Mythic Mastery Mythic Traps



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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.

Efreeti's Tomb Trap

This wicked device features three golden statures which are capable of unleashing great gouts of flame on those who wander too close, as well as a floor inlaid with a potent enchantment capable of stopping creatures from moving. The final component to the effecti's tomb trap is a magical strongbox which denies all attempts to open it, but contains the keys to saving the victim's life.

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

Components

Once triggered, the efreeti's tomb 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.

Chest: In the center of the room sits a medium-sized wooden chest. It is unremarkable in appearance and is placed just beyond the reach of the flames of the efreeti statues.

Efreeti Statues: Three golden efreeti statues stand in a triangular formation around the edges of the floor, equidistant from one another and facing inward. Each statue is Medium-sized. The efreeti's tomb trap may activate the three statues each round, and each of the efreeti statues generates a 20-foot cone of fire. Creatures caught within the flame suffer 3d8 points of fire damage (DC 14 Reflex save for half). If one or more of the statues becomes disabled, that statue does not produce a gout of flame on its turn.

Runes: The floor of an efreeti's tomb trap is 60 feet in diameter, and is covered in magical runes. An efreeti's tomb trap can attempt to stun a single creature standing on any 5-foot square of the rune-covered floor that has not been disabled. The target creature must attempt a Will save (DC 13) or be stunned until the end of the efreeti's tomb trap's next turn. A creature stunned in this way suffers a -2 penalty to Reflex saves.

Mythic Power

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

- Increase the fire damage dealt by the efreeti statues to 5d8 until the beginning of the trap's next turn, and increase the DC of the Reflex save to take half damage to 18.
- Cause each creature on a non-disabled square of the runic floor component of the trap to be affected by the stun ability.

Perception

Chest (DC o): The chest is plainly visible in the room, and a successful Perception check (DC 17) made to examine the chest reveals a magical acid within the lock, sure to dissolve any tool placed within and harden to seal the lock permanently.

Efreeti Statues (DC o): The statues themselves are in plain sight, though a Perception check (DC 17) is needed to reveal that concealed within the mouth of each golden efreeti statue is a bright red wand teeming with magical energy. A *detect magic* spell also reveals the presence of the wands, as well as the magic on the room's floor and on the strongbox.

Runes (DC o): The runes on the floor are plainly visible to any entering the area of an efreeti's tomb trap. A successful Linguistics check (DC 20) reveals that the wording on the floor has to do with binding and imprisonment. A successful Knowledge (arcana) check (DC 20) reveals the floor's function.

Disable

Chest: A Disable Device check (DC 30) opens the chest, revealing a switch which disables the entire trap. However, any failure on this check destroys the tools used in opening it and prevents the chest from being opened for 24 hours. The chest can be destroyed by weapons to reveal the switch, and has all the normal statistics for a medium-sized wooden chest (4 cubic feet, 15 hp, break DC 23).

Efreeti Statues: A successful Disable Device check (DC 17) disables a single efreeti statue and prevents it from firing its deadly flame. A single statue can also be destroyed by dealing 50 hit points of damage to it (AC 5, hardness 3); however, doing so causes the statue to explode, dealing 6d6 points of fire damage to all creatures within 20 feet (DC 14 Reflex save for half).

Runes: A successful Disable Device check made by a creature that can disable magical traps (DC 16) disables one 5-foot square of the runic magic on the floor. For every 2 points by which the Disable Device check exceeds the DC, the disabling creature disables an additional 5-foot square of the floor.

Hall of Horrors Trap

At first glance, this cruel trap resembles nothing so much as a hallway with a high vaulted ceiling and oddly porous walls, containing no other features except a large stone menhir in the center of the hallway. In fact, the room which is 100 feet long, 30 feet wide, and 40 feet tall—conceals various devices of death and doom. The walls are covered with pores which allow complex pneumatic and springloaded spears to strike out at those foolish enough to stand adjacent, while the floor retracts to reveal a 20-foot deep pool of quicksand. The dark menhir in the center of the room controls all these things, possessed of an evil and murderous intellect bent on killing those who would dare cross the hallway to whatever it guards beyond. CR 11; MR 5; Mythic Power 13/day; Surge +1d8 (spear attack only) Initiative +0

Components

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

Floor: A hall of horrors trap can cause the floor to retreat 5 feet closer to the wall. Because the floor is split in the middle, this has the effect of enlarging the pit by 10 feet each round this component is activated. The opening runs through the center of the hall, parallel to the 100-foot-long walls. This seam is interrupted in the middle of the hall by a 5-foot diameter stone pillar that rises from the pit up to floor level, and upon which the ominous menhir stands. A creature standing on the floor when it moves must succeed on an Acrobatics (DC 20) check in order to move with the floor; otherwise, he remains in place, and will fall into the pit if the floor has retreated away from the square he had been standing in. The pit is 30 feet deep, but filled to 20 feet with quicksand. A creature falling into the pit of quicksand suffers all the normal hazards of falling into a pit of quicksand at that depth.

