is attached to a simple but sturdy gear system within the corridor wall. If the trap is not disabled before the door is opened, the iron spool remains taut. Opening the door then pulls the gear trigger, which causes the piledrivers in the corridor to drop.

The piledrivers consist of two massive stone blocks, each positioned over a trapdoor that covers a 10-ft.-deep pit. The trapdoors are smaller than the piledrivers, but still extend across nearly the entire corridor. An exceptionally observant rogue (Spot check DC 25) may notice the trapdoors and piledrivers, but little can be done to disable them. The piledrivers are enormously heavy, and the trapdoors are designed to open under no less than 750 lbs. of pressure. Of course, knowing the locations of the trapdoors makes avoiding them a snap should the trap be triggered.
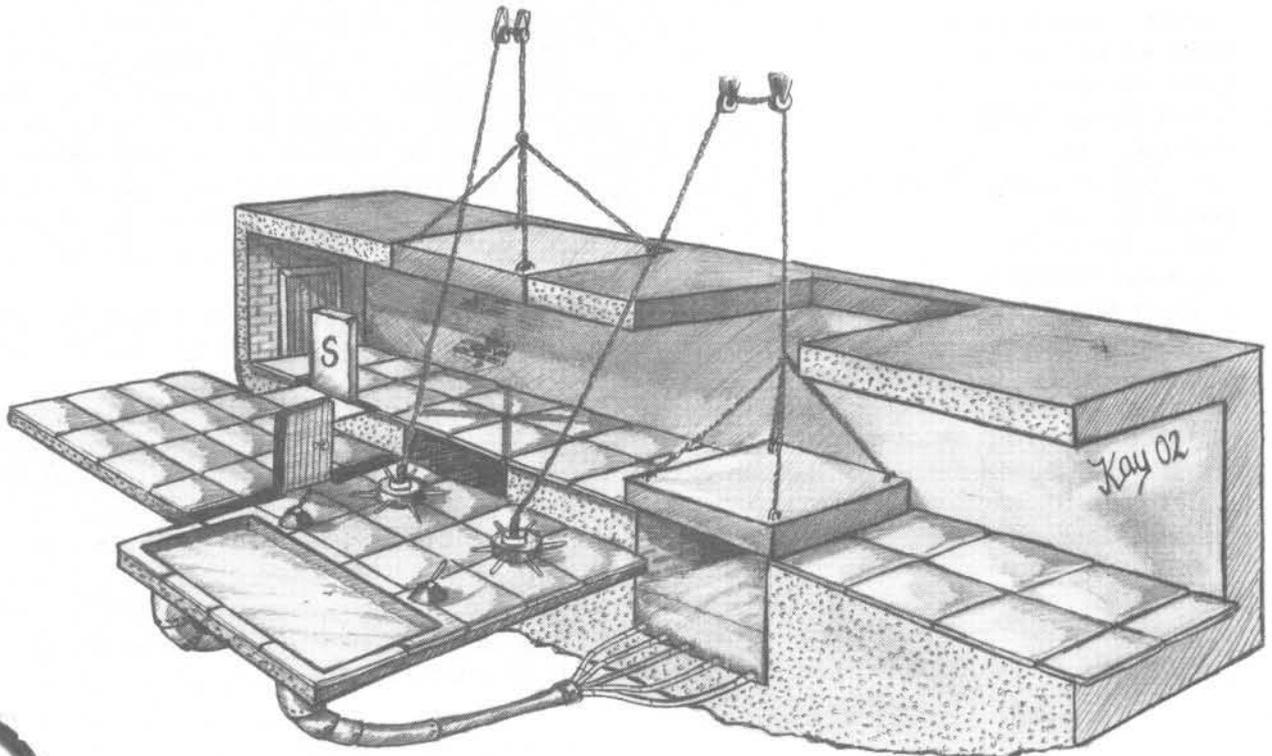
When the trap is triggered, the piledrivers are unlocked and drop to the floor. A successful Reflex save (DC 20) avoids the falling blocks completely, but those who fail suffer 6d6 damage and are thrown down into the pits below. Regardless, the thunderous impact of the piledrivers alerts the nearby guards. The floor of each pit is a pressure plate connected to the cistern in the wheelroom. When one of them is opened, it creates a rush of water into the pits through dozens of holes in the walls. One foot of water enters the pits each round, starting the round after the piledrivers drop.

The secret door to the guardroom (Search DC 25) lies between the trapped door and the closest piledriver. Adjacent to the guardroom, which is built about 5 ft. higher than the corridor, is the wheelroom. This room contains two sturdy wheels that are used to pull the piledrivers back into their locked position in the ceiling, as well as a pump that is used to drain water from the pits back into the cistern. Each wheel raises its respective piledriver one foot per round.

Disabling the trap requires somehow severing the link between the door and the gear system within the wall. Applying pressure to the lock's internal switch allows the wheel within the door to play out slack to the steel wire when the door is opened. This method does not permanently disable the trap, however. Once the door is open, the steel wire is visible between the door and the jamb. At this time, the wire can be severed without activating the trap.

