

DUNGEONLANDS



TOMB OF THE
LICH QUEEN
GAMEMASTER TABLES

DISCLAIMER

Dungeonlands is not reality. The GM sets a scene in a fictional realm and the players play characters in it. Repeat after me, *"I am not my character. I cannot do the things that my character can do because he is a fictional character in a fictional universe."* Don't try to fly just because your character can fly. Don't kill anyone just because your character is a master of the Scottish claymore. Roleplaying is meant to be fun, but comes with serious responsibilities.

CREDIT WHERE CREDIT'S DUE

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ROLLING ON THE TABLES

Any time a random result is required for Monsters, Treasure, Traps and the like, roll 1d8 and consult the tables found in this booklet. If you are using the *Dungeons* cards, instead of rolling on the tables, draw an equal number of cards from the appropriate decks.

MONSTER TABLES

1. Shrunken Heads
2. Filth Gone Mad
3. Waking Nightmare
4. Immaterial Stalkers
5. Dema the Unseeing
6. Cadaverous Giant Worm
7. Chamber of Cloth
8. Dread Hurler

1. SHRUNKEN HEADS (CR1)

Whirling toward you is a cloud of spinning, cackling, shrunken human heads, most of them reduced to clattering skulls.

While odd and disturbing, the Skull Swarm is no real threat. It whirls toward the living to engulf them in its 10 ft. space of little, biting heads.

Skull Swarm (CR 1): Init +2; Senses darkvision 60 ft., Perception +0; AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size), hp 9 (2d8); Fort +0, Ref +2, Will +3; Defensive Abilities swarm traits; Immune undead traits, weapon damage; Spd fly 40 ft. (perfect); Melee swarm (1d6); Special Attacks distraction (DC 11); CMB +1; CMD 8 (can't be tripped); Skills Fly +6.

2. FILTH GONE MAD (CR7)

This cave is more like a midden. Great heaps of rotting things, scum-covered pools of sewage, and piles of filth cover everything, and the smell is like a physical blow. From the largest pool bursts a

screaming mass of tentacles, flinging ordure in all directions as it charges.

Plaguebearer Otyugh (CR 7): Init +0; Senses darkvision 60 ft., scent, Perception +10; AC 19, touch 9, flat-footed 19 (+10 natural, -1 size); hp 102 (12d8+48), Fort +7, Ref +4, Will +8; DR 5/slashing or piercing; Immune disease; Spd 20 ft., Melee 2 tentacles +15 (1d8+6 plus grab), bite +15 (1d6+6 plus disease); Space 10 ft., Reach 10 ft. (15 ft. with tentacle); Special Attacks constrict (tentacle 1d8+6 plus disease); CMB +16 (+20 grapple); CMD 26 (28 vs. trip).

Disease (Ex): Sewer Madness: Bite or constrict— injury; save Fortitude DC 21; onset 1d3 days; frequency 1/day; effect 1d4 Dex damage, 1d4 Con damage, and 1d4 Wis damage; cure 2 consecutive saves.

3. WAKING NIGHTMARE (CR8)

The vague figure in the shadows wavers like smoke, and yet, you know that you have seen the face before, and will see it once more before the end.

Somehow, the hungry spirit of an animate dream became trapped in this realm, where it craves the solidity that can only come from feeding on the souls of those who have them still. The more its victims waste away in nightmare, the more strength it feels, and the closer to somehow breaking back into its home plane.

Animate Dream (CR 8): Init +4; Senses darkvision 60 ft., Perception +17; AC 20, touch 20, flat-footed 15 (+5 deflection, +4 Dex, +1 dodge); hp 90 (12d10+24); Fort +10, Ref +8, Will +12; Defensive Abilities incorporeal; SR 19; Spd fly 40 ft. (perfect), Melee incorporeal touch +16 (6d8 negative energy plus nightmare curse); CMB +16; CMD 32; Languages telepathy, 100 ft.

Spell-Like Abilities (CL 12th; concentration +17): 3/day—*deep slumber* (DC 18), *dimension door*, *nightmare* (DC 20); 1/day—*confusion* (DC 19), *fear* (DC 19), *phantasmal killer* (DC 19)

Nightmare Curse: Curse—incorporeal touch; save Will DC 21; frequency 1/day; effect 1d4 Wisdom drain and target is fatigued; cure 3 consecutive saves or *dispel evil*, *dream*, or *remove curse*.

