Rite Publishing Presents

# #30 Traps for Tombs







By J. H. Gulliver



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> **Dedication:** To **Mr. Greenway** and all teachers who keep their standards high.

"You would use a bulldozer to find a china cup." — **Rene Belloq**, Raiders of the Lost Ark

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## #30 Tricky Traps

"...as my eyes grew accustomed to the light, details of the room within emerged slowly from the mist, strange animals, statues, and gold - everywhere the glint of gold. For the moment - an eternity it must have seemed to the others standing by - I was struck dumb with amazement, and when Lord Carnarvon, unable to stand the suspense any longer, inquired anxiously, 'Can you see anything?' it was all I could do to get out the words, 'Yes, wonderful things'."

- Howard Carter (*The Tomb of Tutankhamen*)

#### Dear Owain Northway,

My friend and fellow, upon hearing that you were to mount an expedition to the Land of Tombs, I combed through my library for information that will be of value to you, particularly information on Rafikabeer, its capital both when it was a land of the living and a nation of the dead.

I enclose a brief history of Rafikabeer and, then, detail the types of devices used to protect the tombs within that ancient necropolis. Most of the details of the tombs come from preparatory drawings made by the builders or more recent explorers' sketches. I cannot vouch for the accuracy or the current state of any of these tombs. Nor can I warn you of the creatures that make their home there among the dead.

I pray that this supplement serves you well in your explorations and prepares you for whatever dangers you encounter.

Yours, Pers Veilborn, Librarian

## Designer's Note

Although this supplement is called #30 Tricky Traps, it actually contains 55 traps spread over a number of tombs. Many of these traps, however, work together as multiple independent traps or multiple dependent traps. It is when multiple traps are counted as one trap encounter that this supplement has only 30 traps. Tell your players that I'm sorry, but this is going to hurt more than advertised.

## Rafikabeer, the Exalted Necropolis

Rafikabeer sits on the south-western corner of the Many-Storied Empire. Once a thriving city of trade and art, it is now a city of the dead. The towers have crumbled, the magnificent floating gardens have withered, and only the ghosts of long dead gladiators do battle in the old arenas.

Rafikabeer was once the marketplace of the tribes of the southern jungles and the playground of nobles from the kingdoms of the northern planes. Surrounded by fertile fields and watered by two mighty rivers, the orchards of Rafikabeer produced plump fruit. As the rivers provided transport for trade, caravans traded dyed cloth, spices, and weapons here for boatloads of hardwood, gold, and slaves.

When the Days of Dark Rain began in the northern kingdoms, thousands of refugees fled to Rafikabeer. The city



locked its gates to all but the wealthiest until the House of Tamar arrived and opened those gates by force. The city soon overflowed with Tamar princes and priests who settled into temporary homes with their retinues of servants, waiting for their homeland to be purged of the strange monstrosities that grew where the noxious rain fell.

The Ji'Tamar (the people of Tamar) ruled Rafikabeer briefly. The aberrant life that fell from the sky in the form of a dark oily rain poisoned the rivers that flowed past Rafikabeer. Those rivers watered the city's vineyards and filled its wells. Many who lived in Rafikabeer grew strange and died. Within two years of the Days of Dark Rain, the great gardens became tombs and the dead outnumbered the living.

Grieving princes had great vaults carved for their once beautiful wives; devoted followers built crypts for their now misshapen prophets. The wealth of Tamar poured into Rafikabeer and changed it forever, from a city of trade and culture to a place for mourning and remembrance.

The strangeness spread among the Kabeeri too and soon Rafikabeer itself died. As a city of the living, Rafikabeer reigned over the Land Where the Rivers Meet; as a city of the dead, it reigns over the Land of Tombs.

During the centuries that followed, an empire grew to replace the northern kingdoms, but Rafikabeer remained more unliving than dead. The nobles of the Empire voyaged to the Land of Tombs, to pay respects to their ancestors, to lay claim to relations and titles that were not theirs, and to be buried among them. The Kabeeri people built dozens of smaller necropolises to house these newer nobles of the flourishing Many-Storied Empire and death became the business of Rafikabeer. Where merchants of slaves once bartered, merchants of death traded secrets. All of this happened before the first Pharaoh-Necromancer asserted his authority over the living and the dead.

Rafikabeer now has a fraction of the number of residents living residents—all of whom live south of the river, outside of the walls of the necropolis. These Kabeeri make their living maintaining the tombs, protecting them, and occasionally robbing them. Within the walls, a crumbling and abandoned outer city surrounds the great moated gardens entirely taken over by massive tombs. Two bridges span the poisoned moat, allowing access to the necropolis. The living and the unliving have buried most of the tombs deep within the earth but marked them above with stone towers. Knowing that the wealth of the nobles buried here would tempt grave robbers, the builders placed many traps; several are haunted. Others have found protection amongst the most aberrant of undead creatures.

In #30 Trapped Tombs, Rafikabeer serves as a location for a collection of tricky traps, most of which combine two or more traps to make for dynamic and challenging encounters. Game Masters can keep these traps in the Exalted Necropolis or relocate them to a dungeon that needs a few more surprises.

## The Bridges into Rafikabeer

A 40 ft. wide moat filled with stagnant black water and a 30 ft. high wall surround the necropolis. Two 10 ft. wide stone bridges, one in the southeast and one in the southwest, cross the moat.

## The Southeast Bridge:

#### Jemur vs. Jemures

At the foot of the southeast bridge, PCs encounter an excited lemur, a type of small primate found throughout the Land of Tombs. It chatters angrily and attempts to block their passage (use statistics for a monkey from the Pathfinder RPG Bestiary).

The southeast bridge leads to a large pair of reinforced wooden doors, barred from the outside. The face of a lemur is carved in the stonework over the door; on either side of it are carvings of two deformed faces covered with boils.