Spear Devices: The 100-foot-long walls on the left and right sides of the hall of horrors trap appear porous, and are in fact riddled with holes. These holes conceal a series of spring-loaded spears which can be thrust out at passersby, then retracted back into the depths of the walls. A hall of horrors trap can make an attack with either or both of its spear devices. It may attack one creature adjacent to a given wall each round. The spears attack at +17 and deal 5d8 + 15 points of damage on a successful hit. A creature that is climbing when he is hit must immediately succeed on a Climb check (DC 20) or fall.

Mythic Power

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

- Maximize the damage dealt by its next use of one of the spear devices this turn.
- Create an area with a diameter in feet equal to 5 times the trap's mythic rank, which functions as an *antimagic field*.
- Create a potent aura of fear which fills the hallway, forcing creatures within the hallway to succeed on a Will save (DC 20) or become panicked for 1 round.
- If the floor is at least partially opened, the hall of horrors trap can cause the quicksand to animate, lashing out at any creature within the room. The quicksand must succeed on a touch attack (the

quicksand has an attack bonus of +17), and then must successfully grapple the target (the quicksand has a CMB of +25). If the trap successfully grapples the target, it drags the target to the bottom of the pit, where he is buried under the quicksand in a random location. After he has been buried, the creature is free to act normally.

Perception

Floor (DC 22): A successful Perception check reveals that the floor is split by a seam up the center, except where it is broken by a 5-foot-diameter circle holding the menhir. A Perception check (DC 29) reveals that the mechanism which moves the floor can only be disabled from the menhir.

Spear Devices (DC 29): A successful Perception check reveals the complex mechanism of the spear device, which allows it to be disabled. Separate Perception checks must be made to examine each of the spear devices, although a creature who has succeeded on a Perception check on one of the spear devices gains a +10 bonus on the Perception check to examine the second spear device.

Walls (DC 22): The walls of this room are oddly porous, and a Perception check reveals that they are likely the release point of some kind of projectile weapon. Anyone observing the walls notes that they can be climbed relatively easily (DC 15 Climb check). Once the floor withdraws, it is obvious the walls extend into the quicksand pit, and also cover the pillar of stone on which the menhir stands.

Disable

Floor: A creature who is adjacent the menhir notices that it is inlaid with runes. A successful Knowledge (arcana), Spellcraft, or Use Magic Device check (DC 27) allows a creature to disable any elements of the trap remotely. A successful Disable Device check (DC 22) allows a creature standing adjacent to the menhir to disable the mechanical mechanisms that control the trap. Finally, a *banishment* spell cast upon the menhir can exorcise the controlling spirit, effectively destroying the hall of horrors trap. If the menhir is disabled, the floor extends back almost to its original position, leaving a 3-foot gap around the center stone pillar (allowing any creatures trapped in the quicksand a place where they can climb back up to the floor). The floor extends back out at a rate of 5 feet per round on each side (closing a total gap of 10 feet each round).

Spear Devices: A successful Disable Device check (DC 27) allows a creature to disable one of the two spear devices, making that wall safe to traverse.

Hall of Serpents Trap

This devious device occupies a 30-foot by 30-foot room. Typically a single exit, placed behind the serpent portal (a large brass ring which stands upright and summons serpents from places unknown) is the only avenue for escape. Upon triggering the trap, it springs to life, typically activating the serpent portal first and then activating the walls and poison gas traps. While any intruders struggle against the serpents, the trap usually alternates between closing in the walls and filling the room with poisonous gas, though it will focus on one or the other if it appears to be especially more effective.

CR 12; MR 3; Mythic Power 9/day Initiative +6

Components

Once triggered, the hall of serpents 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.

Poison Projector: This small copper box is located beneath the room's floor, and features a small pipe, through which poisonous gas can be released, producing a 20-footradius cloud of poisonous gas. Creatures within the cloud must succeed on a Fortitude save (DC 17) or suffer 1d4 points of Constitution damage. The cloud persists for 1d4 rounds. If the poison projector is used while a cloud of poisonous gas is already present, the DC of the poison increases by 2.

