

FOUR HORSEMEN PRESENT

ANIMATED TRAPS EXPANDED



D&D
ROLEPLAYING GAME COMPATIBLE

STEPHEN ROWE



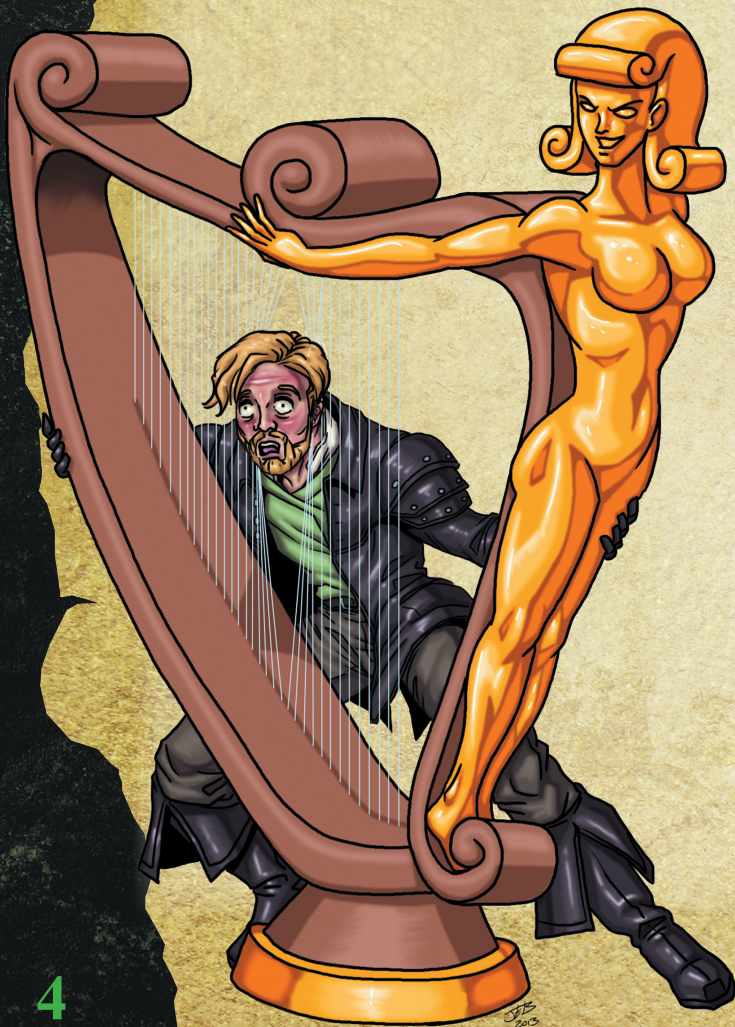
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ANIMATED TRAPS EXPANDED

The Four Horsemen first introduced the concept of animated traps in the *Monster Menagerie: Construct Companion* from Rogue Genius Games. *Animated Traps Expanded* builds off of those concepts, adding rules for creating animated magical traps!

The distinction between trap and construct blurs when you introduce an animated trap — a trap imbued with a semblance of animation and life by its creator in order to better defend a given location.

Adventurers are savvy individuals. Even those who do not specifically train themselves to deal with traps are sometimes rather paranoid when it comes to avoiding them. It can be a frustrating matter for trap crafters when some fighter pokes their pit trap with a ten foot pole and prevents his untimely demise at its bottom.



A few of these clever artificers elect to build a better adventurer trap. The animated trap is a combination of construct and reusable mechanical trap designed to eliminate the need for triggering and reset mechanisms. The trap simply activates itself when it is most advantageous and then returns itself to a starting or ready position without requiring any outside influence. Many animated traps are simply modifications to existing time honored traps, but some are created from scratch to take advantage of the opportunities the animation affords.

ANIMATED TRAP RULES

Although animated traps function like normal traps, they are difficult to detect and disable, since they do not require any trigger mechanism, and may have odd mechanical or magical methods of operation.

An animated trap may trigger or reset itself on its initiative each round as a standard action unless specified otherwise, and may be attacked as a creature in order to disable it. The base statistics for an animated trap are that of an animated object of its size, except it does not possess the benefits of construction points and does not have an attack unless the trap is designed to possess one. If reduced to 0 hit points or lower, animated traps are both disabled and destroyed.