Only the dead, undead, or their caretakers pass through this gate. Any creature that approaches within 10 ft. of these doors triggers two traps: a Baleful Polymorph Trap and a Summon Monster III Trap; the bypass is activated by a *detect undead* spell. The spell *hide from undead* fools the traps.

The Baleful Polymorph Trap turns its target into a lemur (DC 22 Fortitude negates). The Summon Monster III Trap summons 1d3 lemures to the center of the bridge. They will attack all creatures on the bridge, but the lemur is the preferred target.

The lemur that attempted to block the PCs access to the bridge was a former victim of the trap; little of its memory remains, but it knows that the bridge is dangerous and attempts to warn any living creatures away from it.

#### **Baleful Polymorph Trap CR 6**

Type magic; Perception DC 30; Disable Device DC 30 Effects

**Trigger** proximity (alarm; detect undead); **Reset** automatic

**Effect** spell effect (*baleful polymorph*, transforms one creature into a lemur; DC 22 Fortitude negates, DC 22 Will partial, see spell text)

#### Summon Monster III Trap CR 4 Type magic; Perception DC 28; Disable Device DC 28



#### Effects

**Trigger** proximity (*alarm; detect undead*); **Reset** automatic

Effect spell effect (summon monster IV, summons 1d3 lemures)

## The Southwest Bridge: Guardians of the Moat

The kabeeri caretakers of the necropolis never use the southwest bridge. An iron portcullis bars entrance into the necropolis through this gate. Three Hydraulic Torrent Traps activate when any creature comes within 10 ft. The three torrents cross perpendicular to the bridge, bull rushing all creatures in their paths into the stagnant moat with a successful combat maneuver check. The portcullis on the other side of the bridge is locked from inside the necropolis and requires a DC 25 Disable Device check to open.

#### Hydraulic Torrent Trap CR 4

Type magic; Perception DC 28; Disable Device DC 28 Effects

**Trigger** proximity (alarm); **Reset** automatic **Effect** spell effect (*hydraulic torrent*; bull rush +7 CMB; see spell description in the Advanced Player's Guide)

## The Tamar Tombs

The Ji'Tamar (the People of Tamar) believe that after death, you must be prepared to fight, either to serve your deity or, if your soul should be claimed by a hostile deity, to battle your way back to your rightful patron. Consequently, the Ji'Tamar bury even their poorest adults with a weapon of some kind. They bury their richest—those nobles from the House of Tamar—with their best armor and the enchanted weapons they favored in life. To prevent thieves from stealing these weapons before they can be put to use in the worlds beyond, Tamar graves are buried deep—the wealthier the nobles, the deeper the tombs. Above the ground, the tombs are marked by hollow towers, the largest of which rise 100 ft. in the air. One of the largest and most protected graves in Rafikabeer houses four Tamar princes.

## The Tower of the Tamar Tombs

The 60 ft. high tower over the Tamar Tombs is the tallest in the necropolis. Near the top of the tower, the crest of the Royal House of Tamar blocks the only entrance. Removing



the 2 ft. diameter metal crest requires a DC 20 Disable Device check.

The portal is also protected by a Dispel Magic Trap, which works to weaken intended tomb robbers before they enter.

#### **Dispel Magic Trap CR 4**

Type magic; Perception DC 29; Disable Device DC 29 Effects

**Trigger** proximity (*detect magic*); **Reset** automatic **Effect** spell effect (*dispel magic*, caster level 6; targeted against the nearest creature with a magical aura)

#### The Jomb Entrance

Like most of the towers that mark the tombs of the necropolis, this 60-ft. tall tower is completely hollow; the chimney-like shaft descends 120 ft. down (60 ft. below ground level) before opening into a large central chamber. Climbing down the shaft without a rope requires a DC 20 Climb check. Climbing down the shaft with a rope requires a DC 5 Climb check as there is a wall to brace against.

This tower entrance to the Tamar Tombs is trapped—30 ft. from the top of the chimney is the Kabeeri hieroglyph for 'fire'. Any creature passing this hieroglyph without wearing the same hieroglyph, triggers the Sirocco Chimney Trap. A blast of furnace-hot wind travels down from the top of the shaft causing fire damage to anyone in the first 60 ft. of the shaft (the part above ground level).



Flying creatures hit by the downdraft must make a DC 15 fly check or are blasted downward, taking damage as if they fell. (This is relatively harmless, since the ground will still be 60 ft. below them, but they may knock creatures beneath them.) Climbers must make another climb check immediately with a -5 penalty or fall.

#### Sirocco Chimney Trap CR 7

#### Type magic; Perception DC 31; Disable Device DC 31 Effects

Trigger proximity (alarm); Reset automatic

**Effect** spell effect (*sirocco*, caster level 12; 4d6+12 fire damage; fatigued or exhausted, see text); DC 24 Fortitude partial, see text; multiple targets (all targets in the top 60 ft. of the entrance shaft; see spell description in the Advanced Player's Guide)

## The Central Chamber:

## The Guardians of the Vaults

The entrance shaft ends in the middle of the ceiling of a 50 ft. by 50 ft. room. A pair of double doors on each side open up to the burial vaults of the four Tamar princes, all of who became significantly deformed before they died due to the poisoning caused by the dark rains.

Five stone statues—one for each of the Tamar princes and one for their father, King Dhakir Tamar—form a pentagon; each holds a large iron staff with a crystal at one end and a hieroglyph at the other. A DC 30 Linguistics check translates the ancient Kabeer hieroglyphs as reading 'Faithful,' 'Lion,' 'Sword,' 'Truth,' and 'Death.' Investigating the statues reveals that the staffs can be removed from the statue's hands; however, removing a staff triggers the trap on the next staff in the circle.

