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DUNGEON DRESSING: FIENDISH TRAPS I

A Pathfinder Roleplaying Game GM's RESOURCE supplement by David Posener

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 great traps to add to your dungeon. *Dungeon Dressing: Fiendish Traps* is an invaluable addition to any GM's armoury!



CREDITS

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Thank you for purchasing *Dungeon Dressing: Fiendish Traps*; 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: Fiendish Traps* 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

David started gaming with the book *Grey Star the Wizard*, circa 1985, back when we eschewed that dice business and goddamn STABBED out random numbers. The next year, he received the D&D Basic Set red box as a birthday present and has been gaming ever since. His GMing style has been likened to a horrible Frankenstein combination of historical epic, gritty survival horror and *Flight of the Concords*-style song-filled whimsy.

He is yet to live down naming a NPC "The Crimea Reaver."

David adores his long-suffering wife and two sons who, frankly, have no idea what he's talking about most of the time. David is based in Sydney, and his work as a Logistics Consultant, much to his disappointment, contains fewer undead-filled warehouses and demon-possessed forklifts than he was led to believe.

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Published by Raging Swan Press
1st printing, May 2013

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FOREWORD

So far in the *Dungeon Dressing* series we've focused on specific dungeon features and provided loads of handy charts to quickly and easily generate their interesting features. Each instalment also included a page or two of traps that could be used to protect such features. However, for some time now I've been thinking that we really needed to provide the time-crunched GM with some "fun" and innovative traps that are much more than just a simple pit trap or a spray of arrows.

Truly cool traps should be encounters in their own right. By this I mean the trap should engage the entire party in much more than a series of (relatively boring) saving throws. For example, the PCs open a door and a gigantic boulder rolls out and chases them down the corridor littered with obstructions or they are trapped in a room that slowly crushes them to death unless they somehow escape.

David Posener has a penchant for inventive, slightly out there traps and encounters and so he seemed the perfect candidate to write this supplement (and its successors). I think he has done a terrific job creating trap encounters that could be

set in almost any dungeon and that are most definitely more than "you fall in a pit."

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. I'd also be interested if you'd like to see more of this kind of encounter supplement. While I've got several more *Dungeon Dressing: Fiendish Traps*

planned for upcoming months I'm

also considering a short series

of supplements based

around iconic

dungeon locales –

throne rooms,

temples, torture

chambers and

so on. I'd be

keen to know

how much

you'd be

interested in

such

products.

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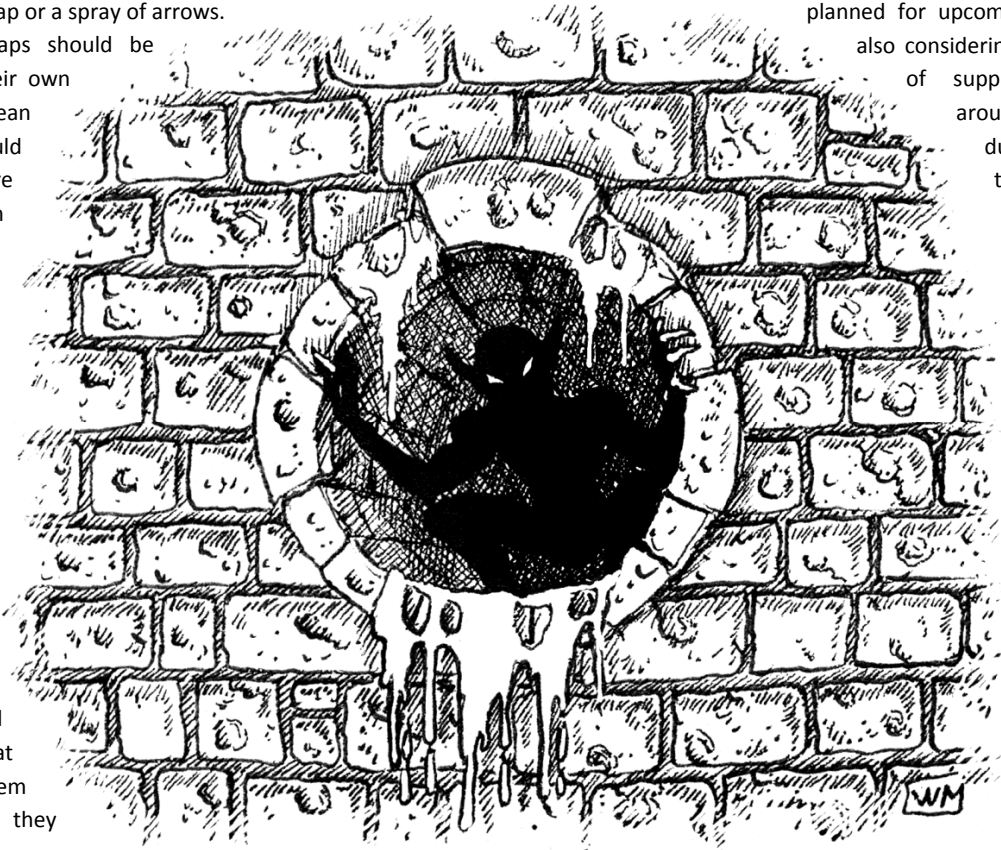
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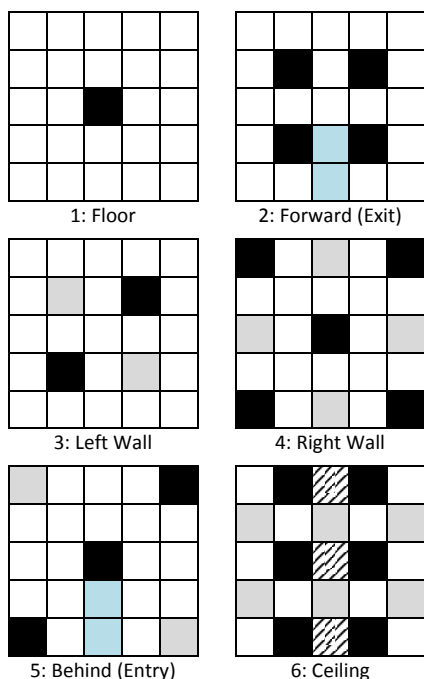


