Mythic Mastery Mythic Traps 2



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Mythic Traps

A mythic trap is essentially an encounter unto itself, and is not simply a one-off effect. As a result, mythic traps are treated almost like monsters: they have a place in the initiative, and they take specific actions during their turns.

Initiative

Unlike most traps, mythic traps act on a specific initiative score, and are treated as a combat encounter. If there are any creatures that did not successfully detect the mythic trap, then the mythic trap gets a surprise round (any creature that did successfully detect the mythic trap may also act during the surprise round). Each mythic trap has its initiative modifier listed in its description.

Actions

Each round, on its turn, a mythic trap can activate a single one of its components. Each component has a different effect, as outlined in the mythic trap's description. For every three mythic ranks beyond 1st that the mythic trap possesses, it can take an additional action each turn.

Mythic Power

In addition to a mythic trap's normal actions on its turn, it can expend one or more uses of mythic power in order to achieve various effects. A mythic trap can expend a number of uses of mythic power in this way each round equal to 1 + 1 for every three mythic ranks it possesses. In addition to the abilities listed below, most mythic traps have specific effects that they can expend daily uses of mythic power in order to achieve.

- Increase the DC of all checks made to disable its components by 5 until the beginning of the trap's next turn.
- Increase the DC of all checks made to disable a single component by 10 until the beginning of the trap's next turn.
- Activate an additional component (this can be a component that the trap already activated this round, or a component that it hasn't activated yet this round).

Trigger

As a mythic trap is so much larger and more complex than most normal traps, it has the potential to use a variety of different triggers. Unless otherwise specified, a mythic trap may use any one of the following triggers: location, proximity, sound, visual, touch, or timed (see the *Pathfinder Roleplaying Game Core Rulebook* for more information about trap triggers). This trigger type must be chosen when the trap is built, and cannot later be changed.

Chessboard Trap

This insidious trap is themed as a chessboard, as the one who commissioned it was an avid chess fan. Like a chessboard, the floor of this 40-foot by 40-foot room is divided into 5-foot square black and white tiles, each of which poses a different potential threat to those standing on them. Further complicating the matter is an array of mansized chess pieces, which are arranged against those who enter the room.

CR 9; MR 3; Mythic Power 9/day Initiative +0

Components

Once triggered, the chessboard trap acts each round on its own initiative. As long as all of its components are functioning, it can activate any one of them once each round on its turn, and it can use any of its mythic abilities once each round, provided it has any remaining uses of mythic power left to use.

Doors: The room possesses two stone doors: an entry door, and an exit door. As soon as the trap is triggered, both sets of doors close and lock of their own accord (as the spell *arcane lock*). This does not require an action from the trap. There are no locks or handles on the inside of the doors, making them all but impossible to open from the inside.

Black Tiles: Each of the black tiles in the floor is actually a trapdoor which leads to a 30-foot-deep spiked pit trap. Whenever the chessboard trap activates this component, it may cause up to 1d6 black-tiled squares to open, although each of these squares must be on a different row. An opened tile drops any creature standing in such a square into the pit below. A successful Reflex save (DC 20) allows a creature on an affected square to move to an adjacent unoccupied square, instead of falling in the pit. Creatures that fall into the pit suffer 3d6 points of fall damage, and are subject to 1d4 spear attacks (+10, 1d4+2 damage each). The Climb DC for the pit's walls is 20. A creature that remains in a pit when the trap resets is sealed in, and cannot leave the pit without succeeding on either a Disable Device check (DC 30) or a Strength check (DC 25) to force the tile open.

White Tiles: Each of the white tiles in the floor is marked with a magic rune, which can release powerful jolts of electricity, shocking anyone standing on the tile. Whenever the chessboard trap activates this component, it may cause up to 1d6 white-tiled square to release a powerful electric jolt, inflicting 8d6 points of electricity damage on any creatures standing in that square. A successful Reflex save (DC 20) halves this damage. Each square activated in this way must be on a different row.