4. IMMATERIAL STALKERS (CR9)

From the edge of your eye, you see a translucent figure slip out of the wall and then out of sight again. A few moments later, the same thing happens, but the figure seems much larger. What is going on? A crafty hunter and a mighty troll

once stalked each other through these corridors for days. Before they could finish their great contest, something else killed them both. But their dissatisfied spirits continue the chase, pausing only to take otherworldly vengeance on intruders whom each considers likely allies of whatever ended their lives. Through magic or very timely persuasion, characters might convince one of these spectres not to attack, or even to accept the party as allies in destroying the other. Should either hunter or troll learn of the other's destruction, the 'survivor' will fade away, its purpose gone.

Spectre (CR 7): **Init** +7; **Senses** darkvision 60 ft., Perception +17; **Aura** unnatural aura (30 ft.); **AC** 15, touch 15, flat-footed 12 (+2 deflection, +3 Dex); **hp** 52 (8d8+16); **Fort** +4, **Ref** +5, **Will** +9; **Defensive Abilities** channel resistance +2, incorporeal; **Immune** undead traits; **Weaknesses** resurrection vulnerability, sunlight powerlessness; **Spd** fly 80 ft. (perfect); **Melee** incorporeal touch +10 (1d8 plus energy drain); **Special Attacks** create spawn, energy drain (2 levels, DC 16); **CMB** +6; **CMD** 21

Spectral Rock Troll (CR 7): **Init** +5; **Senses** darkvision 60 ft., low-light vision, scent, Perception +16; **AC** 11, touch 11, flat-footed 10 (+1 deflection, +1 Dex, -1 size); **hp** 52 (8d8+16); **Fort** +7, **Ref** +3, **Will** +1; **Defensive Abilities** channel resistance +4, incorporeal, rejuvenation; **Immune** undead trait; **Spd** 30 ft., fly 30 ft. (perfect); **Melee** corrupting touch +6 (7d6 Fort DC 15 half); **Space** 10 ft., **Reach** 10 ft.; **Special Attacks** create spawn; **CMB** +7; **CMD** 19; **SQ** vanish; **Skills** Intimidate +17.

Corrupting Touch (Su): Spectral trolls gain an incorporeal touch attack. As a standard action a troll inflicts a number of d6s equal to its CR in damage. The damage is not negative energy—it manifests in the form of physical wounds and aches from supernatural aging. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction. A Fortitude save (DC 15) halves the damage inflicted.

Vanish (Su): Spectral trolls vanish in direct sunlight. They are not harmed by it, nor does it cause them any discomfort: they simply do not appear in sunlight. Spectral trolls that are held, restrained, confined, or imprisoned (including magical means such as temporal stasis) vanish in direct sunlight. Once night has fallen, a spectral troll reappears. (If the spectral troll was magically held or restrained, the magic does not resume when it reappears.)

Creatures killed by a spectre's touch become spectres in 1d4 rounds, under their creator's control. Humanoids killed by the spectral rock troll rise 1d3 days later as free-willed specters. Any spawn created will become assistants in the great hunt.

5. DEMA THE UNSEEING (CR 9)

Shattered white stone litters the floor of this area. On a pile of chunks is an intact female head. With a hissing laughter, it faces you, displaying a crown of dozens of writhing serpents. Its eyes are solid white and burn with supernatural force.

This doomed and miserable individual is Dema, a blind medusa. Her inability to see through her own eyes protects her from any theoretical reflection of her Gaze attack, while the perception of her snake-hair allows her to sense any movement. Dema lives only to destroy, especially human males. Examination of the stone fragments would show that they are smashed statues of previous victims. Dema gets two attacks per round; when anyone is within 30 ft., she makes one use of her petrifying gaze and one shot from her magic, poisoned bow. If foes close to melee she grabs them so her snakes can bite while wrestling (Str 10) to make them meet her gaze.

Dema: **Init** +6; **Senses** all-around vision, blindsight, darkvision 60 ft., Perception +16; **AC** 19, touch 16, flat-footed 13 (+4 cover, +2 Dex, +3 natural); **hp** 76 (8d10+32), **Fort** +6, **Ref** +8 (plus +2 for cover), **Will** +7; **Spd** 30 ft.; **Melee** snake bite +5 (1d4 plus poison); **Ranged** +1 longbow of seeking +11/+6 (1d8/x3 plus poison); **Special Attacks** petrifying gaze (Fort DC 16); **CMB** +8; **CMD** 20.

Gear: +1 longbow of seeking, 20 poisoned arrows (same as bite venom), 60 arrows.

Poison (Ex): Bite—injury; save Fort DC 18; frequency 1/round for 6 rounds; effect 1d3 Str; cure 2 consecutive saves.