A clever crafter can modify most kinds of mechanical traps into an animated trap. The common exceptions are single-use traps (such as a collapsing ceiling or trapsetter archetype's traps).

CREATING AN ANIMATED TRAP

Step 1 – Determine Base CR: An animated trap's base CR is determined as normal for a mechanical trap, except do not determine the trap's trigger or reset capabilities. Objects such as doors or locks that do not ordinarily have a CR function as a trap with a base CR of 0.

Step 2 – Determine Actual CR: Add +4 to the base trap's Perception and Disable Device DCs. Recalculate the trap's CR based off of these increases and add a further +2 CR in order to determine the final CR of the trap.

Step 3 – Determine Base Stats: An animated trap's base statistics are for an animated object of its size, except it begins with no movement speed of any type, no slam attack, and may not spend construction points. It has hardness as normal for an object of its type and effects determined by its nature or the abilities possessed by the base trap.

See the *Vigilant Harp* in *Monster Menagerie: Construct Companion*.

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Step 4 – Determine Additional Effects: An animated trap has all of the effects of a base trap of its type, but may gain additional effects depending on its nature. If the animated trap is not based off of an existing mechanical trap, then determine what effects are appropriate for it to possess, using the base trap building rules as a guideline.

Step 5 – Construction Requirements: Additional construction requirements for an animated trap include the Craft Construct feat or the *animate object* and *permanency* spells. The minimum caster level of the animated trap is determined by the size of the equivalent animated object. The cost to construct an animated trap is calculated as normal for a trap of its CR.

MAKING AN ANIMATED TRAP MAGICAL

Animated traps don't need to just be mechanical! By adding additional magical effects to an animated trap, the available possibilities increase significantly. When creating an animated magical trap, use the same process outlined above. An animated magical trap may have mechanical abilities in addition to any magical abilities, and any magical abilities it has may compliment its mechanical aspects.

Magical effects possessed by an animated trap function exactly like spell-like abilities. Any added spell-like ability costs 500 gp x caster level x spell level, and no material component costs are necessary. An animated magical trap might have any number of spell-like abilities with a corresponding increase in cost. The base cost assumes the spell-like ability is usable once per day. Altering the frequency of use for the spell-like ability increases or decreases the equivalent level of the spell for purposes of cost (it does not affect CR) per the following table.

TABLE: EQUIVALENT SPELL LEVEL INCREASE BY FREQUENCY

Spell-Like Ability Use per Day	Equivalent Spell Level Increase
Constant	+3
At Will	+2
3/day	+1
1/day	—
1/week	–1

So a *fireball* spell like ability (caster level 5th) usable at will added to an animated trap costs 500 gp x 5 x 5 = 12,500 gp, or 500 gp x 5 x 3 = 7,500 gp if it is usable only once per day.

When calculating the challenge rating of an animated magical trap, use the CR modifiers for magic traps table below. The final CR is equal to the highest level spell-like ability possessed by the animated trap or the challenge rating of the base mechanical trap, whichever is higher. Calculate saving throw DCs as normal for a magical trap. The trap's caster level becomes the minimum caster level for the spell, if it is higher than the minimum caster level for an animated trap of its size.

TABLE: CR MODIFIERS FOR MAGIC TRAPS

Feature	CR Modifier
Highest-level spell effect	+ Spell level
Damaging spell effect	+1 per 10 points of average damage

Perception and Disable Device DCs are equal to 25 + the highest spell-level of the animated trap's spell-like abilities, or the DCs of the base mechanical trap, whichever is higher.