DIE (EL 3; XP 800)

This cubic room provides protection against intruders, but is built with a flawed mechanism allowing clever adventurers to bypass the trap. Read:

This room resembles a 25-foot cube set with 5-foot square stone panels on the floor, ceiling and all the walls. Some of the panels are of black stone while others are of a light gray.

Each of the walls (and the ceiling and floor) have the following pattern of tiles:



The black panels slide away when the trap is activated to reveal nozzles which harm intruders with elemental damage. On alternating rounds, the grey panels open instead.

The doors into and out of the room (shown as blue panels) on Forward (Exit) and Behind (Entry) are both blocked by sliding iron panels (hardness 10, hp 60, DC 28 Break) one round after the PCs enter.

PASS CODE BYPASS

The trap has a pass-code bypass which opens the doors and halts the trap, but the pass-code is randomised, so that only those knowing the algorithm may pass. To set the starting pass-code, roll 2d6. The results are the values for the number pattern and correspond to the sides of the room which take on a golden glow. Take, for example, the rolls “1” and “4.”

To bypass the trap, the creature in the room must touch the centre panel on the sides relating to the numbers, for example

“1” and “4.” Once this is done, the room flashes with a golden light and the doors open. If the incorrect sides are touched, or if one minutes passes, the trap activates (see below).

Typically the PCs would not have this information (it is supposed to be a secret pass-code after all), but if the GM is generous they could have discovered the following riddle in a previous encounter:

*To wander past, when the die is cast
Count the shapes, else find your fates
Count results anew and depart from view*

DIE

CR 3 (800 XP)

The two doorways exiting this room are suddenly blocked by iron doors that slide out of the walls. A golden glow emanates from two of the walls.

Search DC 10 Perception; **Type** Magic and mechanical

Disarm DC 20 Disable Device (2d4 rounds; required for each wall); activates on DC 15 or less; **Bypass** Pass-code (see above)

Destroy Breaking open the coolant pipe (see Area Features; AC 4, hardness 5, hp 10, DC 15 Break) changes the conditions of the trap and allows the PCs to escape through the pipe.

Trigger Location (centre of room); **Reset** Automatic (10 minutes)

Effect When triggered, this trap has the following effects:

Randomisation Roll 1d6 each round to determine which wall activates. The trap continues until there is no movement in the chamber for 10 rounds.

Floor (1) The central aperture opens, flooding the room to a depth of one-foot with a sticky goo. Characters within the goo must make a DC 15 Reflex save or be glued to the floor (as a tanglefoot bag).

Left (2) Two apertures open, alternating between the black and grey orientations shown above. The nozzles produce clouds of poison gas, (insanity mist; poison, inhaled; Save Fortitude DC 15; *freq.* 1/rounds for 6 rounds; *effect* 1d3 Wis damage; *cure* 1 save) which fills the adjacent 15-foot cubes.

Entry (3) Three apertures open, alternating between the black and grey orientations shown above. The nozzles each produce brilliant green arcs of lightning, inflicting 2d6 electricity damage on creatures in a line directly out from the nozzle (Reflex DC 15 avoids).