6. CADAVEROUS GIANT WORM (CR 9)

This looks vaguely familiar -- a huge worm, possibly once purple, but with rotting flesh and a truly remarkable odor.

The purple worm corpse does not move or react -- it is simply dead, not undead. However, its insides writhe with two Rot Grub Swarms (CR 7 each). Any attack that does at least 1 hp damage causes the skin to split and a swarm to burst out, covering everything in a 10 ft. space and then crawling toward whatever seems alive. All who witness this must make a DC 15 Fort save or be nauseated, with a new save each round to recover.

Characters in the initial space covered by a swarm must make a DC 19 Reflex save or be infested at once: 1d4 Con damage per round while in swarm plus 1d6 additional rounds. The swarm continually crawls toward new victims. If not

disturbed, the second swarm will crawl out of the collapsing behemoth to investigate in 5 rounds.

Rot Grub Swarm (CR 7): Init +2; Senses blindsense 30 ft., Perception +0; AC 20, touch 20, flat-footed 18 (+2 Dex, +8 size); hp 85 (10d8+40); Fort +11, Ref +5, Will +3; Defensive Abilities swarm traits; Immune mind-affecting effects, weapon damage; Spd 10 ft.; Melee swarm +10 (2d6 plus distraction and infestation); Space 10 ft., Reach 0 ft.; Special Attacks distraction (DC 19), infestation; CMB –; CMD –.

Infestation (Ex): Living creatures taking damage from a rot grub swarm become infested unless they succeed at a DC 19 Reflex save. On a failed save, infested creatures take 1d4 points of Con damage per round. This effect continues as long as the victim remains in the swarm and continues for 1d6 rounds after it leaves the swarm. Any energy-based attack (including damage from negative energy) that deals at least 5 points of damage to the victim automatically destroys all of the rot grubs infesting it, ending the effect prematurely. Additionally, any effect that removes disease instantly ends a rot grub infestation. Immunity to disease offers no defense.

7. CHAMBER OF CLOTH (CR 10)

A once-opulent tent ceiling dangles in strips and rags. Cloth wall-hangings are shredded and befouled and more rags cover the floor. Suddenly the corners of the room rise like cloth-wrapped wings and fold inward, blocking out air and light. The dry and fleshy surface begins to squeeze.

Mummified Trapper (CR 10): Init +7; Senses blindsense 10 ft., darkvision 60 ft., scent, Perception +27; Aura Despair (30ft., DC 19); AC 31, touch 11, flat-footed 28 (+3 Dex, +20 natural, -2 size); hp 110 (13d8+52); Fort +9, Ref +7, Will +13; Defensive Abilities amorphous, channel resistance +4; DR 10/piercing or slashing, 5/—; Immune critical hits, precision damage, undead traits; Resist blows, cold 10; Weaknesses light sensitivity, fire vulnerability; Spd 10 ft., climb 5 ft., fly 40 ft. (poor); Melee slam +24 (3d6+17 plus grab plus mummy rot); Space 15 ft., Reach 10 ft.; Special Attacks constrict (3d6+17), grab, smother, curse (mummy rot); CMB +28 (+32 grappling); CMD 41 (can't be tripped)

Feats Blind-Fight, Combat Reflexes, Great Fortitude, Improved Initiative, Skill Focus (Perception), Skill Focus (Stealth), Toughness

Skills Acrobatics +3 (-5 jump), Climb +25, Fly +2, Perception +27, Stealth +21 (+29 in rocky areas)

Despair (Su): Once the trapper has revealed itself, all creatures within a 30-foot radius that see it must make a DC 19 Will save or be paralyzed by fear for 1d4 rounds. Whether or not the save is successful,

that creature cannot be affected again by this ability for 24 hours.

Mummy Rot (Su) Curse and disease—slam; save Fort DC 19; onset 1 minute; frequency 1/day; effect 1d6 Con and 1d6 Cha; cure —. Mummy rot is both a curse and disease and can only be cured if the curse is first removed, at which point the disease can be magically removed.

8. DREAD HURLER (CR 10)

In the middle of this cavern stands a quivering mound of grey jelly the size of a small house, a lumpy, worm-like chimney protruding from the top. The appendage bends toward you to show a disturbingly human mouth, puckered as if to spit.

Dread Hurler: Init +0; Senses blindsight 60 ft., tremorsense 120 ft., Perception +10; AC 12, touch 4, flat-footed (-4 Dex, +8 natural, -2 Size); hp 170 (20d8+80); DR 15/slashing; Spd 0. Ranged ranged touch +14 (spits one Small Black Pudding per round to a range of 60 ft, 2d6 bludgeoning + 1d4 acid). The Hurler contains 18 puddings and can grow a new one each day.