Treat each staff as a separate Contagious Flame Trap. Removing all five staffs at once defeats the traps. As one successful Disable Device check reveals the secret to disabling all the traps, only award XP for one CR 6 trap PCs disable all of them in this way.

Four of the five staffs act as keys to the burial vaults off of this chamber. The staff held by the statue of King Dhakir Tamar unlocks his burial vault, which is elsewhere in the necropolis.

#### **Guardian Flame Trap CR 7**

Type magic; Perception DC 31; Disable Device DC 31 Effects

Trigger touch; Reset automatic

**Effect** spell effect (*contagious flame*, Atk+6 ranged touch, 4d6 fire/ray, 1 ray/round for three rounds, plus 1 additional ray/successful hit; see spell description in the Advanced Player's Guide)

## Into the Tion's Den: Vault of Najid Tamar

Ji'Tamar writing carved into the lintel over the double doors on the north side of the room reads, "Remember the courageous Najid Tamar." The double doors are magically locked (*arcane lock*) unless touched with the staff bearing



The doors open onto a 30 ft. long hall.

At the end of the hallway, is a 25 ft. by 25 ft. tomb. Entering the tomb triggers two traps: a Portcullis Trap and a Summon Monster V trap. The portcullis falls immediately as the second person passes beneath it. The Summon Monster V trap summons a dire lion, which appears beside Najid's stone coffin.

#### **Portcullis Trap CR 3**

Type mechanical; Perception DC 20; Disable Device DC 20

Effects

Trigger location; Reset manual

**Effect** Atk +10 melee (3d6); multiple targets (all those directly underneath the portcullis)

#### Summon Monster V Trap CR 6

Type magic; Perception DC 30; Disable Device DC 30 Effects

Trigger proximity (alarm); Reset automatic

**Effect** spell effect (*summon monster V*, summons a dire lion)

#### Vault of Husam Jamar 'The Sword'

Ji'Tamar writing carved into the lintel over the double doors on the east side of the room reads, "Husam Tamar" and the words "Sharpen your blades for darkness falls." The double doors are magically locked (*arcane lock*) unless touched with the staff bearing the rune 'sword.' A DC 30 Linguistics check reveals that the name 'Husam' means 'Sword' in Ji'Tamar.

The doors open onto a 30 ft. long hall. Creatures moving down the hall trigger two traps: the first plunges the corridor into darkness, while the second releases a series of wall scythes. Creatures unable to see the wall scythes take a -2 penalty to AC and lose their Dexterity bonus if any. Pulling on a sconce halfway down the hall bypasses the trap. Moving past the sconce without pulling on it triggers both traps.

#### Suddenly Darkness Trap CR 3

Type magic; Perception DC 27; Disable Device DC 27 Effects

**Trigger** proximity; **Duration** 3 minutes; **Reset** automatic **Effect** spell effect (*darkness*, over the 30 ft. long hall)

#### Wall Scythe Trap CR 5

**Type** mechanical; **Perception** DC 20; **Disable Device** DC 20

#### Effects

**Trigger** location; **Duration** 3 rounds **Reset** automatic **Effect** Atk +20 melee (1d3 attacks per target for 2d4+6 for 3 rounds); multiple targets (all targets in 30 ft. stretch of hallway)

Both traps reset automatically when the hall is empty and can be triggered again the next time creatures move down this hall, possibly when exiting the tomb.

## Web of Ties: Wault of Khollit Jamar

Ji'Tamar writing carved into the lintel over the double doors on the south side of the room reads, "Khollit Tamar" and the words "When he dies, there remains only lies." The double doors are magically locked (*arcane lock*) unless touched with the staff bearing the rune 'truth.' A DC 30 Linguistics check reveals that the name 'Khollit' means 'truthbringer' in Ji'Tamar.

The doors open onto a 30 ft. long hall. Creatures moving down the hall trigger two traps: a Phantasmal Web Trap and a Nightmare Vapor trap. The *phantasmal web* holds the subjects in the hallway while the nightmare vapor spreads and takes effect.

#### Phantasmal Web Trap CR 6

Type magic; Perception DC 30; Disable Device DC 30 Effects

**Trigger** proximity (*alarm*); **Reset** automatic

**Effect** spell effect (*phantasmal web*, caster level 10); DC 22 Will disbelief, DC 22 Fortitude partial, see text; multiple targets (up to 10 targets in within a 30 ft. diameter; see spell description in the Advanced Player's Guide)

#### Nightmare Vapor Trap CR 9

Type mechanical; Perception DC 25; Disable Device DC 20

Effects

Trigger location; Reset repair

**Effect** poison gas (nightmare vapor); never miss; onset delay (1 round); multiple targets (all targets in a 10-ft.-by-30-ft. hall)

## Children of the River: Wault of Saghir

#### Jamar

Ji'Tamar writing carved into the lintel over the double doors on the west side of the room reads, "Saghir Tamar" and the words "The river feeds us and we feed the river." The double doors are magically locked (*arcane lock*) unless touched with the staff bearing the rune 'Death.' A DC 15 Linguistics check or DC 10 Knowledge (geography) check reveals that 'Saghir' is the name of one of the rivers that flows from the northern kingdoms to Rafikabeer and beyond. According to legends, one can travel the Saghir from this world to the next. A DC 30 Knowledge (religion) check reveals that Saghir was the name of the crocodile avatar of the God of Death long before it became the name of the river.

The doors open onto a 30 ft. long 10 ft. wide hall. Halfway down the hall is a camouflaged pit that descends into an underground cave filled with water by the Saghir. The water exits the cave through an underground passage that runs for 400 ft. without space to come up for air.