Exit (4) Four nozzles open, each producing a spear of rolling flame which inflicts 2d6 fire damage to any creatures in a line directly out from the nozzle (Reflex DC 15 avoids).

Right (5) Five apertures open, alternating between the black and grey orientations. The nozzles each produce a jet of frigid air, inflicting 2d6 cold damage on any creatures in a line directly out from the nozzle (Reflex DC 15 avoids).

Ceiling (6) Six apertures open alternating between the black and grey orientations shown above. The nozzles spill forth a rain of acid, which inflicts 1d6 acid damage on any creatures directly under the nozzle (Reflex DC 15 avoids).

AREA FEATURES

The trapped area has the following features:

Coolant Pipe: The devious trap has a flaw, unseen by its creator. A PC spending a full-round action surveying the room can attempt a DC 20 Perception check to reveal a poorly hidden iron access cover which traverses the ceiling (shown as the hatched roof tiles).

The access cover can be removed with a DC 15 Strength check or by destroying the cover (AC 4, hardness 5, hp 10, DC 15 Break). Above the cover is a glass pipe (AC 4, hardness 1, hp 20, DC 15 Break) filled with arcane coolant integral to the operation of the trap. If the glass pipe is ruptured, the coolant floods into the chamber with the following effects:

- The vacuum caused by the activation of the floor trap instead creates a coolant vortex. This vortex drags creatures clockwise around the room instead of towards the hole, using the same CMB (+10) as the vacuum effect.
- The insanity mist vapours are quickly dissolved by the coolant spray, and become inert unless a creature drinks a draught of the poisoned coolant. In this case the creature is affected by the poison as normal.
- The nozzles which conduct the lightning arcs quickly become fused into a lump of melted slag. Creatures touching the slag take 2d6 fire damage from the molten metal.
- The *fire trap* is quickly extinguished by the deluge from the pipe above, engulfing the room in a thick haze of steam. Treat this steam as an *obscuring mist* which disperses in 3 rounds.
- The jets of frigid air immediately freeze into solid horizontal

icicles which protrude 15 feet across the room. These ice beams can be climbed DC 20 Climb checks to reach the ceiling and access the coolant pipe, and a potential avenue of escape. Creatures clinging to the frigid icicles must make a DC 15 Fortitude saving throw each round or suffer 1d6 non lethal cold damage.

- The acid flow, lacking its fluid component, becomes a horrid viscous slime which oozes slowly from the ceiling. This gunge takes two rounds to descend to the floor, but any creature underneath it at this time takes 3d6 acid damage.
- The magical coolant has significant anti-magical properties to keep the arcane facets of the trap from destroying themselves, and any creature caught in the deluge is targeted with a *dispel magic* (CL 5th) effect.

The glass pipe is three feet in diameter, and can accommodate Small creatures or squeezing Medium creatures. The pipe leads into the room beyond the trap, and can be broken open (AC 4, hardness 1, hp 20, DC 15 Break) there to allow escape into the next room.

Treasure: Characters with empty vials can collect enough of the remaining coolant to create two *oils of dispel magic* (CL 5th).

SCALING THE TRAP

To modify this trap, apply the following changes:

EL 2 (XP 600): Reduce the Disable Device DC to 15.

EL 4 (XP 1,200): Increase the Reflex saving throw DC to avoid the traps various damaging effects to 20.



OPTIONAL EXTRAS (EL 9; XP 6,400)

The PCs are searching for a specific item to purchase, and they stumble on the deal of a lifetime at Pedamare's Shoppe of the Arkane during one of their dungeon expeditions.

The dank dungeon walls flicker like gold, reflecting the nervous light of the tunnel's ensconced torches. Ahead, in the darkness, a small bell chimes.

The heavy wooden door blocks the tunnel, and is daubed with a fading sign in dull blue which, barely legibly, reads "Pedamare's Shoppe of the Arkane!"

A small grey cat sits indolently at the foot of the door. It watches intently, licks itself and wanders away.

Pedamare, an invisible stalker con-artist, shonk and ne'er-do-well, runs this incongruously located market for magic valuables. The shop is a trap for adventurers and local intelligent monsters alike, which works best if one of the PCs has been looking to purchase a specific item. Wouldn't you know it – Pedamare has one in stock for a very reasonable price.

When the PCs enter this chamber, he becomes aware of them and after a few minutes observing them, greets them courteously and offers to sell them one or magic items. If the PCs are interested in buying something, refer to "Sales Tactics." If they are not, he lets them leave peacefully.

