SF

DARNITT'S STRAW TOWER

Rogue Genius Games

52-IN-52

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Starfinder Compatible

Credits

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Darnitt's Straw Tower

There's a story—a story so old it's hard to even know whether it's true or a fable—about three brothers who each built very different houses to keep enemies out. It boils down to a moral lesson about building with bricks, I suppose, but I've long had a soft spot for the brother who made his house from straw. It may not have looked like much, and that brother may have come to an exceptionally untimely end, but there's a pure and humble belief in thinking you can build a house from straw and find your refuge there.

I'm Abel Halthus Darnitt, once a witchwarper for hire, but I long ago made enough to retire comfortably. And retire safely, too, I might add, as I've invested in the best magical defenses for my tower. I've got a tower made of straw, just like the brother in the story. But I don't intend to expire on the claws or teeth of a monster, so I put a lot of energy into designing my defenses. I'm here to share these defenses with you, to use them in whatever edifice you design.

The Tower

The first thing to keep in mind is your home's appearance and construction. My tower is almost 100 feet high, with living quarters at the top and a single entry at the bottom. But I don't want to get too far ahead of myself. First, I want to talk about the tower. It looks like it's made of straw—a faded yellow, with prickly bits sticking out of it. It looks badly frayed and feels coarse. The tower even leans a little bit to the side, as though it's not held up very well.

This is all a ruse. It's not actually straw, but the hide of a saffron-colored, porcupine-like monstrosity that I found on a particularly isolated planet. The creature was enormous and extremely aggressive; I simply couldn't get through its hide of straw-like quills with my magic. I'd just about given up hope, but once the creature swallowed me, I realized its interior was significantly less durable than its exterior. A few destructive spells later, I was free and the monster was dead. Looking at its hide is what put me in mind of the story about the house made of straw. At great personal expense, I shipped the creature's carcass to the site of my future tower.

Did you think I'd make my tower out of actual straw? I know what happened to that brother, just like anyone else! Yet there's a significant tactical advantage to inhabiting a frail-looking building. Enemies make assumptions about how easy it is to breach my home, and this is to their detriment. The hide wrapping my tower is as durable as a *wall of force*. You might not be able to find the same sort of creature for your tower (for all I know, it is unique), but your drab-seeming exterior can harbor intruder-repellent magic.

Here are four examples, based on the level of threat you anticipate. You might cover every single 5-foot-square section of your tower with countermeasures like this, but if you find it cost prohibitive, you might instead simply ring the ground level with the traps instead. That's usually enough to let potential intruders know that your straw tower isn't to be trifled with!

Trap: Subtle concentrations of magic cause some straws to launch with vigorous violence at anyone with the audacity to assault what appears to be an ordinary straw facade. The straws continue to burrow into flesh after being magically launched at the attacker.

Straw Needles Trap **CR 2**

XP 600

Type hybrid; **Perception** DC 23; **Disable** Engineering DC 18 (disable launching mechanism) or Mysticism DC 18 (dispel the magic in the straws)

Trigger special (when a creature within 60 feet attacks the tower); **Reset** immediate

Effect straw needles +12/+12/+12/+12 ranged (1d3 piercing damage each round for 2 rounds; this damage is a force effect)

Straw Flechettes Trap **CR 6**

XP 2,400

Type hybrid; **Perception** DC 29; **Disable** Engineering DC 24 (disable launching mechanism) or Mysticism DC 24 (dispel the magic in the straws)

Trigger special (when a creature within 60 feet attacks the tower); **Reset** immediate

Effect straw flechettes +17/+17/+17/+17 ranged (2d4 piercing damage each round for 2 rounds; this damage is a force effect)

Darnitt's Straw Tower

Straw Arrows Trap — CR 10

XP 9,600

Type hybrid; **Perception** DC 35; **Disable** Engineering DC 30 (disable launching mechanism) or Mysticism DC 30 (dispel the magic in the straws)

Trigger special (when a creature within 60 feet attacks the tower); **Reset** immediate

Effect straw arrows +23/+23/+23 ranged (2d10 piercing damage each round for 2 rounds; this damage is a force effect)

Straw Spears Trap — CR 14

XP 38,400

Type hybrid; **Perception** DC 41; **Disable** Engineering DC 36 (disable launching mechanism) or Mysticism DC 36 (dispel the magic in the straws)

Trigger special (when a creature within 60 feet attacks the tower); **Reset** immediate