Against foes closer than 15 feet, the hurler instead dribbles a pudding onto the target, dealing only 1d6 impact damage to target and pudding, plus the pudding's acid damage to the target.

When spit by the Hurler, both pudding and its target take 2d6 damage from impact. The target also takes 1d4 acid damage. If they survive the attack, the puddings fall into a square adjacent to the target and attack on the following round. These small puddings cannot split and break apart into sour-smelling goop when killed.

Small Black Pudding (CR 1): Init -5; Senses blindsight 60 ft., Perception -5; AC 6, touch 6, flat-footed 6 (-5 Dex, +1 size); hp 13 (1d8+9); Fort +1, Ref -2, Will -2; Defensive Abilities ooze traits, split; Spd 20 ft., climb 15 ft.; Melee slam +1 (1d4+3 plus 1d4 acid); Space 5 ft., Reach 5 ft.; CMB +2 (+6 grapple); CMD 7 (17 vs bull rush)

NEXUS TABLES

1. Abago's Antimagick Accident
2. Baalthar's Blinding Bumble
3. Blaylock's Bloodbath
4. Chan's Chattering Chill
5. Cretturna's Comfortless Conjunction
6. Doctor Distowain's Disturbing Defoliation
7. Ellifer's Eventful Emotions
8. Fernando's Faithful Firestorm

1. ABAGO'S ANTMAGIC ACCIDENT

A crack in the void appears for a split second, and with a loud clapping noise, all magic within (CR x 5 ft.) is snuffed out. Temporary magic, such as potion effects and ongoing spells, is permanently nullified. Permanent magic items resume functioning in (CR) rounds. Summoned creatures and objects return whence they came. At the GM's discretion, shapeshifters are forced back to their true form (10+CR Fort save or Stunned) and highly magical creatures take (CR) d6 nonlethal damage.

2. BAALTCHAR'S BLINDING BUMBLE

A beam of darkness shoots uncontrollably from the caster's hand and strikes the eyes of one random creature within (CR x 5 ft.) The target is stricken blind but gains a random new sense for the duration:

- d8 Sense Gained**
- 1-3** Blindsense, 60 ft.
- 4-5** Innate Detect Magic ability, always on, 60 ft. cone.
- 6-7** Keen Scent ability to track by scent and to pick up the smells of living things within 180 ft. of open air.
- 8** Innate ability as a Rod of Enemy Detection.

Every (CR) minutes, the victim must make a Fort save at DC = 10+CR; if it succeeds, the effects end.

3. BLAYLOCK'S BLOODBATH

A berserk spirit of warfare settles on the minds of those near this event. Every creature within CR x 5 ft. must make a Will save at DC = 10 + CR or becomes enraged towards those considered

enemies. Affected creatures will close with any foe in sight, gain +2 Strength, +2 Constitution, and -2 AC, and can only move and make melee attacks. No spellcasting, missile weapons, or item use are allowed. If no enemies are available, affected creatures suffer visions of bloody triumph and are Shaken. The effect lasts CR rounds.

4. CHAN'S CHATTERING CHILL

The temperature in a sphere of CR x 5 ft. radius around the caster drops suddenly. Moisture condenses onto every glass or metal surface, then turns to frost. Liquids take a coat of rime. Creatures feel an unearthly cold penetrate to their very bones. Each suffers 1d6 negative energy damage and must make a Fortitude save with DC = CR + 10 or take 1 point of Strength damage. The chilled area persists for CR rounds, as liquids freeze solid, frost thickens, and snowflakes form and fall. Creatures, including the caster, can move out of the effect, but those who remain suffer the same negative energy and Strength damage each round.

5. CRETTURNA'S COMFORTLESS CONJUNCTION

Every creature within CR x 5 ft. hears a gong-like chime in its mind, even if deaf or under a Silence effect. Two random creatures, PCs if possible, hear the exact same note and become able to read each other's every thought for CR minutes. The forced intimacy is extremely embarrassing. They can hide nothing from each other, except that each can make a Will save at DC = 10 + CR to keep exactly one deep dark secret. Players of characters under this effect should sit together and whisper or note down every action before taking it, giving the other a chance to react before anyone else.