SALES TACTICS

Pedamare uses the following tactics on his customers:

Optional Extras: Pedamare offers to sell a magical item at 10% less than its market rate, but then proceeds to sell the PC

OPTIONAL EXTRAS

CR —

The door chimes gently when opened, revealing a cramped room filled with labyrinthine shelving. The shelves are stacked with an eclectic mix of bric-a-brac, baubles and faintly glowing junk.

Search DC 27 Sense Motive; **Type** Mechanical

Disarm DC 25 Appraise (2d4 rounds) determines the true value of the junk; the prices seem legitimate on DC 24 or less;

Bypass DC 23 Intimidate causes Pedamare to not risk pulling anything against such frightening customers.

Destroy Killing Pedamare (see below) defeats the trap.

Trigger Proximity (within the shop); **Reset** None

Effect When triggered, this trap has the following effects:

Pedamare: The invisible stalker (or at least his preposterous hat) comes into view two rounds after the PCs enter, preferably after one of the characters has spotted the item he is interested in. He immediately spots the PCs and welcomes them:

"Welcome to my shop travellers. Feel free to peruse my selection of fine magical artefacts and magnificent wonders."

on the merits of additional, complementary items which are required to "uncover the full value of your investment." Such items may be things such as a scabbard and swordbelt for a powerful magical sword, a particular type of leather or cloth cleaner which protects a magical cloak from damage, or a magical zinc lodestone which acts as a sacrificial anode in case of a rust monster attack on the PC's new armour.

At the end of this marketing push, Pedamare makes a Bluff check against a DC of 10 + the PC's Appraise modifier. If successful, he increases the item's price by 10%. For each 5 points by which Pedamare beats the DC, he increases the cost by an additional 10%. These optional extras grant the item a minor boon, such as a +1 resistance bonus to saving throws against damage or an additional 2 hit points. These benefits only apply to that particular item and last for two weeks.

PEDAMARE

CR 9 (XP 6,400)

This invisible creature is completely undetectable, except for a dashing broad-brimmed hat festooned with a panoply of feathers.

Male advanced invisible stalker rogue 1

N Medium outsider (air, elemental, extraplanar, native)

Init +8; **Senses** darkvision 60 ft.; Perception +16 (+17 vs. traps), Sense Motive +16

Speed 30 ft., fly 30 ft. (perfect); **ACP** 0; Acrobatics +17, Fly +25, Sleight Of Hand +17, Stealth +17 (natural invisibility)

Natural Invisibility (Ex) This ability is constant—Pedamare remains invisible at all times, even when attacking. As this ability is inherent, it is not subject to the *invisibility purge* spell. Against foes that cannot pinpoint him, he gains a +20 bonus on Stealth checks when moving, or +40 when standing still—these bonuses are not included in his statistics.

AC 24, touch 16, flat-footed 18; **CMD** 28; **Miss Chance** 50% (+6 Dex, +8 natural)

Immune paralysis, poison, *sleep*, stunning, critical hits, flanking, precision-based damage

Fort +13, **Ref** +13, **Will** +7

hp 100 (8 HD)

Space 5 ft.; **Base Atk** +7; **CMB** +12

Melee 2 slams +12 (2d6+5)

Atk Options Deceptive Exchange, sneak attack (+1d6)

Abilities Str 20, Dex 23, Con 26, Int 22, Wis 21, Cha 19

SQ trapfinding (+1)

Feats Deceitful, Deceptive Exchange, Skill Focus (Diplomacy), Skill Focus (Profession [merchant])

Skills as above plus Appraise +16, Bluff +17, Diplomacy +18, Knowledge (arcana) +16, Profession (merchant) +19, Survival +16 (improved tracking)

Improved Tracking (Ex) Pedamare takes no penalty to Survival checks when tracking and moving at any speed.

Languages Auran, Common, Dwarven, Terran, Undercommon

Gear as above plus 2,480 gp

Deceptive Exchange: During the sale of a small item, such as a potion or scroll, Pedamare uses his Deceptive Exchange feat (Bluff + 17) to pass the purchasing PC a worthless duplicate of the item. If caught out, he apologises explaining that he feels unwell and is distracted by a terrible cold.

You Broke It – You Bought It: As the PCs are browsing the shop, Pedamare places his hat on a nearly invisible wire spring (DC 20 Perception) attached to the service counter, which causes it to realistically bob about. He moves through the shop, toppling items near large, ponderous PCs. A PC can make a Perception check against Pedamare's Stealth check to catch him in the act, or make a DC 15 Reflex saving throw to catching the falling item before it smashes on the ground.

Pedamare only destroys carefully staged, worthless items in this manner, but charges the PCs 300 gp for each incident where they "break" something. A PC can make a DC 25 Knowledge (arcana) or Appraise check to value the shattered remains and pay the real price of 5 gp. Pedamare tries this three times, unless caught out.