Pawn Statues: These stone statues are carved to resemble rank-and-file soldiers, but wield real swords. Curiously, despite weighing over a ton, each of these statues floats gracefully about an inch off the ground. When the trap is reset, the pawn statues occupy the second-to-last row of tiles, as indicated on Figure 1. When this component is activated, 1d2 of these statues come to life, and begin attacking all intruders in the room. Treat these as caryatid columns (*Bestiary* 3), with the following exceptions: their



movement speed is reduced to 5 feet, and they gain a limited ability to hover, which lets them float over any open pit traps in the room effortlessly, but does not allow them to ascend any higher than their starting height. Once activated, a pawn statue continues to act each round on the trap's initiative (this does not count against the trap's actions on future rounds). Pawn statues do not function outside of the room that contains the chessboard trap.

Rook Statues: These stone statues are carved to resemble soaring towers of solid and defensible construction. When the trap is reset, they occupy the two corners opposite the entrance door, as indicated on Figure 1. Like the other statues, they float gracefully about an inch off the ground. When this component is activated, each of the two rook statues flies forcefully across the room, bull-rushing everything in its path. The rook statues always move as far as they are able, moving with the target of their bull rush. They have a +30 bonus to their CMB for the purposes of making bull rushes. A creature that is bull rushed by a rook statue into an open pit trap falls into the pit. The rook statues themselves are able to float over the pits without difficulty, but cannot ascend above their starting position. Rook statues do not function outside of the room that contains the chessboard trap.

Wizard Statues: Taking the place of a bishop on a standard chess set, these stone statues are carved to resemble court magicians with long, flowing robes and conical hats. When the trap is reset, they occupy squares in front of the exit, as indicated on Figure 1. Like the other statues, they float gracefully about an inch off the ground. When this component is activated, each of the two wizard statues fires a beam of coruscating red energy at a single flying creature within the room. This is a ranged touch attack with a +8 bonus on the attack roll that inflicts 6d6 points of fire damage on a successful hit. The wizard statues cannot attack creatures that are not flying, climbing, or otherwise at least 5 feet above ground level (this does not include characters attempting to climb or fly out of one of the pits). Wizard

statues do not function outside of the room that contains the chessboard trap.

Mythic Power

In addition to the normal uses of mythic power available to a mythic trap, a chessboard trap can expend a use of mythic power to accomplish any of the following effects:

- Increase the saving throw DCs to resist the effects of its black and/or white tile components by 4 until the beginning of its next turn.
- Heal any one of the pawn statues that has been activated, causing it to regain 12 hit points.
- Grant a +4 competency bonus on the ranged touch attacks of the wizard statues until the beginning of its next turn.

Perception

Doors (DC o): The doors are plainly visible, as is the fact that they have no handle, nor any lock to pick, from the inside.

Tiles (DC 20): A successful Perception check made when scrutinizing any of the individual floor tiles will reveal that tile's nature (the pit trap, in the case of black tiles, and the electricity trap, in the case of white tiles). A successful Perception check on any given tile does not necessarily reveal information about other tiles, but those inspecting the tiles will likely notice a pattern very quickly, and a character gains a +5 bonus on such Perception checks if he has already succeeded on a Perception check for another tile of the same color. Succeeding on this Perception check also allows the character to attempt to disable the trap for that square.

Statues (DC 30): While the statues (pawn, rook, and wizard) themselves are hard to miss, the magic runes engraved near their bases are not, and require a successful Perception check to find. A character who notices the runes and succeeds on a Knowledge (arcana), Knowledge (engineering), or Knowledge (dungeoneering) check (DC 20) identifies that tampering with the runes can potentially disable the statue (see Disable, below).

Disable

Doors: The doors have a hardness of 8, 90 hit points, and a Break DC of 28. There are no locks or handles on the inside of the doors, making them all but impossible to open from the inside, but a successful DC 40 Disable Device check will allow a character to do so.

Tiles: A successful Disable Device check (DC 25) disables a single 5-foot-square tile, preventing that square's trap from being activated until the next time the trap resets.

