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DUNGEON DRESSING: ALTARS



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DUNGEON DRESSING: ALTARS

A Pathfinder Roleplaying Game GM's RESOURCE supplement by Creighton Broadhurst

Tired of dungeons lacking in verisimilitude? Want to add cool little features of interest to your creations but don't have the time to come up with nonessential details? Want to make your dungeons feel more realistic?

Then Dungeon Dressing is for you! Each instalment in the line focuses on a different common dungeon fixture such as stairs, pillars or pools and gives the harried GM the tools to bring such features to life with interesting and cool noteworthy features.

This instalment of Dungeon Dressing presents loads of great features to add to the altars in your dungeon. Designed to be used both during preparation or actual play, *Dungeon Dressing: Altars* is an invaluable addition to any GM's armoury!



CREDITS

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Thank you for purchasing *Dungeon Dressing: Altars*; we hope you enjoy it and that you check out our other fine print and PDF products.

CONTACT US

Email us at gatekeeper@ragingswan.com.

ERRATA

We like to think *Dungeon Dressing: Altars* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

ABOUT THE DESIGNER

Creighton is a keen gamer who passionately believes in the Open Gaming License and is dedicated to making his games as fun and easy to enjoy as possible for all participants. Reducing or removing entry barriers, simplifying pre-game prep and easing the GM's workload are the key underpinning principles of the products he releases through Raging Swan Press.

Over the last 11 years, Creighton has worked with Expeditious Press, Paizo and Wizards of the Coast. He now releases his own products through Raging Swan Press. You can read his thoughts on game design at ragingswan.livejournal.com.

Creighton lives in Torquay, England where, apparently, the palm trees are plastic and the weather is warm. He shares a ramshackle old mansion with his two children ("Genghis" and "Khan") and his patient wife. Famed for his unending love affair with booze and pizza he is an enduring GREYHAWK fan.

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FOREWORD

It seems to me the vast majority of classic Old School modules often featured an altar dedicated to an evil, forgotten or forbidden god. Such locales should be so much more than a boring piece of dungeon furniture – nothing more than a plain stone cube with no accoutrements of the religion in question or signs of the dark deeds performed upon it.

This instalment of *Dungeon Dressing* shares, in my mind, common ground with *Dungeon Dressing: Pools* as altars often harbour strange and whimsical powers. Wise characters learn quickly not to meddle with such objects unless cloaked in protective spells.

The tables, traps and features herein almost exclusively focus on altars dedicated to evil gods – as such are the altars

DUNGEON DRESSING: ALTARS

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normally encountered in dungeons. With a little work and common sense, however, a GM can apply many of the table entries to other kinds of altars – after all several Old School dungeons featured altars dedicated to powers of weal set in dungeons to aid future explorers.

I hope you find this instalment of *Dungeon Dressing* useful. It would be great to hear how you've used it in your game – drop me a line at creighton@ragingswan.com.



TABLE A: CHARACTERISTICS & APPEARANCE

Altars dedicated to dark, forbidden powers are a staple of many fantasy dungeons. Here evil high priests officiate over bloody, blasphemous services or cultists gather to worship their terrible patron. Such places are thus often an excellent place to find and slay said evil-doers or to recover their hidden treasures. A few such locales have even established a tenuous link with the deity itself and strange, odd effects occur in the immediate vicinity.

CONSTRUCTION

Most altars are hewn from stone, but where stone is impractical or too expensive, some are crafted from wood (being nothing more than a sturdy table perhaps with a cloth or banner thrown across it). In particularly deep, outlandish or otherworldly dungeons, adventurers may encounter altars made of even rarer, stranger or valuable materials such as glass, mithral, gold, iron and so on. Altars dedicated to dark powers are also often crafted of thousands of bone.

ALTAR MATERIAL	HARDNESS	HIT POINTS	BREAK DC
Bone	3	200	25
Glass*	2	100	25
Iron	10	300	30
Stone (Hewn)	8	900	50
Wood	5	60	20

*magically treated

COMMON CHARACTERISTICS

Most altars have the following characteristics:

Size: Altars are normally about 4 ft. high, 10 ft. long and 5 ft. wide.