Limited Warranty: There is a 5% cumulative chance per week that a permanent magical item purchased from Pedamare malfunctions, gaining a random curse from the *Pathfinder Core Rulebook*. All of Pedamare's items come with a one-month guarantee, which he loudly pronounces as an item is sold.

Last Food for Six Levels. Pedamare also keeps a store of provisions for desperate adventurers, but charges ten times the normal rate, knowing he has a monopoly on supplies.

WHAT'S FOR SALE

Pedamare's shop contains 2d4 minor magical items, 1d4 medium magical items and one major magical item. A typical list of items is given below, but a better option would be to customise the items to appeal to your PCs.

The standard inventory includes:

- A purple velvet bag containing *dust of dryness* (1,000 gp).
- A stovepipe *hat of disguise* (2,100 gp).
- A honey-scented *candle of truth* (3,000 gp) wrapped in brown parchment which has a broken wax seal.
- A grey, viscous *potion of ventriloquism* (60 gp) contained in a steel flask.
- A runic *scroll of comprehend languages* (30 gp) written on thick, cracked vellum.
- A pair of dragon-themed *winged boots* (19,000 gp).
- A +2 *light fortification heavy steel shield* which bears the ancient arms of a manticores rampant (9,300 gp).
- The item which is the target of your PC's desire.

All the magical items in the store are overpriced by roughly 20% (these prices are reflected above).

AREA FEATURES

The shop has the following features:

Cramped: The shop's floor is covered with items and baubles and the winding aisles are overgrown with books, gewgaws and arcane bric-a-brac. It costs 2 squares of movement to enter a square within the shop unless a creature is flying. The cramped conditions add 5 to the DC of Acrobatics checks and 2 to the DC of Stealth checks.

Dust: If a fight breaks out in the shop, the accumulated dust from years of neglect rises from the shelves, creating a choking hazard. All creatures in the shop must make a DC 13 Fortitude saving throw or be staggered by coughing from the dust. Creatures which do not breathe, such as Pedamare, are immune to this effect.

A creature can spend a full-round action to cover their faces to provide protection from the dust. This grants the creature a +4 circumstance to resist the dust's affect.

Rickety Shelves: A DC 15 Strength check topples a shelf onto a creature in an adjacent aisle. A falling shelf deals 4d6 damage (Reflex DC 13 halves) to all creatures in a 5-foot by 10-foot area. Creatures in the area which fail their Reflex saving throws are trapped beneath the shelf, but can free themselves with a DC 10 Strength check as a full round action.

There is a 50% chance the shelf contained a volatile chemical reagent which deals an additional 2d6 acid damage on the creatures.

Treasure: Canny PCs who do not fall for the invisible stalker's tricks can get their magic item for 10% less than the normal market rate.

Less than savoury PCs, or those insulted by the invisible stalker's unscrupulous business practices may attack the invisible stalker and raid the store. If so, they can make off with the lion's share of the store's inventory, but some items are destroyed in the battle (or were never magical in the first place).

SCALING THE TRAP

To modify this trap, apply the following changes:

EL 8 (XP 4,800): Remove the advanced creature template from Pedamare (-2 on all rolls [including damage] and special ability DCs; AC 20, touch 12, flat-footed 14; CMD 24; hp 84).

EL 10 (XP 9,600): Apply the fiendish creature template to Pedamare (resist cold 10, fire 10; SR 15; smite good [1/day; +4]).

UNBALANCED MORALITY (EL 6; XP 2,400)

This trap is manufactured by evil villains to exclude creatures based on their goodly alignment and is essentially a gigantic seesaw with a pivot point at the centre of the corridor. The corridor is 100 feet long with the trigger point for the trap set halfway along its length. Instead of using the creatures' weights to determine the balance on the pivot point, the trap uses the alignment of the creatures to determine how quickly they fall.

This long corridor is decorated with a gallery of fine art, which degenerates from pastoral landscapes to images of vile debauchery along its length.

The PCs should use teamwork to balance out the corridor and allow escape from either end. Summoning outsiders to temporarily balance out the trap while the PCs progress is a good tactic, as is regrouping and returning with *undetectable alignment* spells in effect.

UNBALANCED MORALITY CR 5 (1,600 XP)

A faint, but audible click serves as the only warning before the floor shifts alarmingly.

Search DC 29 Perception; **Type** Mechanical

Disarm DC 29 Disable Device (2d4 rounds); activates on DC 24 or less; **Bypass** None

Trigger Sight (*detect good; true seeing*); **Reset** Automatic (1 minute)

Effect When triggered, this trap has the following effects:

Morality Unbalance As the trap is triggered, the locks holding the corridor in place disengage, leaving it balancing precariously on a pivot point at the centre of the corridor. Place the miniature or token representing the character that triggered the trap at the centre of the corridor and ask the other players to place their characters in the corridor based on their marching order.