6. DOCTOR DISTOWAIN'S DISTURBING DEFOLIATION

A wave of darkness and dust originates with the caster and roils out to a CR x 5 ft. radius and half that in height. Every living plant within the effect has its leaves turn black and brittle. Small, ordinary plants such as grass and ferns are killed. Bushes and small trees lose their leaves and go dormant until the next Spring. Trees and other very large plants lose their leaves where the magic touched and lose half their productivity for the next year. Animate plant creatures take CRd6 damage with a Fort save for half damage, DC = 10 + CR.

7. ELLIFER'S EVENGUL EMOTIONS

A strange thrill runs along the nerves of every living creature in a CR x 5 ft. radius in all directions. The powerful emotions of otherworldly spirits flow through them, with varying effects. Saving throws to avoid the worst effects are Will saves with DC = 10 + CR.

d6	Emotion
1-2	Fear. Save or gain the Cowering condition.
3	Glee. Insane delight plasters a grin on the character's face. Save or become Fascinated with just how funny everything is.
4-5	Grief. Limitless sadness and loss wash over the character. Save or begin weeping and gain the Stunned condition.
6	Pain. Echoes of past torture inflict -4 on attack rolls, skill checks, and ability checks. No save.

8. FERNANDO'S FAITHFUL FIRESCORM

Hundreds of invisibly tiny gates pop open between the caster's location and some fiery realm. The air for CR x 5 ft. in radius and half that height fills with sparks of fire, which fall slowly over the course of a round. Every creature nearby suffers CR / 2 points of fire damage, unless it spends the round doing nothing but moving and brushing away sparks, in which case a Reflex save with DC = CR prevents the damage. Flammable items have a 50% chance to ignite in small flames. Sparks continue to appear and fall for CR rounds, with the same damage and chance of starting fires, and horribly, the cloud moves with the caster.

TRAP TABLES

1. The Flying Monkey
2. The Mute Monkey
3. Three Pits
4. Spitting Ceiling
5. Spore Chain
6. Fall Into Madness
7. Erroneous Portcullis
8. Foul Deluge

1. THE FLYING MONKEY (CR 1)

Boing! This trap is mainly intended to mock trespassers. When the door opens, a small catapult launches a six-inch golden statue of a monkey (gold-plated stone, 100 gp) at the doorway. The monkey's mouth is open in a silent scream of fear.

Flying Monkey Trap (CR 1)

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

Effects

Trigger location; **Reset** repair

Effect Atk +6 ranged (1d4 damage)

2. THE MUTE MONKEY (CR 5)

Six-foot tall, ugly, purple mushrooms line the walls of this cavern. A DC 10 Knowledge (dungeoneering) check identifies these mushrooms as shriekers. It seems relatively easy to avoid setting them off by staying quiet and keeping light sources at least 10 feet away from them. Of course, things won't be as easy as they appear.

In the center of the room, a gold statue of a monkey sits on an altar (gold-plated stone, 100 gp). The monkey holds its hands over its mouth. The top of the altar is carved with a 3 x 3 square grid, with the monkey resting in the center square.

When anyone approaches within 30 ft. of the altar, a *magic missile* spell is activated with a time delay. If the monkey is moved from the center square to the bottom right square within 1 round, the *magic missile* spell is cancelled. Otherwise, five missiles dart out and strike five widely separated shriekers, causing the room to erupt in piercing shrieks for 3 rounds, during which no other sound can be heard. All nearby monsters are alerted and the GM may wish to draw a Monster Card or roll for a random encounter. The altar will repeat its trap function up to 24 more times. Attempts to detach it from the floor destroy it.

Mute Monkey Trap (CR 7)

Type magic; **Perception** DC 26; **Disable Device** DC 26; **Bypass** special (see above)

Effects

Trigger proximity (*alarm*); **Reset** automatic, 1 minute

Effect *magic missiles* strike 5 shriekers

3. THREE PITS (CR 10)

Along this hallway, three 10-ft. squares in a row are trapped—first with a pit, then a pressure plate, then another pit. On a DC 20 Perception check, the PCs notice the first pit. Beating a DC 25 allows them to notice the pit and the pressure plate. On a DC 30, they discover all three mechanisms. Disabling each area requires a DC 20 Disable Device check.

Stepping on the square of either of the primary pit traps causes it to open, dropping victims 40 feet unless they make a DC 20 Reflex save. Placing at least 50 lbs on the pressure plate between the pits prevents both pits from opening. However, disabling the pressure plate prevents it from holding the pits closed. A short corridor joins the two pits at the bottom, but the floor of this corridor is also trapped with a 30-ft deep, spiked pit.

Characters who defeat the primary pit traps still gain experience for defeating the spiked pit.