Cold Feet

Trap Type: Cold Magic/Monster
Construction Type: Magic
Activation Type: Instant
Trigger: Local; magic
Mechanism: Magic
Effect: Ensnarement, injury
Attack Bonus: No attack roll necessary
Save: None
Search DC: 31
Disable Device DC: 31
Challenge Rating: 7
Construction Time/Cost: 5 weeks, 3 days; 5,500 gp

Cold feet is a magical trap designed to turn a seemingly innocuous dungeon feature into a crippling encounter. An empty stream or shal-

FIENDISH PIRANHA

Tiny Magical Beast (Aquatic)
Hit Dice: ½d8 (2 hp)
Initiative: +1 (Dex)
Speed: Swim 20 ft.
AC: 13 (+2 size, +1 Dex)
Attacks: Bite +3 melee
Damage: Bite 1d3-3
Face/Reach: 2 ½ ft. x 2 ½ ft./0 ft.
Special Attacks: Frenzy, smite good
Special Qualities: Darkvision 60 ft., cold resistance 5, fire resistance 5
Saves: Fort +2, Ref +3, Will +1
Abilities: Str 4, Dex 12, Con 10, Int 4, Wis 12, Cha 6
Skills: Spot +6, Hide +6*, Move Silently +6*
Feats: Weapon Finesse (bite)

Climate/Terrain: Aquatic
Organization: School (5–14) or swarm (15–35)
Challenge Rating: 1/4
Treasure: None
Alignment: Neutral evil
Advancement: —

COMBAT

Frenzy (Ex): Piranhas are group hunters that attack their prey in swarms. Once the blood of their prey is in the water, the piranhas attack the wounded creature without mercy before moving on to the next victim. Once any piranha in a swarm hits with its bite attack, each piranha in the swarm takes an extra attack each round against the wounded prey, with both attacks suffering a –2 penalty to hit.

Smite Good (Su): Once per day the fiendish piranha can make a normal attack to deal 1 point of additional damage against a good foe.

Skills: *Piranhas receive a +8 bonus to Hide and Move Silently when swimming under the surface of the water.

*The text within this shaded box is designated as **Open Game Content**.*

low pool of water is suddenly turned into a frenzied feeding ground for a swarm of fiendish piranha.

This trap looks quite innocent at first, and should be placed near a natural stream or other place where shallow water may look natural. The water crossing is 15 ft. wide and only 2 ft. deep at its deepest, so the characters should have no trouble crossing it without aid. Once a character reaches the midpoint of the water, the trap is sprung.

An *otiluke's frozen sphere* (frigid sphere version) is triggered as soon as a character reaches the middle of the pond. The water immediately freezes, trapping the character and any others in the water as detailed in the spell description (PHB 233). At the same moment, a *summon monster* spell sends six fiendish piranhas underneath the frozen surface of the water to feast on trapped characters' feet and legs. Characters who take damage from the piranhas must make a Reflex save (DC 18) each round in which they are damaged or be temporarily hobbled. Hobbled characters have their movement rate reduced by 10 ft. and may not run or charge. This lasts until the character receives magical healing or rests for one day for every point of damage suffered.

Noticing this trap is difficult, though cautious rogues may decide to check out the stream or pond before wading through. With a successful Search check (DC 31) the rogue may notice an unnatural cold emanating from nearby walls. In order to disable the trap, the rogue must chisel into the walls and find the white diamond (400 gp) that powers the magical portion of the trap. This requires another Search check (DC 22) and a half-hour of cutting into the wall. Alternatively, the characters can avoid the trap by finding another way around the water or triggering the trap and walking across the frozen surface.

PEBBLES

A wizard with a particular interest in the stars created this puzzle to bar entry to his tower. He wished to guard against those without knowledge of the heavens, only desiring to play host to those that shared his interests. Word of the puzzle spread quietly through the land and has been known to turn up in dungeons and other areas where trespassers and adventurers are not welcome.

This odd looking corridor will give even the most seasoned adventurers pause when they encounter it. Several stones float in midair in the middle of a corridor, seemingly having been dislodged from the walls around them. A *wall of force* blocks the passage, both on the characters' side and some 20 ft. away. A plaque on the wall next to the sealed chamber reads:

"Go beyond this hall and the sky is the limit. Light my way and I shall guide you through. – Solus."

Characters who make a successful Knowledge (astronomy) or Profession (sailor) check (DC 20) recognize that the stones are set in the same pattern as a portion of the night sky. Gemstones float in the positions of the planets.

Deactivating the *walls of force* is as simple as casting a *light* spell or similar magic on the stone that corresponds with the location of the sun. Finding this stone requires a Knowledge (astronomy) or Profession (sailor) check (DC 10) once the pattern of the stones is determined. The sun stone is located above and to the left of the plaque, outside the *wall of force*. It radiates no magic, but a Search check (DC 30) reveals to the character that it is smoother than the rest of the wall and radiates a faint nat-

ural heat. Destroying the sun stone does not deactivate the *walls of force*; in fact it makes the passage impassable unless the walls can be brought down by other means.

The wizard Alrynn was always a mystery to everyone at the school where I learned my enchantment magic. The proverbial old man on the hill, he emerged occasionally to lecture us about astronomy and the use of stars in divination magic. It was always with a contemptuous grin that he answered our questions, which he found to be naïve and pedantic.

One day I marched up to his tower seeking answers to the questions that burned in my mind. Beyond the archway I could see his door, but two walls of force blocked the way. A plaque next to the door bore a riddle. Did I solve it, you ask? It is that very tower in which you hear this story today.

-- Calinda Stargazer

INDEX

TRAP LIST

TRAPS & TREACHERY

The definitive **d20 System** resource for traps, tricks, puzzles, and poisons.

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