To determine the degree to which the trap becomes unbalanced, calculate a balance score for each creature in the corridor. A character's balance score represents his moral weight (0 for evil characters, 1 for neutral characters, 2 for good characters and 3 for creatures with an aura of good) multiplied by her distance from the centre point of the corridor. Creatures flying those not putting pressure on the ground or those protected by *undetectable alignment* or *mind blank* do not affect the balance of the trap.

Add together the balance scores on either side of the centre point. For each 10 balance points difference between the two sides, the corridor shifts 9° down.

Running This Encounter: Characters roll initiative and take turns as normal to determine their moves. Characters may ready actions to move simultaneously with other creatures in order to maintain the corridor in a balanced situation. Recalculate the creature's balance score at the end of each initiative count to determine the effects on the corridor.

THE PIT

Creatures falling into the pit below plummet 40 feet, suffer 4d6 falling damage and land prone. The pit beneath the corridor does not have an exit (the creator of this trap chooses to leave trapped creatures in here to starve for several weeks before teleporting in to rifle through any potential loot).

To rescue fallen comrades, the PCs will likely be required to balance the corridor above at a suitable angle and lower a rope to permit trapped PCs to escape.

ACCUSER

Triggering the trap summons an accuser devil (as *summon monster III*; CL 12th) named Alkyrait to the room into which the traps exits. Alkyrait has been ordered to only attack creatures which escape the trap, and to report to the dungeon's owner with his infernal eye ability once the PCs are defeated, or if the devil is about to be overwhelmed.

- **Horizontal Corridor:** Characters can move normally along a horizontal corridor and exit from either end.
- **9°:** Walking uphill costs 2 squares of movement to enter a corridor square.
- **18°:** Every character must make a DC 10 Acrobatics check or fall prone and slide 5 feet downhill. Moving uphill requires a DC 5 Climb check. The lower end of the corridor yawns open into a pit below.
- **27°:** Characters must make a DC 15 Acrobatics check to remain standing and prone characters slide 10 feet downhill. Moving uphill requires a DC 10 Climb check.
- **36°:** Characters must make a DC 20 Acrobatics check to remain standing and prone characters slide 10 feet downhill. Moving uphill requires a DC 15 Climb check.
- **45°:** Characters must make DC 15 Climb checks to avoid sliding 10 ft. down the corridor. A successful check enables the character to move at one-quarter its normal speed.
- **Greater than 45°:** Characters must make a DC 20 Climb check to avoid sliding 15 ft. down the corridor. A successful check enables the character to move at one-quarter its normal speed.
- **Rolling or Falling Characters:** Characters failing an Acrobatics or Climb check by 5 slide 15 ft. down the corridor. If they enter another creature's space they force that creature to make an Acrobatics or Climb check with a -5 penalty to also avoid also falling over.
- **Falling into the Pit:** Characters can avoid falling into the pit with a DC 15 Reflex saving throw. Success indicates they have grasped the edge of the corridor. They can pull themselves back up with a DC 15 Strength check.

TACTICS

Alkyrait casts *invisibility* on himself in the first round of combat, hoping the PCs are too distracted by the trap to notice his arrival. While the PCs are within the tilting corridor, Alkyrait casts *grease* and *summon swarm* to make things precarious for PCs. Creatures in the area of effect of the *grease* spell automatically slide to the edge of the area if the corridor is tilted. Creatures attacked by a swarm must make Climb checks every time they are dealt damage.

After using a spell-like ability, Alkyrait refreshes his *invisibility* as soon as possible to hide from retaliation. If a PC manages to make it into the room which he guards, Alkyrait uses his bite attack to repel the intruder.

Alkyrait has orders to retreat and inform his master if reduced to less than 10 hp. To achieve this, he turns invisible and flees along the ceiling.

ALKYRAIT

CR 3 (XP 800)

This pestilent infant crawls disgustingly on insectile legs.