Serpent Portal: This upright brass ring has a 5-foot diameter and is usually placed in front of the room's exit, and can be used to summon idio Hit Dice worth of Tiny, Small, and/or Medium vipers, which immediately attempt to kill all non-snake creatures in the room. Snakes summoned by the serpent portal are immune to the poison projector's poison.

Walls: The walls of the room are attached to a complex mechanism which can cause them to close in, crushing the room's inhabitants. Activating the walls causes each of the two opposing walls to move 5 feet closer to the center of the room. The walls deal 10d10 points of damage to any creature that is crushed between them, and such creatures are considered pinned until the walls are retracted. There is a clearance of 6 inches beneath the walls, which allows the serpents to avoid being crushed, and the area immediately in front of the serpent portal creates a single 5-foot square that is safe from being crushed. This component can only be activated once per round.

Mythic Power

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

 Increase the toxicity of the poison gas released by the poison projector, forcing all creatures affected by the poison gas to roll their Fortitude saves twice and take the worse result. This effect lasts for 1 round.

• Return to life 3d10 Hit Dice worth of serpents within the room that have died in the last hour.

Perception

Poison Projector (DC 25): The projector is hidden in the room's floorboards.

Serpent Portal (DC o): While the portal is in plain sight, a successful Knowledge (planes) or Spellcraft check (DC 25) is necessary to determine what it does and how to disable it.

Walls (DC 25): The mechanism that causes the walls to move is hidden behind the walls, but can be accessed from a hidden panel in one of the walls.

Disable

Poison Projector: A successful Heal check (DC 23) or a successful Disable Device check (DC 25) can disable the poison gas projector.

Serpent Portal: A successful Spellcraft check (DC 23) disables the serpent portal, as does a *dimensional anchor* or *gate* spell. A large boulder or similar device placed inside of the portal will also stop it from functioning, as will a successful Disable Device check (DC 30).

Walls: A successful Disable Device check (DC 20), or a successful Strength check (DC 20) prevents the walls from moving forward for 1 round. For every 5 points by which the result exceeds 20, the walls recede 5 feet (the walls cannot be moved further back than their starting position). A creature who is currently crushed by the walls can attempt to push them back with a Strength check, but this is difficult to do while pinned in this way, and the DC to move the walls back 5 feet is 30, instead of the normal DC. A DC 40 Disable Device check is required to stop the walls from moving indefinitely.

Mummy's Curse Trap

This fabled trap is tied into the unholy energies of a mummy, and it cannot truly be disabled without defeating the accursed creature from which it draws its power. The trap is typically contained in a room that is 25 feet to a side, and 25 feet high (though some may vary in size). This room has two heavy stone doors, which are the only exits from the room. A mummy's curse trap can fill an area with sand, curse the living, conjure forth wicked beetles, and cause terror and disease in those who get too close.

This trap has a specific location trigger. The trap is triggered whenever a creature a square 10 feet away from one of the two doors. This causes both doors to shut (if they are not already closed) and lock. When the trap is triggered, any creature standing in a square adjacent to an open door may attempt a Reflex save (DC 15) to move to an adjacent square on the opposite side of the door (for example, a creature standing adjacent to the door, but in a square outside the trap room, may attempt a Reflex save to move into an adjacent square that would put him inside the trap room). If the attempt fails, the creature remains in his current square. The doors have the normal statistics for a stone door (AC 3; hardness 8; hit points 90; DC 28 break).

CR 15; MR 1; Mythic Power 5/day Initiative +1

Components

Once triggered, the mummy's curse 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.

Curse: A mummy's curse trap can attempt to curse a single living creature with the trap room as though with the spell *bestow curse*. A Will save (DC 15) negates.

Disease Cloud: A mummy's curse trap can fill the room with a noxious cloud of diseased smoke. All creatures inhaling the smoke are exposed to leprosy. This disease is magical in nature and does not cure naturally, though it can be removed by *remove disease* or more powerful magic.

Plague Portal: A mummy's tomb trap contains an invisible iron ring which stands upright near the center of the room. A mummy's curse trap can use this magical portal to summon a plague of scarabs which attack all living creatures within the trap's area. This swarm of scarabs has stats identical to a wasp swarm.

Project Terror: A mummy's curse trap can fill a single creature within the trap room with paralyzing dread. A creature affected by this ability must succeed on a Will save (DC 16) or become paralyzed for 1d4 rounds.