Pawn Statues: An activated pawn statue functions as a caryatid column, and can be disabled only by defeating it. Pawn statues that have not yet been activated can be disabled with a successful Disable Device check (DC 20), or by specifically attacking the runes at the base and inflicting 10 points of damage (the statue has AC 5 and hardness 10 before being activated). Pawn statues that have been disabled in this way cannot be activated by the chessboard trap. Further, if a character disables the statue with a Disable Device check and exceeds the saving throw DC by 5 or more, that character can instead gain control of the statue, directing its actions as though with the spell *dominate monster*. Finally, a pawn statue that has not yet been activated can simply be destroyed (AC 5, hardness 10, 75 hit points).

Rook and Wizard Statues: A character who successfully locates the runes on the bottom of one of the rook or wizard statues can attempt to disable it with a successful Disable Device check (DC 20), or by specifically attacking the runes at the base and inflicting 10 points of damage (the statue has AC 5 and hardness 10). Rook and wizard statues that have been disabled in this way cannot act, even if the chessboard trap activates that component. Further, if a character disables the statue with a Disable Device check and exceeds the saving throw DC by 5 or more, that character can instead gain control of the statue, directing its actions as though with the spell dominate monster. Statues controlled in this way still follow the normal restrictions for what they can do and how they can act. Finally, the statues can be completely destroyed. Rook statues have AC 10, hardness 10, and 150 hit points, while wizard statues have AC 5, hardness 10, and 100 hit points).

Clockwork Horrors Trap

This trap is a potpourri of different deadly contraptions, brought together to form one extremely intricate deathtrap. Once activated, nearly all of the room's many potential life-ending features run on complex clockwork mechanisms. Pendulums swing, crushing metal hammers pound the ground, flames burst from the ceiling, and blades slice through the air, all with clockwork precision. The room is 40 feet wide and 25 feet long, although the floor is only 30 feet wide, with 5 feet on each end being empty air over a 30-foot drop.

CR 6; MR 1; Mythic Power 5/day Initiative +8

Components

Once triggered, the clockwork horrors trap acts each round on its own initiative. Unlike most mythic traps, a clockwork horrors trap cannot choose which components it activates on any given round. Instead, each component runs on a specific schedule, activating automatically on certain rounds. This means that the clockwork horrors trap may be able to activate more components per round than a mythic trap of its CR and mythic rank would normally be able to, but limits its control and leaves it open for clever adventurers to deduce its pattern.

Doors: By default, the clockwork horrors trap has two entry doors and two secret exit doors, although the room can possess any number of doors. As soon as the trap is triggered, all of the room's doors close and lock of their own



accord (as the spell *arcane lock*). This does not require an action from the trap.

Blades: Numerous curved blades are concealed in the walls on certain squares of the room, as indicated on Figure 2. On the third round that the trap is activated, and every two rounds thereafter, these blades slice outwards, cutting at any creature standing in these squares. Treat this as three melee attacks per target, each with a +12 attack bonus. On a successful hit, each blade deals 1d8+4 points of slashing damage.

Fire: A small nozzle on the ceilings of certain squares of the room, as indicated on Figure 2, can spray a cone of burning flames down onto those beneath them. On the first round that the trap is activated, and every two rounds thereafter, they do so, dealing 4d6 points of fire damage to each creature in such a square. A successful Reflex save (DC 15) halves this damage.

Hammer: Large piston-like cylinders of metal drop heavily from the ceiling in certain squares of the room, as indicated on Figure 2. On the second round that the trap is activated, and every two rounds thereafter, these pistons come crashing down, crushing those in these squares. This deals 2d8 points of bludgeoning damage.

Pendulums: Two huge pendulums swing across the room on the spaces indicated on Figure 2. On the first round that the trap is activated, and every three rounds thereafter, pendulum 1 swings the entire length of the room. On the third round that the trap is activated, and every three rounds thereafter, pendulum 2 swings the entire length of the room. On rounds in which this component is not active, these squares are perfectly safe. When the pendulum swings through, however, it deals 3d8 points of bludgeoning damage to each creature in its path, and makes a bull rush attempt (CMB +30), attempting to push anything in its path all the way off the floor and into the open space at the edges of the room. Unless a creature is specifically trying to catch the pendulum (see Disable, below), the pendulum swings all the way across the room, even if it fails to bull rush obstacles into the open space.