Carvings: Comparatively few altars are plain and unadorned. Most – at the least – feature carvings of the relevant unholy symbol while others feature elaborate depictions of the deity

itself, legendary objects or members of the faith and so on.

Higher Ground: A character can leap atop an altar with a DC 16 Acrobatics check. A combatant atop an altar gains the benefit of higher ground (+1 on melee attacks against opponents on the ground).

Cover: The altar grants cover (+4 AC, +2 Reflex save).

HIDDEN TREASURES, DEADLY TRAPS

As places sacred to their faith, altars are often protected by traps – either magical or mundane – and more often than not have hidden niches or compartments within. Such niches often hold holy relics, powerful magic items, great wealth or other objects of great significance to the faithful.

Occasionally, the entire altar is designed to swing out of the way to reveal a secret space below it. This space may hold even more treasure or serves as the resting place for a powerful or revered member of the faith. Alternatively, the altar could conceal a hidden stair descending to a crypt, burial place or secret private shrine. Such places are vigorously protected by lurking undead and guardians constructs.

Traps protecting altars are designed so that worshippers don't accidentally set them off. Such mechanical traps often have bypass switches while magic traps may be bypassed by speaking a specific ritual phrase or prayer, or by displaying the unholy symbol of the deity in question.

COMMON PROTECTIVE SPELLS

Many altars are protected by one or more spell effects. Some are permanent while others are established as required. A brief list of such affects includes:

- *Alarm*
- *Deeper darkness*
- *Desecrate*
- *Fire trap*
- *Glyph of warding*
- *Magic mouth*
- *Phantom trap*
- *Unhallow* (with linked spell effect)

Some altars are also protected by magical traps. Details of suitable spells appear on page 8.

WHAT'S ON THE ALTAR?

Beyond the condition of the altar as determined on Table 2, altars dedicated to evil powers normally have certain objects of worship on them or nearby. The list below is a brief summary of some such items:

- Bone, skulls or the remains of sacrificial victims
- Brazier
- Candles or other light source (perhaps a *continual flame*)
- Gong, drum, bells, chimes and other ceremonial instruments
- Idols
- Incense burner
- Lamp
- Manacles or masterwork manacles
- Offertory container
- Prayer books
- Sacrificial dagger, scourge, whip or other weapon
- Unholy symbol

A quick perusal of the table below reveals the characteristics listed below are almost exclusively for altars dedicated to evil gods, demons or devils.

Use this table to generate interesting characteristics for your altars. Some features listed may be inappropriate based on your dungeon's setup – ignore or modify such entries as appropriate.

D%	
01-05	An unholy symbol is carved into the front of the altar in exquisite detail.
06-10	The altar is made of very rough, porous rock. Blood has soaked into the pores giving it a mottled brown and black appearance.
11-12	The altar is hewn from a black, glittering stone. Its edges are rough and sharp.
13-14	The altar slopes slightly downwards in one direction. A lip at the bottom end is encrusted with blood.
15-16	Drainage channels criss-cross the altar's upper surface and run to two small fonts, one at either end of the altar.
17-18	The altar has a secret compartment (DC 30 Perception). Pressing a small skull (or other minor carved decoration) opens the compartment.
19-20	The altar has a secret compartment within (DC 25 Perception check locates). Pressing an unholy symbol of the god into a shallow depression behind the altar opens the compartment.
21-22	Intricate scrollwork decorates every surface of the altar. Religious symbols and images of the god are hidden within.
23-24	A large carving of religious significance decorates the front of the altar.
25-26	Niches in the front of the altar hold grinning skulls. Streaks of dried blood cover each skull.
27-28	The altar stands upon a 5 ft. high dais.
29-30	Pillars depicting the altar's patron deity flank the altar. Each is well detailed.
31-32	A <i>continual flame</i> burns upon the altar's surface.
33-34	An <i>unhallow</i> spell protects the altar and surrounding shrine. If the altar is still used, a secondary spell effect may be present.
35-36	The altar stands in a shadowy, cramped alcove hidden behind a lurid tapestry. Intricate carving and scrollwork covers the walls.
37-38	Niches in the rear of the altar hold books and other items of religious significance.
39-40	The altar is hollow and serves as the tomb of a devout worshipper.
41-42	Many small holes pierce the altar. Wind blowing through the holes creates a whining sound.
43-44	The front of the altar is carved to represent a demonic head. Small red gems serve as its eyes and its tongue protrudes in an obscene fashion.
45-46	The altar is a simple rectangle of stone.
47-48	The altar is only 2 ft. high.