EXAMPLE ANIMATED MAGICAL TRAPS

ALARMING WOODEN DOOR TRAP, CR 4 ANIMATED

XP 1,200

Type animated trap; **Perception** DC 29, **Disable Device** DC 29

N Medium construct

hp 36 (3d10+20)

Init +0; **Senses** darkvision 60 ft., low-light vision; **Perception** –5

AC 14, **touch** 10, **flat-footed** 14 (+4 natural)

Defensive Abilities hardness 5, construct traits, resist fire 20

Spell-Like Abilities (CL 7th)

Constant—*alarm*, *resist energy* (fire)

At will—*fire trap* (DC 16)

EFFECTS

Trigger special; **Reset** automatic

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Effect An animated door may open or close itself as a swift action. A creature that is caught in the door as it closes must succeed at a DC 11 Reflex save or take 2d6 bashing damage. Success on the save negates the damage and the creature may choose which side of the door they wish to be on. If the door is opened by anyone other than its master, the *fire trap* spell activates dealing 1d4+7 fire damage and the *alarm* spell activates (audible or mental). On its turn, the door closes and recasts *fire trap* on itself.

CONSTRUCTION REQUIREMENTS

Craft Construct, *alarm*, *fire trap*, *resist energy*, creator must be caster level 7th; **Skill** Craft (traps) DC 20; **Cost** 30,500 gp

EXECUTIONER'S AXE TRAP, CR 10 ANIMATED

XP 9,600

Type animated trap; **Perception** DC 30, **Disable Device** DC 30

N Medium construct

hp 36 (3d10+20)

Init +0; **Senses** darkvision 60 ft., low-light vision; **Perception** -5

AC 14, touch 10, flat-footed 14 (+4 natural)

Defensive Abilities hardness 5, construct traits

Spell-Like Abilities (CL 9th)

At will—*slay living* (DC 17)

EFFECTS

Trigger special; **Reset** automatic

Effect Atk +10 melee (1d8+1/x3 plus *slay living* for 12d6+9 [3d6+9 with a successful save]). An animated executioner's axe trap waits until a Medium-sized creature draws close before attempting a decapitation. After attacking, it resets itself, recasts *slay living* and repeats the process on any adjacent targets.

CONSTRUCTION REQUIREMENTS

Craft Construct, *slay living*, creator must be caster level 9th; **Skill** Craft (traps) DC 20; **Cost** 26,500 gp

HOLDING CHAMBER OF BLADES CR 15 TRAP, ANIMATED

XP 38,400

Type animated trap; **Perception** DC 34, **Disable Device** DC 34

N Gargantuan construct

hp 105 (10d10+60)

Init +0; **Senses** darkvision 60 ft., low-light vision; **Perception** -5

AC 17, touch 4, flat-footed 17 (-2 Dex, +13 natural, -4 size)

Defensive Abilities hardness 10, construct traits

Spell-Like Abilities (CL 17)

3/day—*mass hold monster* (DC 23)

1/week—*dimensional lock*

EFFECTS

Trigger special; **Reset** automatic

Effect Atk +20 melee (3d8+3); multiple targets (all

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targets in a 20-ft. –square chamber). The animated holding chamber of blades trap may attack every creature or select targets within its space each round as a full-round action. Creatures within the holding chamber are affected by a *dimensional lock* spell barring extradimensional travel. The animated trap typically attempts to use *mass hold monster* before repeatedly cutting into paralyzed creatures.

CONSTRUCTION REQUIREMENTS

Craft Construct, *dimensional lock*, *mass hold monster*, creator must be caster level 17th; **Skill** Craft (traps) DC 30; **Cost** 152,500 gp

LOCK TRAP, ANIMATED

CR 3

XP 800

Type animated trap; **Perception** DC 26; **Disable Device** DC 26

N Tiny construct

hp 5 (1d10)

Init +0; **Senses** darkvision 60 ft., low-light vision; **Perception** –5

AC 18, touch 14, flat-footed 16 (+2 Dex, +4 natural, +2 size)

Defensive Abilities hardness 10, construct traits

Spell-Like Abilities (CL 5th)

At will—*shocking grasp*

EFFECTS

Trigger special; **Reset** automatic

Effect An animated lock adds +5 to the standard DC of any Disable Device check to pick the lock. The animated lock may break any lockpick or similar device that is inserted into it as a standard action on its initiative. An animated lock may lock, unlock, or unjam itself as a standard action. The animated lock may also use *shocking grasp* on anyone attempting to pick the lock or adjacent to it (5d6 electricity damage). Creatures attempting to pick the lock are automatically hit, but the lock must make a melee touch attack (+1 to hit, +4 if target is wearing metal armor) against adjacent targets.