Sand Grate: In the middle of the room, on the floor, is a hidden grate which can allow the sand from the sand pipes to escape the room when the trap is reset. If the grate is opened (see Disable, below), the sand level in the room lowers at a rate of 1 ft. per round).

Sand Pipes: Jutting out from holes in the ceiling are 3 pipes, which begin to pour sand into the room once the trap has been triggered. Each round, the room fills to a depth of 1 foot per active sand pipe. Creatures in the room remain atop the sand, and do not sink into it nor are they buried by it, but if the height of the sand reaches the room's ceiling (25 feet), any characters in the room that are not capable of burrowing are crushed, suffering 2d6 points of bludgeoning damage per round and gaining the pinned condition. Additionally, creatures that cannot breathe in sand may suffocate. Using the sand pipes does not count against the number of actions taken by a mummy's curse trap each round, but the mummy's curse trap cannot expend mythic power to gain extra uses of this component, either. Each pipe takes up a 5-foot square.

Sarcophagus: Hidden in a dark corner of the room is a foreboding sarcophagus, 5 feet long. If the sarcophagus

is opened, the creature that opened it and all his allies must face the wrath of a mythic mummy. Typical examples of this trap use a standard mythic mummy, though some particularly powerful ones may contain a mythic mummy with class levels or additional powers.

Mythic Power

In addition to the normal uses of mythic power available to a mythic trap, a mummy's curse trap can expend a use of mythic power to accomplish the following effect:

- Immediately uses its curse, disease cloud, or project terror ability. The target must roll his saving throw twice and take the worse result.
- Close the sand grate, if it has been opened, ceasing the escape of sand from the room.
- Reactivate a sand pipe that has been disabled.

Perception

Plague Portal (DC 40): This invisible iron ring can be used to summon deadly scarab swarms. A *detect magic* spell does not reveal this portal, though a *see invisibility, invisibility purge*, or *true seeing* spell does.

Sand Grate (DC30/35): A successful Perception check (DC 30) reveals that one of the stone tiles in the middle of the floor can be removed. Underneath the tile is a metal grate that opens into a pit, allowing sand in the room to escape through the floor. A separate Perception check (DC 35) reveals a panel on one wall of the room, which allows access to a mechanism that can open the grate automatically.

Sand Pipes (DC 27): A successful Perception check reveals the presence of 3 pipes, which constantly pour sand into the room containing the mummy's curse trap. A successful Knowledge (engineering) check (DC 20) reveals that each pipe is capable of filling the room with 1 foot of sand per round (so if all 3 pipes are active, they will fill the room with a total of 3 feet of sand per round).

Sarcophagus (DC 27): A successful Perception check reveals a sarcophagus hidden in the shadows of the room. A second Perception check (DC 20) reveals a lock on the sarcophagus, preventing it from being opened.

Disable

Plague Portal: A creature who notices the plague portal can use a Spellcraft check (DC 27) in order to reverse its magic, causing it to no longer function. The portal can also be blocked manually by filling it with an object of at least 5 cubic feet.

Sand Grate: Removing the tile that covers the sand grate requires a Strength check (DC 20) as a standard action. Alternatively, a successful Disable Device check (DC 25) performed on the control panel on the wall can be used to open the grate, instead.

Sand Pipes: A successful Disable Device check (DC 19) stops a single sand pipe from functioning. Because these pipes are always kept on the room's ceiling, they may be difficult to reach.

Sarcophagus: The sarcophagus can be opened with a Disable Device check (DC 22), releasing the mummy held within. Once the mummy is released, it must be defeated in order to end the curse, disease cloud, and project terror effects (the sand pipes and plague portal effects will also continue, unless they are disabled as noted above). While the mummy is released, the DCs to resist any of the trap's effects decrease by 5.



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Devious Dangers Galore!

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 introduces rules for mythic traps, which can be run easily in both mythic and non=mythic campaigns, and also provides four specific mythic traps to serve as examples. Brave the efrecti's tomb trap, dodging fireball=spitting statues while navigating over a rune=covered floor to reach safety. Or try your luck at the hall of horrors trap, and try to choose between staying in the middle of the room (where the floor is rapidly disappearing, leaving quicksand in its wake) and the walls, from which spring dozens of deadly spears. Perhaps you'd prefer the hall of serpents trap, which combines poisonous vapors and poisonous fumes to create a deadly combination, as the walls slowly close in around you? Perhaps the deadliest of all is the mummy's curse trap, where, among other dangers, you face a room quickly filling with suffocating sand, swarms of angry scarabs, and possibly a mythic mummy, as well!

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 games of every sort.