49-50	The altar is 6 ft. high; ceremonial steps behind it enable the priest to carry out services. The steps are narrow and steep; a landing at the top provides a modicum of comfort for the officiating priest.
51-52	The altar has a hinged lid which accesses a large compartment within.
53-54	The altar hides a secret set of stairs leading to a crypt or treasure vault (DC 30 Perception check reveals).
55-56	The altar is a huge natural stalagmite which has had its top carved away.
57-58	The altar is fused to the floor (DC 23 Knowledge [arcana] reveals <i>stone shape</i> was used to craft the altar).
59-60	Many small holes adorn the front of the altar; each holds a small, low-value gem.
61-62	Many small holes pierce the altar; a hinged lid accesses a fire pit within. It is full of ash.
63-64	Religious teachings are carved into the front of the altar.
65-66	Fused bones form an armour of sorts over the altar. The bones are those of previous priests and other devout worshippers.
67-68	The altar is composed of fused bones.
69-70	A shallow bone pit surrounds the altar.
71-72	A narrow trench surrounds the altar; it is full of oil. When lit, it burns for 5 minutes, creating a thin wall of flame 2 ft. high.
73-74	Several stone candlesticks stud each end of the altar. Liberal amounts of dried wax cover the candlesticks which all contain half-burnt candles.
75-76	Stout manacles are mortared into the altar. The key to the manacles is hidden in a grinning skull carving on the rear face of the altar (DC 20 Perception check locates).
77-78	The altar is immense – it could easily hold a prostrate Large-sized creature.
79-80	A mosaic decorates the top of the altar.
81-82	A stone lectern is built into one side of the altar.
83-84	The altar slopes downwards to a font in front of it. Grooves on the altar top lead into the font.
85-86	A metal grill covers the altar's surface. Below lies a fire pit. Manacles are attached to the grill.
87-88	A permanent <i>alarm</i> protects the altar and activates when a nonbeliever comes within 10 ft.
89-90	A permanent <i>ghost sound</i> projects the sound of wailing and moaning (or other sinister sounds) from the altar.
91-92	A permanent <i>symbol</i> (determine type randomly) wards the altar.
93-94	The altar is trapped. (See page 8 for examples).
95-99	Roll twice on this table, ignoring results of 95-100.
100	Roll thrice on this table, ignoring results of 95-100.

TABLE B: DRESSING & FEATURES

Use this table to generate interesting features for your altars. Some features listed below may be inappropriate based on your dungeon's setup – ignore or modify such entries as appropriate.