Effect straw spears +29/+29/+29 ranged (2d10 piercing damage each round for 3 rounds; this damage is a force effect)

The Stoop

I have only one entrance into my tower. Just one. You might fancy a high balcony to complement personal rooms at the top for some air, but this is dangerous folly! A high doorway—or even a window—simply encourages a flying wizard or griffon-mounted fool to bother you while you're relaxing. My tower's only entrance is at ground level, with a door made of stout wood banded in iron. It's locked, of course, with whatever high-tech lock you can arrange; not every defense needs to be magical. If you can invest in a simple illusory aura to make the non-magical lock appear magical, you might be tempted, but self-congratulatory looters are always dispelling it, so I don't bother any longer. The goal is to get an intruder to stop on my stoop, if only for a moment.

Trap: The stone stoop in front of my door contains a pit perfectly positioned so that anyone fiddling with my lock falls into it. It's a purely analog trap. You might scoff at the basic pit trap for being too commonplace for a spellcaster and technician of my caliber, and you'd be correct. I supplement the common pit trap with hives of aggressive bees to bedevil the trespassers, stinging them to death while distracting them so much they can't climb out. You can build hives into the walls of your pit to ensure a vigorous swarming, or you can prepare an enchantment to magically summon tenacious bees of an extraplanar origin.

Pit Trap with Bees — CR 1

XP 400

Type analog; **Perception** DC 21; **Disable** Engineering DC 16 (open trap door) or Engineering DC 19 (jam trap door shut)

Trigger location; **Reset** manual

Effect 20-ft.-deep pit (2d6 falling damage); Reflex DC 12 avoids; multiple targets (all targets on the 10-ft.-square stoop); each character who falls into the pit is swarmed by bees (A character in the pit takes 1d3 piercing damage immediately. At the end of each round, a character in the pit must make a Reflex saving throw with a DC equal to 10 + the amount of damage they were dealt by the bees in the previous round. Failure means the character will take another 1d3 piercing damage at the start of the next round; success means the bees have stopped swarming them and they take no further damage. A character taking damage automatically ends the swarming by jumping into enough water to douse themself, being subject to a moderate or stronger wind, or taking at least 3 points of damage from a damaging area effect. Rolling on the ground or smothering the character with a cloak or similar permits the character another save with a +4 bonus.)

Pit Trap with Yellowjackets — CR 5

XP 1,600

Type analog; **Perception** DC 27; **Disable** Engineering DC 22 (open trap door) or Engineering DC 25 (jam trap door shut)

Trigger location; **Reset** manual

Effect 60-ft.-deep pit (6d6 falling damage); Reflex DC 15 avoids; multiple targets (all targets on the 10-ft.-square stoop); each character who falls into the pit is swarmed by yellowjackets (A character in the pit takes 2d4 piercing damage immediately. At the end of each round, a character in the pit must make a Reflex saving throw with a DC equal to 10 + the amount of damage they were dealt by the yellowjackets in the previous round. Failure means the character will take another 2d4 piercing damage at the start of the next round; success means the yellowjackets have stopped swarming them and they take no further damage. A character taking damage automatically ends the swarming by jumping into enough water to douse themself, being subject to a moderate or stronger wind, or taking at least 8 points of damage from a damaging area effect. Rolling on the ground or smothering the character with a cloak or similar permits the character another save with a +4 bonus.)

Pit Trap with Murder Hornets **CR 9**

XP 6,400

Type analog; **Perception** DC 33; **Disable** Engineering DC 28 (open trap door) or Engineering DC 31 (jam trap door shut)

Trigger location; **Reset** manual

Effect 60-ft.-deep pit (6d6 falling damage); Reflex DC 18 avoids; multiple targets (all targets on the 10-ft.-square stoop); razor netting (the first character who falls into the pit falls through monofilament wires; 3d10+3 slashing damage, Reflex DC 18 avoids); additionally, each character who falls into the pit is swarmed by murder hornets (A character in the pit takes 4d4 piercing damage immediately. At the end of each round, a character in the pit must make a Reflex saving throw with a DC equal to 10 + the amount of damage they were dealt by the murder hornets in the previous round. Failure means the character will take another 4d4 piercing damage at the start of the next round; success means the murder hornets have stopped swarming them and they take no further damage. A character taking damage automatically ends the swarming by jumping into enough water to douse themself, being subject to a moderate or stronger wind, or taking at least 12 points of damage from a damaging area effect. Rolling on the ground or smothering the character with a cloak or similar permits the character another save with a +4 bonus.)