#### **Camouflaged Plunge Trap CR 3**

Type mechanical; Perception DC 25; Disable Device DC 20

#### Effects

Trigger location; Reset repair

**Effect** 60-ft.-deep water filled pit (2d3 nonlethal plus 2d6 lethal falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)



#### Feeding Time Trap CR 5

Type magic; Perception DC 29; Disable Device DC 29 Effects

Trigger proximity; Reset automatic

**Effect** spell effect (*summon monster IV*; summons 1d3 crocodiles to the inside of the cave)

## The Tomb of the King Dhakir Tamar

The tomb of King Dhakir Tamar is protected by a series of traps. The entrance to the crypt is at ground level and is protected only by a large stone door, which can be pushed aside with a DC 20 Strength check. Just inside the crypt, a stairway descends 20 ft. underground before opening onto a 30 ft. by 30 ft. antechamber. Bringing a torch or any other

open flame into this chamber triggers the Firefall Trap. Carrying the crystal staff found in the tomb of the Tamar princes that bears the rune 'faithful' bypasses this trap.

#### **Firefall Trap CR 5**

Type magic; Perception DC 29; Disable Device DC 29 Effects

Trigger proximity (alarm); Reset automatic

**Effect** spell effect (*firefall*, caster level 8; 5d6 fire damage; blindness, 1d4 rounds, DC 21 Will negates; catch on fire, DC 21 Reflex negates); multiple targets (all creatures in a 60-ft.-radius area; see spell description in the Advanced Player's Guide)

## False Falling Portcullis

On the opposite side of this antechamber is a 20 ft. corridor leading to the inner crypt. Creatures entering this hallway face two dangers: a portcullis that is not as broken as it first appears and a pit that is deeper than it looks.

A portcullis hidden in the ceiling at the entrance to the hallway drops when someone passes beneath. However, it squeals to a halt 2 ft. above the ground doing less damage than it would have if it worked properly. Examining the portcullis reveals that the device appears to be stuck.

#### Paused Portcullis Trap CR 2

**Type** mechanical; **Perception** DC 20; **Disable Device** DC 20

#### Effects

Trigger location; Reset manual

**Effect** Atk +10 melee (2d6); multiple targets (all those directly underneath the portcullis)

In fact, the trap is working exactly as designed. Attempting to crawl underneath the now much lower portcullis, triggers the second part of the trap, slamming the portcullis down on anyone beneath. Characters who are crawling are considered prone and take a –4 penalty to AC against melee attacks.

#### **Targetted Falling Portcullis CR 6**

**Type** mechanical; **Perception** DC 25; **Disable Device** DC 20

#### Effects

Trigger location; Reset manual

**Effect** Atk +15 melee (4d6+4); multiple targets (all those directly underneath the portcullis)

## A Hole in a Hole

A camouflaged pit at the end of the hall adds insult to injury when anyone who falls into it triggers a second trap at its bottom. A magical Acid Pit Trap sits at the bottom of the non-magical Camouflaged Deeper Pit Trap. Those who fall into the first trap trigger the second.

#### **Camouflaged Deeper Pit Trap CR 3**

Type mechanical; Perception DC 25; Disable Device DC 20

Effects

Trigger location; Reset manual

**Effect** 40-ft.-deep pit (4d6 falling damage); DC 20 <u>Reflex</u> avoids; multiple targets (all targets in a 10-ft.-square area)

#### Acid Pit Trap CR 5

Type magic; Perception DC 29; Disable Device DC 29 Effects

Trigger touch; Reset automatic

**Effect** spell effect (*acid pit*, caster level 8; creates 40-ft.deep extradimensional pit; 3d6 lethal falling damage, 1d6 nonlethal falling damage, 2d6 acid damage/round for 8 rounds, DC 21 Reflex avoids); multiple targets (all targets in a 10-ft.-square area)

## That's No Place to Hide

The burial chamber and the sarcophagus is a 50 ft. by 50 ft. stone chamber with recessed alcoves containing statues of the animal-headed guardians of the Kabeeri: the lion, the crocodile, the beetle, and the raven. Each guardian is represented as a bare-chested muscled warrior with the head of an animal. The anthropomorphic Kabeeri style of the statues is unusual for a Ji'Tamar tomb. Two of the statues, the beetle and raven statues, lie on the floor in pieces leaving their alcoves empty.

The second person entering the tomb triggers another Targeted Portcullis Trap. Once the portcullis closes, a mixture similar to alchemist's fire begins to pour from dozens of nozzles along the walls, covering the floor. After two rounds, contact with the air ignites the mixture. Those seeking refuge in the alcoves trigger the spiked alcoves trap. The top of the sarcophagus remains the only place in the room untouched by flames after this trap is triggered.

#### **Oil Spray Trap**

Type mechanical; Perception DC 18; Disable Device DC 18

#### Effects

Trigger location; Reset manual

**Effect** never miss; onset delay, two rounds (1d6 fire damage per round for two rounds, DC 15 Reflex save to extinguish flames before taking damage in the second round); multiple targets (all targets in the room)

#### **Spiked Alcoves Trap CR 6**

Type mechanical; Perception DC 15; Disable Device DC 22

#### Effects

Trigger location; Reset manual

**Effect** Atk +16 melee (1d4 spikes per target for 1d8+2 damage each); multiple targets (all targets in a single alcove)

#### Other Traps

While the Tamar Tombs are the most famous and the most extensively described of the trapped tombs in Rafikabeer, the Kabeeri kept records of many of the other tombs they built for the northerners, partly so that they could maintain the tombs or duplicate them.