D%	
1	Several half-burnt candles stand in pools of wax on the altar.
2	A skull with its top cut off sits on the altar. A huge candle emerges from the skull.
3	Spots of dried blood speckle the top of the altar.
4	Rusting manacles (DC 30 Escape Artist, DC 24 Break) are mortared into the altar.
5	A big dried bloodstain covers the altar's top.
6	The surface of the altar is chipped and dented.
7	The shards of broken manacles lie on the altar.
8	A skeleton lies atop the altar.
9	The shards of a curved bloodstained dagger lie on the floor in front of the altar.
10	Cobwebs cover the altar. Many small spiders scuttle within.
11	Mould sprouts from several large bloodstains on one side of the altar. The stains are old and dry.
12	Masterwork manacles (DC 35 Escape Artist, DC 28 Break) are mortared into the altar.
13	Insects live in the cracks around the altar and feed on sacrifices' blood.
14	A mouldy cloth covers the altar.
15	The altar is scorched and burnt. Charred bones and ash cover its surface.
16	The altar has been deformed by a <i>stone shape</i> .
17	A pool of dried melted wax almost covers the altar. Red and white wax mix to form a lurid, smear of colour.
18	Luminescent fungus grows over the altar, giving it and its immediate surrounds a dim green glow.
19	Two blackened skeletons lie in front of the altar.
20	Holes stud the altar's flanks; they once held small gems but are now empty.
21	The faint smell of incense hangs in the air around the altar. Several incense burners are in evidence on the altar.
22	Shadows seem to hang in the air around the altar. Nonmagical illumination in a 10 ft. radius around the altar is reduced by one step.
23	The remains of a crude campfire cover the floor behind the altar. The campfire is old and the ashes are cold.
24	Graffiti – denigrating the altar's patron power – covers its top.
25	A <i>hallow</i> spell is centred on the altar.
26	A great crack runs through the altar as if the stone had suffered a single, massive blow.
27	A pile of skulls decorates the altar.
28	The altar is clean and obviously well tended.

29	The altar's decorative carvings have been chipped and defaced; signs of a crude attempt to repair them are evident.
30	Worthless offerings – mouldy food, broken and rusted weapons and so on – cover the altar top.
31	A few silver and copper coins lie amid the dust of the altar top.
32	Several empty vials lie on the floor nearby. They once contained holy water – divine symbols of goodness and light are inscribed into their caps.
33	A <i>deeper darkness</i> is centred on the altar.
34	A chipped and broken hourglass lies on its side atop the altar.
35	The altar is battered and smashed; it has evidently been repeatedly struck with a heavy object.
36	A small pool of partially dried oil – about that held in a standard flask – has pooled at the altar's base.
37	The altar held a secret compartment, but its lid has been ripped off; the compartment is empty.
38	Daubed on the front of the altar is the single word, "Blasphemy."
39	The skeletal remains of several humanoids litter the ground around the altar. (These could be sacrificial victims or those slain by a trap.)
40	A <i>magic mouth</i> has been cast on the altar. When activated, it shouts, "Fools! This is a sacred place. Flee or die." The mouth appears on the rear of the altar so it is not normally visible to those approaching the altar.
41	The faint outline of several runes is evident, in the thick dust covering the altar.
42	Flecks of silver cover the altar (this is the dried-up remains of a flask of holy water).
43	Deep piles of smashed and ground bones cover the altar. A shattered skull lies at the centre of each pile.
44	A circle of silver filings (the remains of a <i>magic circle</i> spell) surrounds the altar.
45	Several small chalked pentagrams decorate the altar's top. A DC 20 Knowledge (arcana) reveals they deal with summoning evil spirits.
46	A pile of putrid, bloodstained rags lie behind the altar. They are heavy and rancid.
47	Black mould grows on the rear of the altar. A DC 15 Knowledge (dungeoneering) check reveals it to be harmless.
48	A font pierces the centre of the altar. Several vials-worth of unholy water lie within.
49	Cracked and broken bones lie strewn about the altar. They are of humanoid origin; something has broken them open to get at the marrow within.
50	Suspiciously cold air surrounds the altar.