Pit: Two squares near the center of the room are pit traps. Unlike the clockwork horrors trap's other components, these do not function on a schedule, and instead act as normal for pit traps, triggering only when a creature enters the appropriate square. The pit traps are 30 feet deep, and the saving throw DC to avoid falling is 15.

Additionally, there is no floor to the room on the leftand right-most ends. The black squares indicated on Figure 2 represent empty space, and creatures that move into these squares (or are knocked into them) fall 30 feet to the floor below.

Mythic Power

A clockwork horrors trap can expend uses of mythic power in order to activate a component an additional time, even if doing so it outside of the component's "schedule," but activating a component with mythic power costs a clockwork horrors trap 2 uses of mythic power, instead of 1. In addition to the normal uses of mythic power available to a mythic trap, a clockwork horrors trap can expend a use of mythic power to accomplish any of the following effects:

• Increase the CMB of its pendulums by 10. For each pendulum, this bonus lasts until the next time that that pendulum swings. This bonus does not stack with itself.

Perception

Doors (DC 20): While the entrance doors are plainly visible, the secret doors that serve as the trap's exit require a DC 20 Perception check to notice.

All Other Components (DC 25): Noticing an individual component before it has acted requires a DC 25 Perception check (made separately for each individual 5-foot square, a standard action). Once any given component has been identified (whether because it acted or because it was noticed with a successful Perception check), a Knowledge (engineering) check (DC 25) can identify the "schedule" on which that particular component operates.

Disable

Doors: The doors have a hardness of 5, 30 hit points, and a Break DC of 25. The doors can be unlocked with a successful Disable Device check (DC 30). Disabling both pendulums also causes the doors to unlock (although the secret doors must still be located).

Pendulums: A pendulum can be disabled in two ways. The first requires gaining access to the ceiling (which, by default, is 15 feet high), and succeeding on a Disable Device check (DC 25). The second is much more dangerous, and requires waiting in a square that the pendulum passes through, and attempting to stop the pendulum by holding onto it. In order to do so, you must succeed on a Strength check (DC 22). If you fail, the pendulum attempts to bull rush you, as normal. Otherwise, you get hold of the pendulum and can bring it to a stop. If both pendulums are stopped, all other components of the trap are automatically disabled, as well.

All Other Components: The component in any given square can be disabled with a successful Disable Device check (DC 25). In the case of the fire and hammer components, this requires gaining access to the ceiling (15 feet high, by default). Disabling a component in this way only disables it for that particular square.

Witch's Cauldron Trap

This trap takes the form of a massive magical cauldron, which sits in the middle of a room, and provides a nefarious gumbo of different dangers. By default, the witch's cauldron trap is typically located in a 20-foot by 20-foot square room, but can be found in rooms of varying sizes and shapes. Besides the cauldron, the trap also includes a small table with three large bowls containing different-colored spices.

CR 7; MR 2; Mythic Power 7/day Initiative +0

Components

Once triggered, the witch's cauldron trap acts each round on its own initiative. As long as all of its components are functioning, it can activate any one of them once each round on its turn, and it can use any of its mythic abilities once each round, provided it has any remaining uses of mythic power left to use.

Doors: The room can possess any number of doors. As soon as the trap is triggered, all of the room's doors close and lock of their own accord (as the spell *arcane lock*). This does not require an action from the trap.

Cauldron: A massive cauldron sits in the middle of the room, occupying a 10-foot square area. There is no fire or other source of heat beneath the cauldron, but the churning green liquid within nonetheless bubbles and froths. The cauldron represents the majority of the witch's cauldron trap, and is the only component that the trap itself can activate, although it can do so in three different ways (each of these ways requires a separate action from the trap to activate).

Broth: The bubbling green liquid within the cauldron can come alive, taking the form of a giant, clawed hand which reaches out to grab a single creature within 10 feet of the cauldron. Treat this as a grapple combat maneuver. The broth has a CMB of +15 for the purposes of this ability. If the grapple attempt is successful, the target is pulled bodily within the cauldron, where he is submerged beneath the surface of the water, and must hold his breath or begin to suffocate. Further, each round that he remains within the cauldron he suffers 2d6 points of fire damage, as he is cooked alive. The cauldron's CMD for the purposes of escaping the grapple is 25. A creature that successfully escapes the grapple emerges from the cauldron in an unoccupied adjacent square.