## Four Corners Trap

The floor of this room balances on a single point and tips if any quarter of the room contains 50 lbs. more weight than the other corners. At the time the PCs enter the room, the floor is locked in place. Once the first PCs reaches the center of the room, the floor unlocks possibly becoming imbalanced unless the trap is first detected and disabled,

The floor tips slowly in the direction with the most weight and PCs have two rounds to balance out the floor. Doing so requires that each PC make one successful DC 20 Reflex save. A single PC who makes two successful saves can balance out the floor for a PC that fails both saves. If the saves are not made, the floor tips. Those who failed their saves fall 30 ft. onto an oil-covered floor. If the PCs are carrying open flames, the oil may ignite. The oil adds 5 to Climb checks to escape the pit and the floor makes escape difficult.

#### **Tippy Room Trap DC 2**

Type mechanical; Perception DC 20; Disable Device DC 20

#### Effects

Trigger location; Reset manual

**Effect** 30-ft.-deep pit (3d6 falling damage and trapped, plus possible 1d3 fire damage per round for two rounds; DC 15 Reflex to avoid catching on fire); DC 20 Reflex avoids falling; multiple targets (all targets in the room)

Three rounds after the Tippy Room Trap is triggered, two ceiling scythes begin to swing. One scythe swings on the north-south axis and the other scythe swings on the eastwest axis effectively dividing the room into quarters. The well-timed scythes never strike each other at the center. The scythes continue to swing until disabled. The scythes target any creature moving from one quarter of the room to another.

#### **Ceiling Scythes Trap CR 3**

Type mechanical; Perception DC 22; Disable Device DC 20 Effects Trigger timed; Reset automatic

Effect Atk +10 melee (1d10 slashing)

#### Rolling Ball Traps

Traps that allow boulders to roll down sloped hallways are relatively simple to design. The tomb builders of Rafikabeer embellished on this theme, designing a number of interesting variations.

#### On the Run

The tomb builders designed the stone in the Rolling Stone Trap to move slowly for the first round and then slowly build up speed, encouraging those within the corridor to run towards two other traps. During the first round, the stone moves 40 feet; each round after, it moves at 120 feet. The Stumble Step Trap and the Razor Wire Trap further down the hall slow PCs and possibly causes them to fall prone, increasing the likelihood they will be damaged by the Rolling Stone Trap.

#### **Rolling Stone Trap CR 3**

Type mechanical; Perception DC 20; Disable Device DC

#### Effects

Trigger location; Reset manual

**Effect** Atk +10 melee (2d6, rock); multiple targets (first two targets hit)

#### Stumble Gap Trap CR 2

Type magic; Perception DC 26; Disable Device DC 26 Effects

Trigger proximity (alarm); Reset automatic

**Effect** spell effect (*stumble gap*; 1d6 falling damage; DC 16 Reflex partial); multiple targets (all targets in a 5-ft.-square area; see spell description in the Advanced Player's Guide)

#### **Razor Wire Trap CR 3**

**Type** mechanical; **Perception** DC 22; **Disable Device** DC 15

#### Effects

Trigger location; Reset no reset

**Effect** Atk +10 melee (2d6, wire plus trip CMB +5); multiple targets (two simultaneous targets in each of two adjacent 5-ft. squares)

## Rolling Ball Reset Trap

This corridor has 10-foot wide openings in the ceiling at either end. When a creature is halfway down the 60-foot long corridor, one end of the floor drops suddenly, turning the floor into a steep slope. Any creature that fails a DC 15 Reflex save tumbles down the slope.

#### **Sloping Floor Trap CR 1**

**Type** mechanical; **Perception** DC 25; **Disable Device** DC 25

#### Effects

**Trigger** location; **Reset** manual (or see below) **Effect** 30-ft.-long slide (1d3 falling damage; DC 15 Reflex save avoids)

The dropping of the floor triggers the significantly more dangerous Rolling Boulder Trap. A large boulder falls from the opening in the ceiling and rolls down the now sloping floor.

#### **Rolling Boulder Trap CR 6**

Type mechanical; Perception DC 25; Disable Device DC 22

Effects

Trigger location; Reset manual

**Effect** Atk +16 melee (4d6, rock); multiple targets (all targets in corridor)

Once the boulder reaches the end of the corridor, it triggers a Reverse Gravity Trap that lifts the corridor back into a horizontal position and causes the boulder to 'fall upwards' 80 feet up a shaft where it rolls down a hidden tunnel above



and resets at the top of the hallway for another run down the floor next time the Sloping Floor Trap. Creatures at the end of the hallway when this trap is triggered fall 'up' the shaft, taking damage from the Reverse Gravity Trap.

#### **Reverse Gravity Trap CR 8**

Type magic; Perception DC 32; Disable Device DC 32 Effects

Trigger touch; Reset automatic

**Effect** spell effect (*reverse gravity*; 80-ft-deep pit; 8d6 falling damage; DC 25 Reflex save avoids); multiple targets (all targets in the final square of the corridor)

## Great Balls of Water

While the Rolling Boulder Trap is a familiar dungeon construct, fewer PCs have found themselves running from a rolling ball of water. The Aqueous Orb Trap smashes down on PCs carrying them to the end of the corridor, where a clutch of shocker lizards lie in wait.

#### **Rolling Ball of Water Trap CR 4**

Type magic; Perception DC 28; Disable Device DC 28 Effects

Trigger location; Reset automatic

**Effect** spell effect (*aqueous orb*; 2d6; DC 19 Reflex save negates; large or smaller creatures make second save or are carried along with the orb for additional 2d6 damage; see spell description in the Advanced Player's Guide)

**Creature:** A clutch of three shocker lizards lives in the drains at the end of this tunnel. The Rolling Ball of Water Trap frequently carries rats and other small animals to just outside their lair. They deliver a 6d8 shock and then come out to investigate

#### Shocker Lizards (3) CR 2

XP 600 each

hp 19 (Pathfinder RPG Bestiary)

## Magnets and Water Trap

The sarcophagus in this room sits on a stand with thin false sides. Attempting to open the sarcophagus, triggers the trap, dropping hidden weights that pull a powerful magnet into the inside of the stand, attracting all metal armor and weapons. This alone would not be dangerous, but after the magnet clicks into place, valves in the ceiling open, pouring water into the room.