51	The paving stones around the altar have been pried up – previous explorers searched this area for treasure long ago.
52	The base of the altar is chipped and scratched. (Explorers tried to lever the altar up believing there to be a hidden space below).
53	Part of the ceiling has collapsed, covering the badly damaged altar in rubble and dust.
54	Newly trimmed and unused candles cover much of the altar's top. Dried wax holds them in place.
55	A hole has been smashed into the top of the altar to reveal a secret niche within. The niche is empty of everything but dust.
56	The altar has a secret compartment within (DC 25 Perception reveals) but the catch to access it has long since broken. Characters must smash their way through the altar (hardness 8, hp 40; DC 28 Break) to access the niche.
57	The floor around the altar has been meticulously cleaned.
58	A small gong stands atop the altar; it is tarnished and battered. An unholy symbol is inscribed into its centre. Of its hammer, there is no sign.
59	Ashes cover the altar. A DC 15 Perception check reveals the remains of several partially burnt pages and book covers. All are of unholy origin.
60	The altar and the ground beneath it are split by a great crack in the rock. A DC 28 Knowledge (arcana) check reveals the damage was caused by an <i>earthquake</i> .
61	The altar lies on its side – as if a being of great strength flipped it over. Where it once stood, a narrow burial niches pierces the floor. Except dust and a faded burial shift, the niche is empty.
62	Certain parts of the altar's decorative carvings have been melted away by acid. The "scars" on the altar are very noticeable.
63	Primitive offerings – animal teeth, shiny pebbles, shells and so forth are scattered across the altar.
64	The altar has been painted jet black; the paint is now peeling, giving the stone a mottled look.
65	Graffiti denigrating the altar's patron power covers the altar. Strenuous attempts have been made to clean off the blasphemous words; the whole is now horribly smeared.
66	Daubed on the altar top in blood are the words, "Dark Lord, Forgive Me."
67	The altar is standing up on its end.
68	Ripped and torn priests' robes lie crumpled in a pile near the altar. They could be bloodstained, scorched etc.
69	Water dripping down from the ceiling above has soaked the altar. A small puddle surrounds it.
70	Pottery shards, probably once a bowl, cover the floor around the altar.
71	An offering bowl lies on its side, on the altar. Under it, a single copper coin remains.

72	Broken and smashed idols lie about the altar.
73	The flagstones around the altar are cracked. The cracks radiate out from the altar.
74	A serrated sword blade (the remains of an activated trap) stands proud from the altar top.
75	Blood red mould grows over part of the altar. In the dark it radiates a dim crimson light. A DC 15 knowledge (dungeoneering) check reveals it to be harmless.
76	The air around the altar is particularly humid.
77	Rotting wood lies by the altar.
78	An empty, dusty scroll case lies wedged between the altar and the floor.
79	The original symbol on the altar has been chiselled off and another – the symbol of a good-aligned deity – put in its place.
80	A large chalked pentagram covers the ground in front of the altar.
81	Daubed on the front of the altar is the single word, "Why?"
82	The altar's drainage channels are clogged with a paste of dried blood and dust.
83	A melted pool of slag – once a variety of unholy objects – mars the altar's top.
84	One corner of the altar has crumbled away, as if a wasting disease had infected the stone.
85	A large wrought iron candlestick lies on its side in front of the altar. It is bent and twisted.
86	Skeletal remains of a man wearing mouldering robes are chained to the altar. (The man wears the robes of a temple priest; he was executed by a previous band of adventurers.)
87	A bunch of herbs lies mouldering on the altar.
88	The bloody, severed heads of another adventuring party decorate the altar. Their blood has dripped down onto the floor.
89	Cockroaches feast on the rotting remains of the last sacrificial victim.
90	Dried vomit stains the rear of the altar.
91	A single lit candle set in the absolute centre of the altar dimly illuminates a blank sheet of parchment.
92	The altar feels warm (or cold) to the touch.
93	Silver coins arrayed in a circle surround the altar.
94	Crudely applied whitewash covers the altar.
95	A flagon of (possibly poisoned) wine and a single cup stand atop the altar.
96	"Beware the Wrath of the Righteous" is crudely scratched into the altar.
97	Thousands of shards of glass cover the floor surrounding the altar.
98	A <i>phantom trap</i> protects the altar.
99	Roll twice on this table, ignoring results of 99-100.
100	Roll thrice on this table, ignoring results of 99-100.