Pit Trap with Hellwasps **CR 13**

XP 25,600

Type analog; **Perception** DC 39; **Disable** Engineering DC 34 (open trap door) or Engineering DC 37 (jam trap door shut)

Trigger location; **Reset** manual

Effect 80-ft.-deep pit (8d6 falling damage); Reflex DC 21 avoids; multiple targets (all targets on the 10-ft.-square stoop); razor netting (the first character who falls into the pit falls through monofilament wires; 6d10+3 slashing damage, Reflex DC 21 half); additionally, each character who falls into the pit is swarmed by hellwasps (A character in the pit takes 6d4 piercing damage immediately. At the end of each round, a character in the pit must make a Reflex saving throw with a DC equal to 10 + the amount of damage they were dealt by the hellwasps in the previous round. Failure means the character will take another 6d4 piercing damage at the start of the next round; success means the hellwasps have stopped swarming them and they take no further damage. A character taking damage automatically ends the swarming by jumping into enough water to douse themself, being subject to a moderate or stronger wind, or taking at least 16 points of damage from a damaging area effect that doesn't deal fire damage. Rolling on the ground or smothering the character with a cloak or similar permits the character another save with a +4 bonus.)

The Foyer

Anyone breaching my front door finds a simple coatrack, a battered umbrella stand, and an entirely extraordinary sideboard. Some might expect a heavy piece of furniture like this to be a monster in disguise, and they'd be correct! Although common wisdom provides that a biological defender in disguise makes for a good guard, a biological creature's presence presumes you'll have intruders regularly enough to justify the expense of paying and feeding it. I don't prefer to think in such pessimistic terms.

I instead enchanted a wood-and-metal construct six feet wide and ten feet tall to batter trespassers into paste. When at rest, the construct folds up and becomes a perfectly pedestrian sideboard. Apart from masquerading as an innocuous-looking piece of furniture, it's perfect for holding a welcome-home snack of cheeses and crudites.

Of course, any intruder with experience at housebreaking will be suspicious of all furnishings in the foyer. As a bit of misdirection, I prefer to always keep a thick, black cloak with two patches like slitted eyes hanging from my coatrack. That's sufficiently ominous to deflect attention—even momentarily—from the sideboard.

Creature: The sideboard unfolds to its full height and attacks intruders in the foyer, fighting until destroyed.

Animated Sideboard **CR 3**

XP 800

N Large construct (magical)

Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +8

DEFENSE **HP 48**

EAC 14; **KAC** 16

Fort +3; **Ref** +3; **Will** +0

Immunities construct immunities

Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft.

Melee slam +12 (1d6+7 B plus grab)

Ranged drawer +9 (1d6+3 B)

Space 10 ft.; **Reach** 10 ft.

TACTICS

Before Combat The animated sideboard uses its sideboard guise ability to appear as an ordinary sideboard.

During Combat The construct springs into action to prevent intruders from proceeding any further into the tower.

Morale The animated sideboard fights until destroyed.

STATISTICS

Str +4; **Dex** +2; **Con** —; **Int** —; **Wis** +1; **Cha** +0

Skills Athletics +8, Disguise +3 (+13 to mimic a sideboard)

Other Abilities mindless, sideboard guise, unliving

SPECIAL ABILITIES

Drawer (Ex) As a standard action, up to three times, the animated sideboard can launch a drawer with a range increment of 20 feet. To use a drawer again, the animated sideboard must recover the launched drawer and take a standard action to replace it.

Sideboard Guise (Ex) The animated sideboard can hold itself so still it appears to be an ordinary piece of furniture. It gains a +10 bonus to Stealth checks to mimic a normal sideboard, and it can take 20 on its Stealth check and hide in plain sight as a normal sideboard.

Sturdy Animated Sideboard CR 7

XP 3,200

N Large construct (magical)

Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +14

DEFENSE **HP 126**

EAC 16; **KAC** 18

Fort +4; **Ref** +4; **Will** +1

Immunities construct immunities

Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft.

Melee slam +13 (2d6+12 B plus grab)

Ranged drawer +9 (2d10+5 B)

Space 10 ft.; **Reach** 10 ft.