#### Magnetic Sarcophagus Trap CR 3

Type mechanical; Perception DC 25; Disable Device DC 25

Effects

Trigger touch; Reset manual

**Effect** magnet (triple all armor checks for wearing metal armor and +1 armor check penalty for anyone carrying metal weapons or other heavy metal objects); multiple targets (all targets in the room)

#### Flooding Room Trap CR 5

Type mechanical; Perception DC 20; Disable Device DC 20

Effects

Trigger proximity; Reset automatic

**Effect** never miss; onset delay 4 rounds (drowning); multiple targets (all targets in the room)

## Party Splitter Traps

The Rafikabeer tombs are dangerous enough for a wellorganized team of experienced explorers combining their skills; they become even more dangerous when a crucial member of the team disappears. The Switch-a-Room Trap and the Thief Thief do the most dangerous of things—they split the party.

## Switch-a-Room Trap

As the first creature enters the 10 ft. by 10 ft. room, sliding stone doors fall blocking both exits, possibly trapping a creature inside (DC 20 Reflex save allows the creature to escape without being trapped). The doors may also strike the character entering the room. Once the doors are in place, the room itself drops like an elevator 20 ft. down and is replaced up above by an identical room. Any creature trapped in the room finds itself in a corridor on a lower level. Those creatures not trapped in the room can lift the sliding doors with a DC 15 Strength check to reveal an empty room, identical to the one that just disappeared.

#### Sliding Door Trap CR 2

**Type** mechanical; **Perception** DC 24; **Disable Device** DC 15

#### Effects

**Trigger** location; **Reset** manual **Effect** Atk +8 melee (1d6+2 and trapped; DC 20 Reflex save to avoid being trapped)

#### **Room Switcher Trap CR 2**

**Type** mechanical; **Perception** DC 25; **Disable Device** DC 25

#### Effects

Trigger location; Reset manual

**Effect** The 10 ft. by 10 ft. chamber slides down to a lower level and is replaced with an exact duplicate from above; multiple targets (all targets in the room)

## The Thief Thief

Anyone capable of detecting traps believes that this door is trapped with a device capable of causing the release of some form of gas. If any creature approaches the door, a Fog Cloud Trap cloaks those within 20 ft. and a Camouflaged Silent Pit Trap opens and snaps shut, possibly trapping a character inside. A *silence* spell within the pit hides the sounds of anyone trapped within.

#### Phantom Trap CR 3

Type magic; Perception DC 27; Disable Device DC 27 Effects

Trigger proximity; Reset automatic

**Effect** spell effect (*phantom trap*, door appears trapped; see spell description in the Advanced Player's Guide)

#### Fog Cloud CR 3

Type magic; Perception DC 27; Disable Device DC 27 Effects

**Trigger** proximity; **Duration** 3 rounds; **Reset** automatic **Effect** spell effect (*fog cloud*, 20 ft. radius)

#### **Camouflaged Silent Pit Trap CR 5**

Type mechanical and magic; Perception DC 25; Disable Device DC 20

Effects

Trigger location; Reset automatic

**Effect** 30-ft.-deep pit (3d6 falling damage; DC 20 Reflex avoids; spell effect [*silence*, caster level 6, six rounds]); multiple targets (all targets in a 10-ft.-square area)

## Coffin Filler

Nothing could be more terrifying than to suddenly find yourself in an already occupied coffin. The Jester's Jaunt Trap teleports one living creature into the sarcophagus in the center of this room. No harm will come to the occupant unless someone on the outside attempts to open the sarcophagus without first disarming the Canopic Conversion Trap cast on it. The *canopic conversion* spell draws out the life essence of the creature within. Any creature that dies as a result is revived as a mummy.

#### Jester's Jaunt Trap CR 4

Type magic; Perception DC 28; Disable Device DC 28 Effects

**Trigger** proximity (alarm); **Reset** automatic **Effect** spell effect (*jester's jaunt*, teleports one living creature into the sarcophagus; DC 19 Will save negates; see spell description in the Advanced Player's Guide)

#### **Canopic Conversion Trap CR 10**

**Perception** DC 34; **Disable Device** DC 34 Effects

Trigger proximity (alarm); Reset automatic

**Effect** spell effect (*canopic conversion*, caster level 18; 18d6 damage, on death creates mummy; DC 28 Fortitude half; see spell description in Osirion, Land of Pharaohs)

## Monkey See Trap

Of those who died in Rafikabeer, only a few worshipped evil gods. This trap protects the tomb of one who did. The treasures in this room, including six golden statuettes of winged ape-like demons, give off an evil aura. The trap in the corridor leading into this room only triggers when it detects evil. The treasures in the room are far enough from the corridor that they do not trigger the spell.

#### **Inflict Critical Wounds Mass Trap CR 9**

Type magic; Perception DC 33; Disable Device DC 33 Effects

**Trigger** proximity (detect evil); **Reset** automatic **Effect** spell effect (*mass inflict critical wounds*, caster level 15; DC 27 Will save half); multiple targets (all targets within

a 15 ft. radius of the evil aura that triggers the trap)

## The Coffin's Key

While magical or mechanical traps guard many of the tombs, sentient beings guard others.

A metal coffin sits on a stone dais in the middle of this airtight chamber. Seven locks hold the lid firmly in place. A skeleton lies on the floor beside the coffin. Wrapped around his wrist is a silver chain attached to a golden key.

Careful adventurers will suspect a trap was the cause of the former tomb robber's death. A Scorpion's Sting Trap in one of the locks of the coffin provides a likely explanation.