TABLE C: TRAPS & TRICKS

Of course, Altars are not always safe. Occasionally, the dungeon's designer hides clever traps and tricks in key locations throughout the complex. The traps and tricks here are examples of such features used to protect altars.

CRUSHING CEILING

CR 6 (2,400 XP)

At your touch, the altar starts to descend slowly into the floor. At the same moment, the ceiling shudders into life and begins its seemingly inexorable descent to the floor.

Search DC 25 Perception; **Type** mechanical

Disarm DC 25 Disable Device (2d4 rounds); activates on DC 20 or less; **Bypass** DC 25 Perception (reveals a slightly raised carving on the altar top pierced by a tiny hole; this lock [DC 30 Disable Device {full-round action}] controls the trap.

Destroy Destroying the altar (AC 2, hardness 8, hp 900, DC 50 Break) destroys the trap.

Trigger Touch (the altar or anything on the altar); **Reset** automatic (1 hour)

Effect When triggered, this trap has the following effects:

Sinking Altar (Round 1) The altar begins to sink into the floor. The altar is 4 ft. high and sinks 1 ft. per round

Descending Ceiling (Round 1) The ceiling is 25 ft. high when it shudders into action. In round 1, it descends 5 ft.

Closing Door (Round 1) Every stone door (hardness 8, hp 60, DC 28 Break, DC 25 Disable Device [full-round action]) leading into the chamber slams shut and locks.

Sinking Altar & Descending Ceiling (Rounds 2-3) The altar sinks 1

ft. into the ground and the ceiling descends 5 ft. A DC 20 Knowledge (engineering) or DC 25 Perception check reveals the altar's movement controls the ceiling's descent; stopping the altar's descent stops the ceiling.

▪ **Stopping the Ceiling:** The ceiling cannot be stopped with Disable Device (DC 25), unless the check takes less than four rounds. Characters can make a DC 30 Strength check to arrest the ceiling's progress by jamming something into the gap between the wall and ceiling; characters can aid another on this check.

▪ **Stopping the Altar:** The altar cannot be stopped with Disable Device (DC 25), unless the check takes less than four rounds. Characters can make a DC 25 Strength check to arrest the altar's progress by jamming something into the gap between it and the floor; up to five characters can aid this check.

Effect (Round 4) Scores of spikes emerge from the ceiling. The ceiling continues descends to 5 ft. above the floor. The altar disappears into the floor.

Effect (Round 5) The ceiling descends 2 ft. and each character in the room is knocked prone before being attacked by 1d4 spikes (+20 attack, 1d8+5/19-20 damage).

Effect (1 hour) The ceiling remains in place for one hour before returning to its normal position. At this time, the altar emerges from the floor and the chamber's doors unlock.

ALTAR SPELL TRAPS

CR	XP	SPELL	TRIGGER	DC*	CL	EFFECT
3	800	<i>Sound burst</i>	Touch	27	3rd	1d8 sonic plus stunned for one round (DC 13 Fortitude negates stun); multiple targets
4	1,200	<i>Bestow curse</i>	Touch	28	5th	-6 to one ability score (DC 14 Will halves)
4	1,200	<i>Mass inflict light wounds</i>	Proximity	30	9th	1d8+9 negative energy damage (DC 17 Will halves); multiple targets
5	1,600	<i>Mass inflict moderate wounds</i>	Proximity	31	11th	2d8+11 negative energy damage (DC 19 Will halves); multiple targets
6	2,400	<i>Mass inflict serious wounds</i>	Proximity	30	13th	3d8+13 negative energy damage (DC 20 Will halves); multiple targets
6	2,400	<i>Slay living</i>	Touch	30	9th	12d6+9 damage (DC 17 Fortitude partial)
6	2,400	<i>Unholy blight</i>	Proximity	29	8th	4d8 damage to good-aligned targets and target sickened for 1d4 rounds (DC 16 Will halves damage and negates sickness); multiple targets
8	4,800	<i>Mass inflict critical wounds</i>	Proximity	33	15th	4d8+15 negative energy damage (DC 22 Will halves); multiple targets
12	19,200	<i>Harm</i>	Touch	31	11th	110 negative energy damage (DC 19 Will halves)
12	19,200	<i>Storm of vengeance</i>	Proximity	34	17th	<i>Round 2:</i> acid rains down (1d6 acid damage); <i>Round 3</i> six lightning bolts (10d6 lightning [DC 23 Reflex halves]); <i>Round 4:</i> hailstones (5d6 bludgeoning damage); <i>Rounds 5-10:</i> violent wind and rain; multiple targets
13	6,400	<i>Destruction</i>	proximity	32	13th	130 damage (DC 20 Fortitude partial)