Accuser devil (zebug)

LE Small outsider (devil, evil, extraplanar, lawful)

Init +8; **Senses** darkvision 60 ft.; Perception +9, Sense Motive +2

Speed 20 ft., fly 60 ft. (perfect); **ACP** 0; Fly+21, Stealth +15

AC 17, touch 15, flat-footed 13; **CMD** 17

(+4 Dex, +2 natural, +1 size)

Fort +6, **Ref** +10, **Will** +3

hp 30 (4 HD); **DR** good or silver/5

Immune fire, poison; **Resist** acid 10, cold 10

Space 5 ft.; **Base Atk** +4; **CMB** +3

Melee bite +5 (1d6 plus 1d6 acid and disease [devil chills; DC 14 Fortitude {3 consecutive saves}; onset 1d4 days; freq. 1/day; effect 1d4 Str damage])

Spell-like Abilities (CL 12th; concentration +17)

At will—*invisibility* (self only)

3/day—*grease*, *summon swarm*, *whispering wind*

Abilities Str11, Dex 18, Con 14, Int 9, Wis 15, Cha 12

SQ infernal eye

Feats Improved Initiative, Lightning Reflexes

Skills as above plus Bluff +8, Knowledge (planes) +6

Languages Celestial, Draconic, Infernal; telepathy 100 ft.

Infernal Eye (Su) Alkyrait records all that he sees and may pass his visions on to another creature. By remaining in contact with a willing creature, he can replay up to 24 hours of witnessed events, or shorter incidents if he so chooses. It takes him 1 round to replay 1 hour of recorded images, which the target receives in a flash of information, without sound or other sensory information. After relaying his findings, Alkyrait cannot replay its visions of those events again. Alkyrait cannot replay his visions for an unwilling creature or as an attack, no matter how horrific the events he might have witnessed.

AREA FEATURES

The trapped area has the following features:

Corridor: The corridor is 100 ft. long. Its walls can be scaled with a DC 20 Climb check.

Ceiling: The corridor is 30 ft. high.

Exit: The room at the end of the corridor is 30 feet x 30 feet, but is otherwise unadorned.

Treasure: Currently the pit contains three sets of skeletal remains, each with their legs broken, surrounded by rusting and mouldering equipment. Lying amongst the remains are the following treasures:

- A mildewed belt pouch with 45 gp.
- A Small masterwork light steel shield emblazoned with a blazing sun sigil.
- 4 translucent yellow stones (citrines each worth 50 gp; DC 20 Appraise values and identifies).
- An ebony statuette of a tall armoured warrior holding a shield (worth 30 gp; DC 20 Appraise check values).
- A faded parchment map of a section of the dungeon.
- A faded brown cloak (a *cloak of resistance* +1 [faint [DC 18 Knowledge {arcana} abjuration]; DC 20 Spellcraft identifies; worth 1,000 gp) that has been folded up and lies under one of the skeleton's head.
- A cracked, but once incredibly life-like, statuette of an elephant. This was once a *marble elephant figurine of wondrous power*, but was broken when its possessor fell into the pit.

SCALING THE TRAP

To modify this trap, apply the following changes:

EL 5 (XP 1,600): Remove Alkyrait from the encounter

EL 7 (XP 3,200): Add a second accuser devil to the encounter and increase the fall from the corridor to 60 ft.

DIFFERENT MORALITY

It is easy enough to modify this trap to trigger based on different alignments – simply reallocate the moral weight calculation based on the trapped characters' progression from good to evil, from lawful to chaotic (or vice versa) or some other criteria. You could even place examples of this trap that key off a character's race, class or even deity worshipped.

Replacing the accuser devil summoned by the trap with a cassian angel, silvanshee agathion, imp, quasit or other CR 2 or 3 outsider which opposes the alignment of the trap is also an excellent way of adding depth and flavour to the encounter.

READING STAT BLOCKS

Dungeon Dressing: Fiendish Traps I includes all necessary stat blocks; these notes explain how to read them. Unless otherwise noted, all listed scores include all the creature's normal modifiers. Stat blocks appear in four sections: basic, defensive, offensive and supplemental.

BASIC

Name, CR and XP: The monster's name appears first followed by its CR and how many experience points it is worth. If more than one creature is encountered, a bracketed number lists how many appear.

Appearance: The GM can read aloud or paraphrase this section. If a picture depicts the creature, this section may be omitted.

Sex, Race, Class and Level: If the monster has class levels these appear here along with its race and sex. The first noted class is the creature's favoured class.

Alignment and Type: The creature's abbreviated alignment and its type (including applicable subtypes).

Init and Senses: This creature's initiative modifier appears before any special senses (such as scent or darkvision) and the creature's Perception and Sense Motive scores. If the creature has special Perception-based abilities, such as trapfinding or stonecunning, these appear here.

Speed: The creature's modified land speed appears first along with any other relevant speeds (such as climb or fly). If the creature's base land speed is different to its modified speed this is also listed.

ACP and Movement Skills: ACP presents the creature's normal armour check penalty modifier. If the creature's Acrobatics, Climb, Escape Artist, Fly, Ride, Stealth or Swim modifier differs from the relevant ability modifier minus its armour check penalty, these skills appear here.