#### Scorpion's Sting Trap CR 4

Type mechanical; Perception DC 20; Disable Device DC 20

Effects

Trigger touch; Reset none

Effect Atk +15 melee (1d3 plus poison [large scorpion venom])

A Perception Check of DC 25 or higher reveals that the trap has not been triggered and cannot explain the death of the holder of the key. The skeleton and the trap, in fact, are a ruse to explain the presence of the key, which poses the greater danger. The key is an amulet into which a quasit is bound until it successfully destroys a group of tomb robbers seeking to defile the tomb.



#### **Binding Key**

aura moderate conjuration; CL 9th Slot -; Price 4,500 gp; Weight -

Description

This golden key binds a quasit. Touching the key allows the quasit an opportunity to fulfill its task. If the task is not fulfilled within an hour, the quasit must return to the talisman and wait for another opportunity.

Construction

**requirements** Craft Wondrous Item; *lesser planar binding*, ability to conjure and bind a quasit; **Cost** 2,250 gp

#### Rabbithole

Among the Kabeeri, the best tomb designers learn to think like tomb robbers. This is easy, as many large families have equal numbers of both. In fact, the best tomb designers usually are tomb robbers who have grown less agile, less fearless, or famous enough for their heists that they can now sell their services as designers.

Tomb robbers often use magic to allow them to move through spaces a humanoid could not normally navigate. The Banish Seeming Trap attempts to turn a tool in the tomb robbers' arsenal against them.

In one tomb, a 4-ft. long 6-inch diameter tunnel connects an antechamber to a tomb. Lights within the tomb beyond give a glimpse of the treasure that awaits a tomb robber.

There are various spells or potions a tomb robber could use to move down this tunnel. A Banish Seeming Trap is activated any time a creature enters the tomb, regardless of the form the creature has taken.

#### **Banish Seeming Trap CR 6**

Type magic; Perception DC 30; Disable Device DC 30 Effects

Trigger proximity (alarm); Reset automatic

**Effect** spell effect (*banish seeming*, caster level 12; returns a creature to its natural form; see spell description in the Advanced Player's Guide)

## Animate Cage Trap

A large black iron cage is concealed in the ceiling of this tomb. Those passing beneath the cage trigger the trap, causing the cage to fall around them. Characters within the 20-ft. by 20-ft area under the cage can make a DC 16 Reflex save to avoid being trapped within. If anyone is trapped within the fallen cage, the Animate Object Trap triggers immediately, animating the cage.

#### Falling Cage Trap CR 1

Type mechanical; Perception DC 20; Disable Device DC 20

Effects

Trigger location; Reset manual

**Effect** Atk +5 melee (3d6+4 damage; DC 16 Reflex or trapped); multiple targets (all those in 20-ft.-square area)

#### Animate Object Trap CR 7

**Type** magic; **Perception** DC 31; **Disable Device** DC 31 **Effects Trigger** proximity (*alarm*); **Reset** automatic **Effect** spell effect (*animate object*, caster level 12)

#### Mithral Cage CR 7

**XP 3,200** N Huge construct **Init** -2; **Senses** darkvision 60 ft., low-light vision; Perception -5

#### DEFENSE

AC 19, touch 8, flat-footed 19 (-2 Dex, +13 natural, -2 size) hp 78 (7d10+40) Fort +1, Ref -1, Will -4 Defensive Abilities hardness 15 (or more); Immune construct traits

**OFFENSE Speed** 30 ft. **Melee** slam +13 (1d6+11)

#### STATISTICS

Str 30, Dex 6, Con –, Int –, Wis 1, Cha 1 Base Atk +3; CMB +15; CMD 23 SQ construction points

#### ECOLOGY

**Environment** any **Organization** solitary, pair, or group (3–12) **Treasure** none

## Seemingly Triggered Trap

A previous tomb robber has already triggered this trap, as evidenced by the chain mail clad skeleton with a spear sticking through it. The spear, designed to automatically retract into its hiding place within the wall, has pulled the skeleton against the wall, but the armor on the skeleton is preventing the trap from automatically resetting. Until the trap resets, none of the other spears can attack.

Disturbing the skeleton in any way causes it to shift, allowing the trap to reset. Any character that approaches the skeleton should make a DC 15 Stealth check or the trap resets. The CR of this trap has been lowered to account for its nonfunctioning condition at present.

#### Wall of Spears CR 5

Type mechanical; Perception DC 5; Disable Device DC 20

#### Effects

Trigger touch; Reset manual

**Effect** Atk +12 melee (2d4 spears per target for 1d8+1 damage each); multiple targets (all targets in a 20 ft. length of hallway)

#### Jarger Traps

Before the Days of Dark Rain, Rafikabeer's games and spectacles attracted large audiences from both the northern kingdoms and the southern jungles. The larger public spaces of Rafikabeer that were once gathering places for the living were eventually required to house the more numerous dead. Some of these game spaces still exist, however, particularly those that pose dangers to those who come to rob the necropolis. The following traps are found in markets or arenas.

## Floating Stones Trap

This 80 ft. by 80 ft. arena was used for a popular game of brains and brawn in Rafikabeer; the 'trap' that is contained within was part of the game. The game board consists of sixty-four squares with thick dark lines separating them. Forty-nine 3-ft. diameter stones float 10 ft. above the fortynine intersections of these dark lines. In old Rafikabeer, contestants entered the arena from opposite sides and leapt from one stone to another to cross the game board, using poles to trip or attack other nearby contestants.

The stones are magic objects enchanted by a combination of *floating disk* and *repel metal or stone* spells. If the stones are removed from the game board, they will drift back towards it. Stepping on any one stone randomly repels one other nearby stone. The repelled stone moves away at a rate of 10 ft. per round and continues to move until it contacts another stone or leaves the game board.