Primary Pit Traps (CR 3 each, 2 pits)

Type mechanical; **Perception** 20 (see below); **Disable Device** DC 20

Effects

Trigger location; **Reset** manual

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

Secondary Spiked Pit Trap (CR 8)

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

Effects

Trigger location; **Reset** manual

Effect 30-ft.-deep pit (3d6 falling damage); pit spikes (Atk +13 melee, 1d4+1 spikes per target for 1d6+3 damage each plus poison [blue whinnis]); DC 25 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

Blue Whinnis

Type poison, injury; **Save** Fortitude DC 14

Frequency 1/round for 2 rounds

Initial Effect 1 Con damage; **Secondary Effect** unconsciousness for 1d3 hours; **Cure** 1 save

4. SPITTING CEILING (CR 9)

Six carvings of human mouths are spaced every 5 ft. along the 15-ft.-high ceiling of this 30-ft.-long hallway. A large colony of green slime (CR 4) lives in the space above the mouths. When anyone passes under one of the mouths without saying the password, the mouth spits green slime at that character, requiring a Reflex save to avoid the slime's effects (1d6 Con damage per round; can be scraped off during first round of contact, destroying scraper; does 2d6 to wood and metal, ignoring metal's hardness). Each mouth works 4 times and there are 24 units of slime above. Each magic mouth must be disarmed separately.

Green Slime Trap (CR 9)

Type magic; **Perception** 26; **Disable Device** DC 26; **Bypass** password

Effects

Trigger location; **Reset** automatic

Effect mouth spits green slime; DC 25 Reflex avoids; multiple targets (6 mouths, 4 targets per mouth)

5. SPORE CHAIN (CR 9)

Down the corridor ahead, the walls are pierced by four large windows. There is only darkness beyond the windows, although you can catch a glimpse iron bars set well back from the nearest window. A relatively obvious pressure plate (Perception DC 15, Disable Device DC 20) is set into the floor at the very start of this corridor. Halfway down the corridor's 45-ft. length is a more subtle plate (Perception DC 25, Disable Device DC 20). Placing at least 30 pounds on the obvious plate prevents the second one from triggering the trap. Otherwise, pressure on the second plate fires a crossbow bolt into each of four chained gas spores (*Tome of Horrors Complete*, Frog God Games) floating behind the barred windows, resulting in four violent, overlapping explosions that blow out the windows and affect everyone in the hall and 5 ft. beyond it in each direction.

Exploding Gas Spore Trap (CR 9)

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

Effects

Trigger location; **Reset** none

Effect gas spore explosions (4 explosions, 6d6 damage each, DC 15 Reflex save per explosion for half damage); multiple targets (all creatures in the corridor and 5 feet beyond)

6. FALL INTO MADNESS (CR II)

This very well-camouflaged pit is only 20 ft. deep, but it is full of insanity mist.

Insanity Mist Pit Trap (CR II)

Type mechanical; **Perception** 30; **Disable Device** DC 20

Effects

Trigger location; **Reset** automatic (1 minute)

Effect 20-ft.-deep pit (2d6 falling damage plus poison [insanity mist]); DC 25 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

Insanity Mist

Type poison, inhaled; **Save** Fortitude DC 15

Frequency 1/rounds for 6 rounds

Effect 1d3 Wis damage; **Cure** 1 save

7. ERRONEOUS PORTCULLIS (CR 12)

A heavy portcullis blocks the doorway out of this room. A Perception check of DC 10 spots a heavy lever on the other side, and a DC 15 Escape Artist check will allow a Medium-sized character to reach it. A DC 20 Perception check is required to note that, the lever is coated with dragon bile.

If pulled, the lever opens a 30-ft.-deep pit with spikes at the bottom, just in front of the portcullis. The pit recloses and latches in one round. A hidden switch (Perception DC 25) unlatches the portcullis so that it can be easily raised.

Portcullis Pit Trap (CR 12)

Type mechanical; **Perception** 20; **Disable Device** DC 20; **Bypass** switch (Perception DC 25)

Effects

Trigger touch; **Reset** automatic (1 round)

Effect poison on lever (dragon bile); 30-ft.-deep pit (3d6 falling damage); pit spikes (Atk +13 melee, 1d4+1 spikes per target for 1d6+3 damage each; DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area in front of portcullis)

Dragon Bile

Type poison, contact; **Save** Fortitude DC 26

Frequency 1/round for 6 rounds

Effect 1d3 Str damage

8. FOUL DELUGE (CR II)

Two doors in this room are crafted of heavy iron. Examining the exit door for traps (Perception DC 20) reveals that when it is opened, the far door will close (Disable Device DC 28). A Perception check (DC 25) reveals that the metal is colder than it should be. The check will not reveal that the temperature difference is due to a mass of water on the door's other side. As soon as the door is unlatched, the water blasts the door open. Those within 5 feet must make a DC 15 Reflex save to avoid being hit by the door and taking 2d6+3 damage. Meanwhile, water floods the room. If the opposite door was allowed to close, the room fills in 10 rounds. Worse, the water is, in fact, *unholy water* and so filthy that those in contact with it are exposed to disease.