Fog: The witch's cauldron trap can emit a cloud of thick, noxious green gas in a 20-foot-radius area centered on the cauldron. This functions as *stinking cloud*, except that

the cloud remains for only 1d4 rounds. The saving throw DC for the nauseating effect is 17. Creatures summoned by the witch's cauldron trap are not affected by the nauseating aspect of the cloud, but their vision is hampered normally by the fog cloud. If this ability is activated while there is already fog of this type in the area, the duration is reset to 1d4 rounds, and the DC is increased by 2.

Summoning: The witch's cauldron trap can cause a random mephit, an imp, or a quasit to emerge from within its broth. Creatures summoned in this way attack or otherwise harass any intruders in the room for as long as the room's doors remain sealed, but flee the room as soon as one of the doors is opened, after which they behave as normal for a creature of their kind. Creatures summoned in this way may, at the GM's discretion, pick up spices from the spice table and dump them into the cauldron, producing the normal effects. In order to determine the type of creature that is summoned, roll a d% and consult the table below.

Table 1: Witch's Cauldron Summoning

d% **Creature Summoned** 01 - 08 Imp Mephit, air 09 - 15 Mephit, dust 16 - 22 Mephit, earth 23 - 29 Mephit, fire 30 - 36 Mephit, ice 37 - 43 Mephit, lightning^{TOH} 44 - 50 Mephit, magma 51 - 57 58 - 64 Mephit, ooze 65 - 71 Mephit, salt Mephit, smoke^{TOH} 72 - 78 Mephit, steam 79 - 85 Mephit, water 86 - 92 Quasit 93 - 100

Results marked with "TOH" can be found in Tome of Horrors Complete.

Spice Table: At one end of the room is a table containing three large clay bowls, each of which holds a different powdered spice. The bowls are unlabeled, but the spices are easily distinguished, as one is bright red, one bright blue, and one bright yellow. The bowls are fastened securely to the table, and are very difficult to remove, but it is easy to take a handful of one of the powders (a move action). The bowls contain an endless supply of powder, and no matter how much powder is removed, there is always more available. The powders in and of themselves do nothing, but when poured into the cauldron, they produce different effects. These effects occur automatically on the cauldron's next turn (if more than one type of powder is added before then, only the effect caused by the combination occurs).

Blue Powder: A character that puts a handful of the blue powder into the cauldron causes it to release a misty blue vapor in a 20-foot radius. This vapor does not interfere with vision in any way, but creatures that enter or begin their turn within the vapor's area must succeed on a Will save

(DC 17) or be compelled to move to the edge of the cauldron. Once an affected creature reaches a square adjacent to the cauldron, they can act normally, although they cannot move away from the cauldron for as long as the vapor remains. The vapor lingers for 1d4 rounds.

Red Powder: A character that puts a handful of the red powder into the cauldron causes it to produce a single summoned creature, as the summoning ability of the cauldron component.

Yellow Powder: A character that puts a handful of the yellow powder into the cauldron causes it to produce a noxious fog, as the fog ability of the cauldron component.

Any Two Powders: If a handful of any two different powders are put into the cauldron, it creates an explosion, dealing 6d6 points of fire damage to each creature in a 20-foot radius. A successful Reflex save (DC 17) halves this damage.

All Three Powders: If a handful of each powder is put into the cauldron, the entire trap is disabled, and the doors to the room open.

Mythic Power

In addition to the normal uses of mythic power available to a mythic trap, a witch's cauldron trap can expend a use of mythic power to accomplish any of the following effects:

- Increase the saving throw DC to resist the effects of • each of its components by 2 until the beginning of its next turn.
- Increase the number of creatures summoned by its summoning ability to 1d3 until the beginning of its next turn.

Perception

All of the components of this trap are clearly visible. However, some skills can be used to gain additional information about specific components.

Cauldron (20): A character that examines the cauldron with a Craft (alchemy), Knowledge (arcana), or Spellcraft check (DC 20, a move action) can identify one of the three abilities of the cauldron component, determined at random. For every two points by which a character exceeds the DC, he learns an additional ability.