To cross this room without touching the floor requires moving from stone to stone. Leaping from one stone to a stone at different intersection requires a DC 22 Acrobatics check. The DC increases if characters jump to a stone that has moved further away. Falling from a stone triggers a *stone call* trap that showers all on those beneath the stones with rubble.



#### Stone Call Trap CR 3

Type magic; Perception DC 27; Disable Device DC 27 Effects

Trigger proximity; Reset automatic

**Effect** spell effect (*stone call*, caster level 4; 2d6 bludgeoning damage, debris disappears after 4 rounds; see spell description in the Advanced Player's Guide); multiple targets (all targets in the room)

#### Necromancer's Chessboard Trap

During the rise of the Necromancer-Pharaohs, the devout reclaimed an area of Rafikabeer's gardens for a life-sized version of a chess-like game. The 40 ft. by 40 ft. clearing is divided into sixty-four squares, half white stone and half dark earth. Throughout the game board, well-preserved corpses or skeletons lie just beneath the ground. A living creature stepping (or forced) onto the game board triggers *animate dead* traps or *create undead* traps if they step into the proximity of a trapped square. The *animate dead* trap animates zombies or skeletons. The *create undead* traps creates ghasts. The traps only trigger if they detect a living creature; the spell *hide from undead* tricks the traps' triggers.

#### Animate Dead Trap CR 5

Type magic; Perception DC 29; Disable Device DC 29 Effects

**Trigger** proximity (alarm; detect undead); **Reset** automatic

Effect spell effect (animate dead, caster level 12)

#### **Create Undead Trap CR 7**

Type magic; Perception DC 31; Disable Device DC 31 Effects

**Trigger** proximity (*alarm; detect undead*); **Reset** automatic

Effect spell effect (create undead, caster level 12)

## Stepping Blindly

Rafikabeer's gardens were the most beautiful in the world and the floating gardens were the most beautiful in Rafikabeer. Although the plants have long since withered, the stone platforms still float between the crumbling towers. Creatures can leap from one stone to another with a DC 10 Acrobatics check.

To discourage tomb robbers from retreating to the relative safety of this higher ground between expeditions, the Kabeeri tomb builders trapped some of the stones. The Blindness Trap takes advantage of the threat posed by the stones' height. Even if blinded creatures succeed in identifying the location of the next stone, they take a -4 penalty on Acrobatics checks, making crossing the floating garden more dangerous.

#### **Blindness Trap CR 3**

Type magic; Perception DC 27; Disable Device DC 27 Effects

Trigger proximity (alarm); Reset automatic

**Effect** spell effect (*blindness/deafness*; DC 18 Fortitude negates)

## Six Pack of Pits

Pits are among the easiest traps to build and populate many dungeons, including the tombs of Rafikabeer. The Kabeeri tomb builders often enhance their pit traps by magical or mechanical means to increase the danger.

#### **Deeper Pit Trap CR 2**

Type mechanical; Perception DC 20; Disable Device DC 20

Effects

Trigger location; Reset manual

**Effect** 30-ft.-deep pit (3d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

#### **Create Pit Trap CR 3**

Type magic; Perception DC 27; Disable Device DC 27 Effects

Trigger location (alarm); Reset automatic

**Effect** spell effect (*create pit*, caster level 6; 3d6 falling damage; see spell description in the Advanced Player's Guide); DC 18 Reflex avoids; multiple targets (all targets in a 10-ft.-square area; sloped sides, creatures ending turns in adjacent squares make the saving throw with +2 bonus to avoid)

#### Hungry Pit Trap CR 6

Type magic; Perception DC 30; Disable Device DC 30 Effects

**Trigger** location (*alarm*); **Reset** automatic

**Effect** spell effect (*hungry pit*, caster level 10; 3d6 falling damage plus 4d6 bludgeoning damage per round for 10 rounds; see spell description in the Advanced Player's

Guide); DC 22 Reflex save avoids; multiple targets (all targets in a 10-ft.-square area; sloped sides, creatures ending turns in adjacent squares make the saving throw with +2 bonus to avoid)

#### **Spiked Pit Trap CR 4**

Type magic; Perception DC 28; Disable Device DC 28 Effects

Trigger location; Reset automatic

**Effect** spell effect (*spiked pit*, caster level 6; 3d6 falling damage plus 2d6 piercing damage; see spell description in the Advanced Player's Guide); DC 19 Reflex save avoids; multiple targets (all targets in a 10-ft.-square area); multiple targets (all targets in a 10-ft.-square area; sloped sides, creatures ending turns in adjacent squares make the saving throw with +2 bonus to avoid)

## Side-Spiked Pit Trap

This trap can be added to any size of pit. The side spikes trigger when anyone tries to climb out of the pit. The side spikes attack once per round spent climbing the pit.

#### Side-Spiked Pit Trap CR 7

Type mechanical; Perception DC 20; Disable Device DC 20

Effects

Trigger location; Reset manual

Effect Atk +16 melee (1d8+4 plus poison [purple worm poison])

## Split Pit Trap

This pit appears to be an ordinary 10 ft. wide pit with a depth of 30 ft. (Deeper Pit Trap). A permanent *wall of force* invisibly divides the space above the pit. The *wall of force* does not extend into the pit. Any creature attempting to leap or swing over the pit contacts the *wall of force* requiring another saving throw to avoid damage.

#### Split Pit Trap CR 3

Type magic; Perception DC 25; Disable Device DC 25 Effects

Trigger location; Reset automatic

**Effect** spell effect (*wall of force*; 3d6 falling damage); DC 20 Reflex avoids

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# ANCESTRAL RELICS

## **30 ANCESTRAL RELICS**

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## **#30 Ancestral Relics**

by Michael K. Tumey

An Item Book for Kaidan designed for use with the Pathfinder Roleplaying Game



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