Unholy Water Trap (CR II)

Type mechanical; **Perception** 20; **Disable Device** DC 28

Effects

Trigger touch; **Reset** none

Effect possible drowning, unholy water (damages good outsiders, 2d4 if splashed, 10d4 damage per round for partial submersion, 20d4 if totally submerged), disease (bog rot, Fort DC 16); multiple targets (all creatures in the room)

Bog Rot

Type disease, contact; **Save** Fortitude DC 16

Onset 1 day; **Frequency** 1/day

Effect 1d6 Str, Dex, Con or Cha damage (determine randomly using 1d4); **Cure** –

Creatures afflicted with bog rot do not heal naturally and only gain one-half benefit from magical healing until the disease is cured. Unlike normal diseases, bog rot continues until the victim reaches Constitution 0 (and dies) or receives a *remove disease* spell or similar magic.

TREASURE TABLE I

1. Night Sword
2. Armor of Storms
3. Zylgaard's Orb
4. Wolf Shield
5. Drakkar's Fang
6. Susperina's Staff
7. Ring of Oman
8. Cloak of Kendra

1. NIGHTSWORD

This sleek black blade has been used for countless ages to battle foes such as vampires, demons and the undead. It is rumored to have been forged from the spine of a greater demon and quenched in the tears of a saint.

The blade normally functions as a +2 *holy longsword*. Against evil outsiders, undead or, evil shapeshifters, attacks with the sword ignore damage reduction and prevent fast healing and regeneration effects from functioning for one round. Vampires slain by the sword do not assume gaseous form and are instead utterly destroyed. Additionally, summoned evil outsiders slain by the sword are permanently killed and do not reform 24 hours later as normal.

2. ARMOR OF STORMS

This bulky suit of chain and plate has seen better days, the leather straps look worn and the edges are slightly dulled on the metal. The Armor of Storms is however anything but old and ruined. It was given to the Storm Giant Angmir on his first great battle and whilst he died, the armor has protected those of lesser size to this day.

This suit of +5 *full-plate* makes its wearer immune to all electricity damage.

3. ZYLGAARD'S ORB

The sorcerer Zylgaard made many magic orbs during his tenure as head of the Mage Guild of Nymas. Many of the orbs have been lost or stolen, but the orb which takes his name is the most powerful and is said to have the soul of a dark angel buried deep within.

An arcane caster holding the orb may cast any spell he has in his spell book (or knows) without expending a prepared spell or spell slot. This drains

the orb of a number of charges equal to the level of the spell cast. The caster takes a penalty to a random ability score equal to the number of charges used (this cannot reduce the ability score below 1). This penalty lasts until the caster next prepares spells. If the owner uses the orb again before the penalty has worn off, apply a new penalty to a new ability score (if all ability scores have penalties, apply to that with the lowest – these penalties stack) The orb has 20 charges, which replenish daily.

4. WOLF SHIELD

Aylla the Wolf was a famous warrior from the Realm of Relic, she carried with her a silver and ivory shield carved with the image of a snarling wolf. This allowed her to take on the wolf's shape, strength, hearing or vision – but only per day. She was killed in the Battle of Token Bridge and her shield lost to the annals of time.

The wielder of this +3 *heavy shield* may use *beast form II* as a supernatural ability to transform into a dire wolf as a free action once per day. In this form, the wielder also gains the wolf's movement speed, the benefits of the Run, Skill Focus (Perception), and Weapon Focus (bite) feats, and the ability to speak with wolves, dire wolves, and dogs, as well as gaining the enhancement bonus of the shield as a shield bonus to AC. The transformation lasts for 1 hour or until the wielder chooses to change back.

5. DRAKKAR'S FANG

This is the name given to a huge serrated axe which is shaped like a bear's head full of massive teeth. This obsidian and bronze weapon has a long wooden handle carved with swirls and patterns, capped in dyed dark brown leather and wound with strong cord. It grants its wielder a powerful roar which can shatter stone, knock over foes and intimidate lesser foes.