Spice Table (20): A character that examines one of the three powders on the spice table with a Craft (alchemy), Knowledge (arcana), or Spellcraft check (DC 20, a move action) can identify how that powder will interact with the cauldron. A character that has identified any two of the spices can identify the effects of adding two powders to the cauldron, and a character that has identified all three of the spices can make an additional Craft (alchemy), Knowledge (arcana), or Spellcraft check (DC 20, a free action) to identify the effects of putting all three spices into the cauldron.

Disable

Doors: The doors have a hardness of 5, 30 hit points, and a Break DC of 35. The doors can be unlocked with a successful Disable Device check (DC 30), or through the normal means of bypassing an *arcane lock* spell. If the cauldron is successfully disabled, the doors automatically unlock and open after 1d4 rounds.

Cauldron: The cauldron can be disabled in two ways. The first is to put a handful of each of the three powders on the spice table into the cauldron in a single round. The second is to overturn the cauldron. Doing so requires a successful Strength check (DC 23, a standard action). Any number of characters adjacent to the cauldron can aid in this attempt (although they must all spend a standard action to do so). If the cauldron is successfully tipped over, it sprays its scalding contents in a 20-foot cone, dealing 2d6 points of fire damage to each creature in the affected area. Further, tipping over the cauldron in this way also creates a cloud of deadly toxins in a 20-foot radius, which obscures vision as the spell *fog cloud*. Additionally, any creature that enters or begins its turn within the cloud must succeed on a Fortitude save (DC 17) or suffer 1d4 points of Constitution damage.

Spice Table: The spices on the spice table can be used to disable the cauldron, but do not generally need to be disabled in and of themselves. The bowls that are attached to the table can be removed with a DC 25 Strength check, or by inflicting 20 points of slashing damage to the table (hardness 5). If a bowl is removed in this way, the magic that allows the bowls to remain constantly full ceases to function.



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More Deadly Dangers and Complex Contraptions!

Traps have long had room for improvement. What should be an exciting encounter that leaves players on the edge of their seats holding their breath and wondering if they'll make it out alive instead winds up reduced to a few cursory rolls, and players either shrugging off the damage or feeling that they are being punished for not being paranoid about checking each and every hallway. There are ways to avoid this, of course, but wouldn't it be better to have some traps that are built specifically in order to be exciting and engaging encounters in and of themselves?

Enter the mythic trap: these dastardly devices make use of mythic rules and mythic power to come alive in your game, in more ways than one. A mythic trap acts like a monster or NPC, taking turns in initiative order, and using (under the GM's guidance) one or more of its devilish and hazardous components. They provide traps that are fun and engaging on several levels, and cannot be ignored in the same way that a simple pit trap or poison dart trap can be.

This book includes rules for mythic traps, which can be run easily in both mythic and non-mythic campaigns, and also provides three specific mythic traps to serve as examples. The chessboard trap is not only a maze of electrified tiles and hidden pit traps, but also pits players against magical statues representing chess pieces. Laugh as they try to fight their way past an army of pawns, dodge the sweeping rook juggernauts, and get blasted out of the air by beamfiring wizards. If chess isn't your thing, the elockwork horrors trap features all number of means to die: whirling blades, gouts of flame, pits and pendulums, and crushing hammers. There is no safe place to hide, but elever players that learn the trap's pattern may be able to avoid death long enough to find a way to disable it. Finally, the witch's cauldron trap features a particularly dangerous cauldron, which not only serves as a summoning portal for hordes of imps and mephits, and produces a noxious fog, but can even animate and boil victims alive. The only way to stop it? Mixing in the right ingredients. But with numerous options to choose from, and each wrong guess making things worse, success is far from guaranteed.

The Mythic Mastery series of products builds and expands on the rules for mythic characters introduced in Mythic Adventures. Each Mythic Mastery provides new content and rules for mythic games, with a focus on a single theme or area of play. While some of the content provided in Mythic Mastery products requires the use of mythic characters and a mythic adventure, others, such as those focused on exploring mythic monsters, can be used in