TACTICS

Before Combat The animated sideboard uses its sideboard guise ability to appear as an ordinary sideboard.

During Combat The construct springs into action to prevent intruders from proceeding any further into the tower.

Morale The animated sideboard fights until destroyed.

STATISTICS

Str +5; **Dex** +4; **Con** —; **Int** —; **Wis** +1; **Cha** +0

Skills Athletics +14, Disguise +9 (+19 to mimic a sideboard)

Other Abilities mindless, sideboard guise, unliving

SPECIAL ABILITIES

Drawer (Ex) As a standard action, up to three times, the animated sideboard can launch a drawer with a range increment of 20 feet. To use a drawer again, the animated sideboard must recover the launched drawer and take a standard action to replace it.

Sideboard Guise (Ex) The animated sideboard can hold itself so still it appears to be an ordinary piece of furniture. It gains a +10 bonus to Stealth checks to mimic a normal sideboard, and it can take 20 on its Stealth check and hide in plain sight as a normal sideboard.

Reinforced Animated Sideboard CR 11

XP 12,800

N Large construct (magical)

Init +5; **Senses** darkvision 60 ft., low-light vision; **Perception** +20

DEFENSE **HP 216**

EAC 24; **KAC** 26

Fort +11; **Ref** +11; **Will** +8

Immunities construct immunities

OFFENSE

Speed 30 ft.

Melee slam +24 (4d6+20 B plus grab)

Ranged drawer +21 (3d10+11 B)

Space 10 ft.; **Reach** 10 ft.

TACTICS

Before Combat The animated sideboard uses its sideboard guise ability to appear as an ordinary sideboard.

During Combat The construct springs into action to prevent intruders from proceeding any further into the tower.

Morale The animated sideboard fights until destroyed.

STATISTICS

Str +8; **Dex** +5; **Con** —; **Int** —; **Wis** +1; **Cha** +0

Skills Athletics +20, Disguise +15 (+25 to mimic a sideboard)

Other Abilities mindless, sideboard guise, unliving

SPECIAL ABILITIES

Drawer (Ex) As a standard action, up to three times, the animated sideboard can launch a drawer with a range increment of 20 feet. To use a drawer again, the animated sideboard must recover the launched drawer and take a standard action to replace it.

Sideboard Guise (Ex) The animated sideboard can hold itself so still it appears to be an ordinary piece of furniture. It gains a +10 bonus to Stealth checks to mimic a normal sideboard, and it can take 20 on its Stealth check and hide in plain sight as a normal sideboard.

Superlative Animated Sideboard **CR 15**

XP 15,200

N Large construct (magical)

Init +7; **Senses** darkvision 60 ft., low-light vision; **Perception** +26

DEFENSE **HP 330**

EAC 29; **KAC** 31

Fort +15; **Ref** +15; **Will** +11

Immunities construct immunities

OFFENSE

Speed 30 ft.

Melee slam +29 (8d6+24 B plus grab)

Ranged drawer +26 (6d10+9 B)

Space 10 ft.; **Reach** 10 ft.

TACTICS

Before Combat The animated sideboard uses its sideboard guise ability to appear as an ordinary sideboard.

During Combat The construct springs into action to prevent intruders from proceeding any further into the tower.

Morale The animated sideboard fights until destroyed.

STATISTICS

Str +9; **Dex** +7; **Con** —; **Int** —; **Wis** +1; **Cha** +0

Skills Athletics +26, Disguise +21 (+31 to mimic a sideboard)

Other Abilities mindless, sideboard guise, unliving

SPECIAL ABILITIES

Drawer (Ex) As a standard action, up to three times, the animated sideboard can launch a drawer with a range increment of 20 feet. To use a drawer again, the animated sideboard must recover the launched drawer and take a standard action to replace it.

Sideboard Guise (Ex) The animated sideboard can hold itself so still it appears to be an ordinary piece of furniture. It gains a +10 bonus to Stealth checks to mimic a normal sideboard, and it can take 20 on its Stealth check and hide in plain sight as a normal sideboard.

Living Quarters

It doesn't make an awful lot of sense to have a lot of traps, monsters, or other defenses in my living quarters—after all, I spend all my time there now that I'm retired. That's not to say I don't have some unpleasant surprises for intruders, but it doesn't behoove me to go into a lot of detail about those here. Keep your straw tower exterior secure, with a dedicated guardian just inside, and relish your safety!

Darnitt's Straw Tower

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