DEFENSIVE

AC: The creature's normal, touch and flat-footed AC along with its CMD; additionally this section lists any defensive powers or abilities that affects the creature's AC.

Immune, Resist and Weaknesses: If the creature has immunity, resistance or a vulnerability to an effect or condition it appears here.

Fort, Ref and Will: The creature's saving throw modifiers along with any conditional modifiers and defensive powers (such as evasion) and spell resistance appear here.

HP: The creature's full, normal hit points along with the number of hit dice it possesses. A bracketed hit point total indicates that the creature is injured. If the creature has damage reduction or hardness it appears here.

OFFENSIVE

Space, Base Atk and CMB: The creature's space, base attack bonus and CMB.

Melee: This section lists a creature's melee attacks. If the attack has a reach that is not 5 ft. it is listed here. This line also lists any specific feats a creature can use with the attack (for

example Power Attack), but the effects of these feats are not included in the attack's statistics. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Ranged: This section lists the creature's ranged attacks. It always includes the attack's range. Each attack includes attack bonus and damage information. This line also lists any specific feats a creature can use with the attack (for example Point Blank Shot), but the effects of these feats are not included in the attack's statistics. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Atk Options: This section lists any abilities or feats that can affect more than one of the creature's attacks, unless it has already been presented with the creature's specific attacks. Subsequent listings describe all but the most basic abilities in depth.

Special Actions: This section lists any useful abilities that a creature could use in battle. Subsequent listings describe all but the most basic abilities in more depth.

Spells and Spell-Like Abilities: The creature's caster level, along with its concentration modifier and domains appears in brackets before the main spell listing. If one or more of the creature's spells require a touch attack, the relevant attack bonus is included. Spells available appear in reverse order from highest to lowest level. Spells denoted ^D are domain spells. If applicable, a spell's DC is also provided.

Combat Gear: This section lists any combat-related equipment the creature possesses.

SUPPLEMENTAL

Abilities and Special Qualities: These sections list the creature's ability scores and any special qualities that do not appear anywhere else in its stat block.

Feats: An alphabetical listing of all the creature's feats.

Skills and Languages: These sections list any skills the creature possesses that have not already appeared in the stat block and all languages spoken or understood. Any language-based special abilities also appear here.

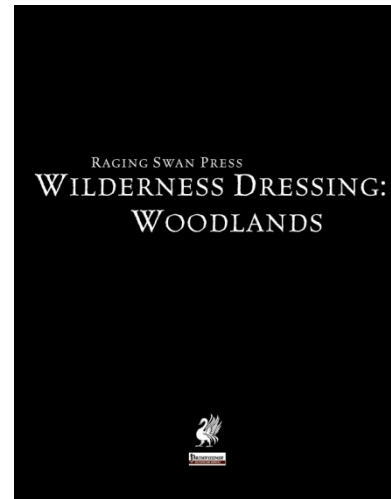
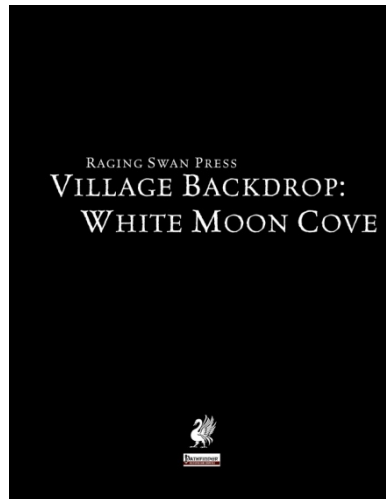
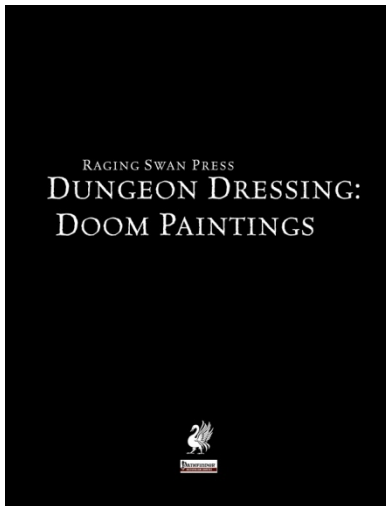
Gear: This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.

Spellbook: The contents of the creature's spellbook and its opposition schools.

SPECIAL ABILITIES

Special abilities appear in the section to which they are best suited. Thus, offensive abilities appear with a creature's attacks while defensive ones appear with its other defences. Full write-ups of irrelevant powers (such as those that could not affect combat) are omitted. The effects of abilities that factor into a creature's normal attacks or defences have already been included in the relevant calculations.

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