CONSTRUCTION REQUIREMENTS

Craft Construct, *shocking grasp*, creator must be caster level 5th; **Skill** Craft (traps) DC 20; **Cost** 5,500 gp

OSCILLATING POISONED PIT TRAP, ANIMATED

CR 16

XP 76,800

Type animated trap; **Perception** DC 29, **Disable Device** DC 24

N Colossal construct

hp 151 (13d10+80)

Init +0; **Senses** darkvision 60 ft., low-light vision; **Perception** –5

AC 18, touch 1, flat-footed 18 (–2 Dex, +18 natural, –8 size)

Defensive Abilities hardness 8, construct traits

Spell-Like Abilities (CL 13th)

Constant—*poison* (DC 16)

3/day—*reverse gravity* (DC 20)

EFFECTS

Trigger special; **Reset** automatic

Effect 50-ft.-deep pit, 5d6 falling damage; pit spikes (Atk +15 melee, 1d4 spikes per target for 1d6+5 damage each plus poison [as the *poison* spell] each time a creature falls downwards or upwards within); DC 25 Reflex avoids; multiple targets (all targets in a 10-ft.-square area). The animated oscillating poisoned pit trap may open or close its trap door opening as a swift action. Anything that is within the space occupied by the trap door (such as limbs or rope) takes 3d6 damage (DC 25 Reflex avoids). The animated oscillating poisoned pit trap may attack individuals within it with 1d4 poisoned spikes as a full-round action. The animated oscillating poisoned pit trap typically uses *reverse gravity* to keep creatures off guard by slamming them into its door after they fall before allowing them to drop again when the spell is dismissed.

CONSTRUCTION REQUIREMENTS

Craft Construct, *poison*, *reverse gravity*, creator must be caster level 5th; **Skill** Craft (traps) DC 35; **Cost** 75,500 gp

PRISMATIC CRUSHING STONE TRAP, ANIMATED

CR 18

XP 204,800

Type animated trap; **Perception** DC 34, **Disable Device** DC 24

N Huge construct

hp 78 (7d10+40)

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Init +0; **Senses** darkvision 60 ft., low-light vision; Perception -5

AC 15, touch 6, flat-footed 15 (-2 Dex, +9 natural, -2 size)

Defensive Abilities hardness 8, construct traits

Spell-Like Abilities (CL 17)

1/day—*grasping hand*, *prismatic wall* (DC 22)

EFFECTS

Trigger special; **Reset** automatic

Effect **Atk** +15 melee (16d6); multiple targets (all targets in a 10-ft square); creatures hit by the animated prismatic crushing stone trap must succeed on a Reflex save DC 23 or be pinned, automatically taking the crushing damage on the following round unless the crushing stone trap lifts off of them. The save DC is Constitution-based and includes a +10 racial bonus. The animated prismatic crushing stone trap typically creates a *prismatic wall* around its periphery. It then casts *grasping hand* (CMB +28, CMD 38) to either bull rush creatures into the wall or hold them beneath the crushing stone.

CONSTRUCTION REQUIREMENTS

Craft Construct, *grasping hand*, *prismatic wall*, creator must be caster level 17th; **Skill** Craft (traps) DC 35; **Cost** 123,500 gp

UNERRING ARROW TRAP, ANIMATED

CR 5

XP 1,600

Type animated trap; **Perception** DC 26, **Disable Device** DC 26

N Small construct

hp 21 (2d10+10)

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception -5
AC 15, touch 12, flat-footed 15 (+1 Dex, +4 natural, +1 size)

Defensive Abilities hardness 5, construct traits

Spell-Like Abilities (CL 1)

Constant—*true strike*

EFFECTS

Trigger special; **Reset** automatic

Effect **Atk** +35 ranged (arrow; 1d8+1/x3); an unerring animated arrow trap may load itself and fire as a full-round action each turn and can preferentially target certain individuals or types of individuals as directed by its master. The constant *true strike* spell effect is factored into the trap's attack bonus.

CONSTRUCTION REQUIREMENTS

Craft Construct, *true strike*, creator must be caster level 1st; **Skill** Craft (traps) DC 20; **Cost** 7,000 gp

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