*Perception and Disable Device

CURSED IDOL

CR 4 (1,200 XP)

Several misshapen gold idols of ugly, blasphemous toad-like creatures squat upon the altar.

Search DC 28 **Type** magic

Disarm DC 28 Disable Device (2d4 rounds); activates on DC 23 or less; **Bypass** casting *remove curse* (DC 14) on each cursed idol removes the curse.

Destroy Destroying an idol (AC 4, hardness 8, hp 30, DC 25 Break) removes its curse.

Trigger Touch (*detect good*); **Reset** automatic (1 minute)

Effect When triggered, this trap has the following effects:

Cursed Idol A *bestow curse* protects each idol on the altar. The curse is inactive until a good-aligned character touches an idol. Such a character touching an idol is subjected to a *bestow curse* (DC 14 Will negates) that radically alters the target's alignment to one as different as possible from the former alignment (so for example, a lawful good character would become chaotic evil).

Variant (CR 5) A good-aligned character touching an altar is targeted by a *confusion* spell.

WHIRLING SKULLS

CR 3 (800 XP)

As you approach, glimmers of light appear in the eye sockets of several skulls set atop the altar.

Search DC 27; **Type** magic

Disarm DC 27 Disable Device (2d4 rounds); activates on DC 22 or less; **Bypass** DC 25 Perception (pressing a holy symbol of the relevant deity into the chamber's door).

Destroy Destroying a skull (AC 12, hardness 5, hp 15, DC 20 Break; evasion [+6 Reflex]) defeats that portion of the trap. (Note the skulls are not undead; treat them as objects in regards to energy attacks.)

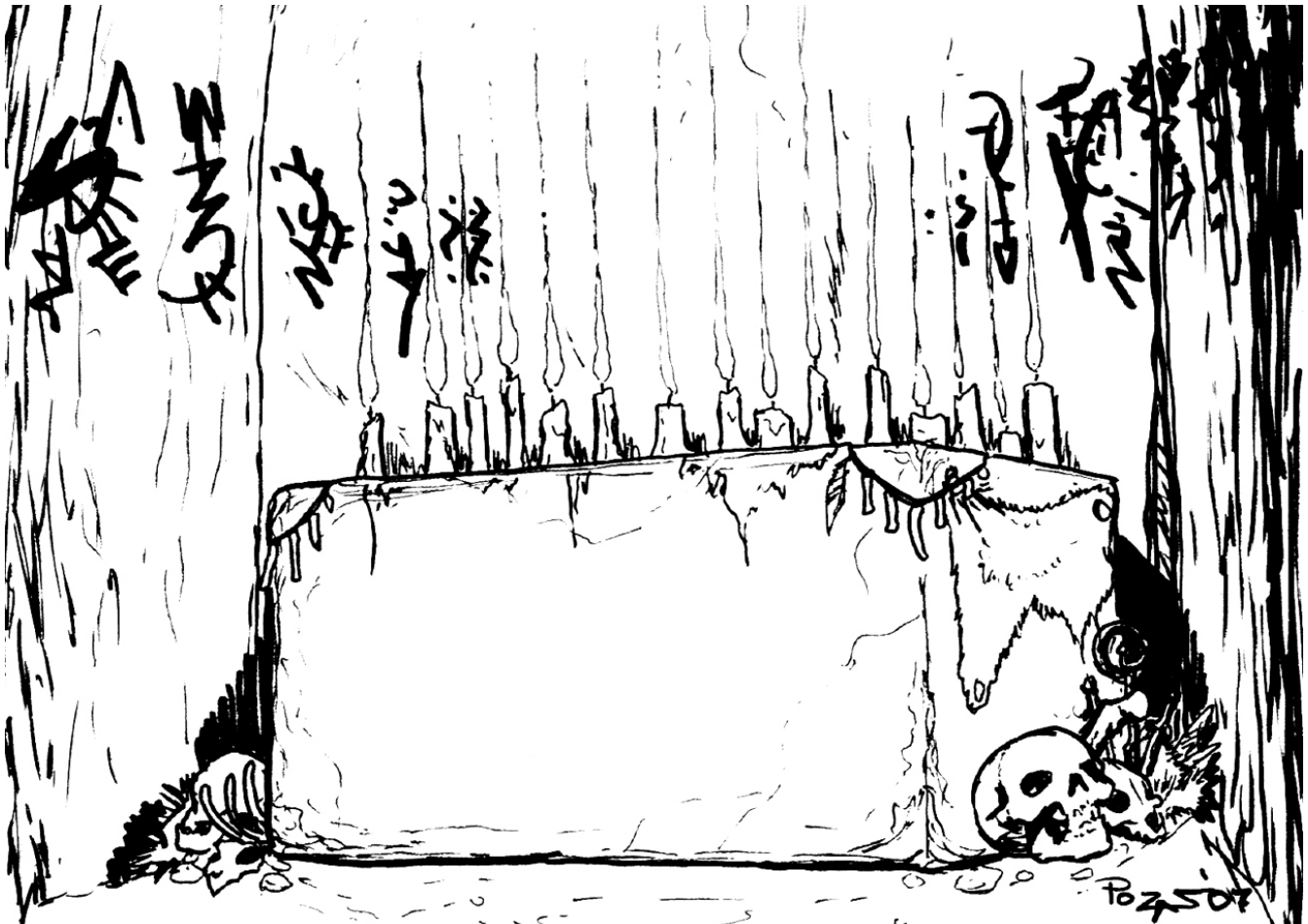
Trigger Proximity (*detect good*; 60 ft. of the altar); **Reset** automatic (1 minute)

Effect When triggered, this trap has the following effects:

Effect (Levitating Skulls) Four skulls hover above the altar and act as noted below.

- **Skull Type 1 (2)** Each round, this skull shoots an heightened *ray of enfeeblement* (CL 4; +4 ranged touch, 1d6+2 Strength damage [DC 13 Fortitude halves]) at a random target.
- **Skull Type 2 (2)** Each round, this skull shoots a *scorching ray* (CL 4; +4 ranged touch, 4d6 fire damage) at a random target.

Duration The skulls attack until all are destroyed or no good-aligned characters remain in the chamber.

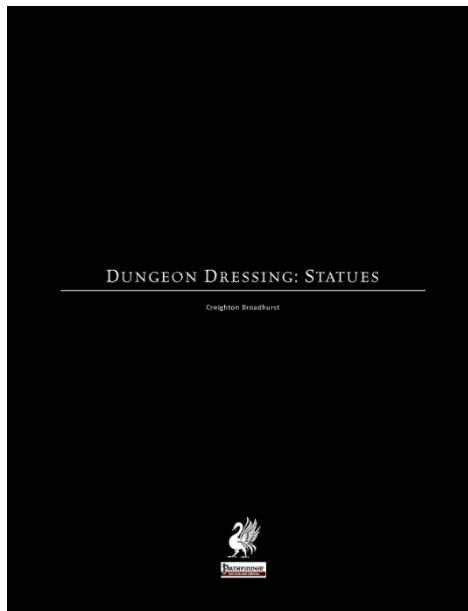


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