Whenever the wielder of this +2 *thundering greataxe* deals more than double the target's HD in damage with the weapon (after DR, etc), the wielder may immediately make an intimidate check as a free action to demoralize the opponent. Additionally, the wielder gains the benefits of the Intimidating Prowess feat.

6. SUSPERINA'S STAFF

Lady Susperina Davan was a powerful sorceress who excelled in command over the elements; this staff is imbued with the power of both fire and storm. It is said she attempted to harness fire and ice and failed miserably, this drove her to seek out even more powerful ways to enchant items. Sadly it was all for naught since her last enchantment went wrong and she was captured into the very staff she sought to enchant. It looks like a very simple six foot long staff topped with a hexagonal ruby.

This +1 *quarterstaff* also functions similarly to a magical staff. Its user can expend a charge to cast fireball. Additionally, a user can expend charges from the staff to apply a metamagic feat he or she has to a prepared/known spell that deals fire or lightning damage spontaneously, without changing the casting time of the spell or expending a higher spell slot. This use expends a number of charges equal to the spell level adjustment of the feat used. It has a caster level of 10, holds 10 charges, and may be recharged as a normal staff.

7. RING OF OMAN

The songwriter/playwright/performer Ogo Oman was renowned for his stirring oratory, his stunning performances and great theatre skills. It was all a lie; he wore a powerful enchanted ring which gave him superb oratory command and an amazing charisma when facing an audience. Without it, he sounded like fingernails down glass. The ring was a single silver band topped with a cut emerald.

The ring grants its wearer a +4 enhancement bonus to Charisma as well as a +3 competence bonus on Charisma-based checks

8. CLOAK OF KENDRA

Kendra's cloak was worn by the scheming rogue Kendra Morgan and allowed her to vanish into thick shadows at will. Unfortunately the cloak was also cursed to reveal her at the moment of her greatest triumph, this all black garment has a simple tailored cowl and flows around the wearer, it is tied by a single silver drawstring at the neck. The curse only affected Kendra Morgan, who stole it from the original owner.

The cloak grants the wearer a +5 competence bonus to Stealth checks and the ability to cast *darkness* at will.

TREASURE TABLES 2

1. Long Matches
2. Woven Rope
3. Blade Boots
4. Blade Ring
5. War Horn
6. Gold Tinderbox
7. Saddlebags
8. Ornate Scabbard

1. LONG MATCHES

This wooden box contains twelve long and stout matches, they are wrapped in a sheaf or leaf like paper which keeps them dry. The box has a single brass hinge which squeaks a little when the lid is opened, the matches are dry and there is a long striker-strip on the back of the box which allows the user to light the matches with ease. The lid is carved with a circle insignia and the box is made of dark oak.

These reliable matches are well-crafted and well-protected against humidity. If a check is necessary to light a fire under unfavorable conditions, these matches lower the DC by 2.

2. WOVEN ROPE

This tough rope is dark grey in color and woven of two distinct types to give it strength and flexibility. It is thirty feet long and thinner than the normal hemp style ropes of its kind. One of the ends is knotted as though it's been used before and it's slightly scuffed in places.

This silk rope is much stronger than normal. It has 8 hit points and requires a DC 28 Str check to break.

3. BLADE BOOTS

These are sturdy brown leather boots with reinforced toe-caps and heavy heels. Inside the front of the boot is a six inch long knife which springs out via a hidden mechanism activated by smacking the boot down hard against a solid surface. Care has to be taken when using such devices in the exact pressure applied when running.

The blade of these boots is extremely hard to detect (user automatically takes 20 on sleight of hand checks to conceal the blade). When extended,

the blade functions as a dagger. Rolling a 1 on an acrobatics check made to jump activates the blade at an inopportune moment as the user lands, extending the blade. Make an attack roll using the DC of the check as the attack bonus; if it hits, the user deals damage to themselves with the blade.

4. BLADE RING

This steel ring is the size of a medium wedding band, with no ornamentation or precious stones set in the circle. It has a very thin blade on the underside and is often used by cutpurses to slice the drawstrings of coin pouches easily when robbing an unsuspecting mark. They're designed to be as plain as possible as to avoid any undue attention.

This ring functions as a gauntlet, allowing the user to make lethal unarmed attacks. It is hard to spot, giving observers a -10 on perception checks to identify it as a weapon

5. WAR HORN

This large horn is made from ivory, ebony, steel and bronze. It's shaped like a large fish at one end with a flanged mouth and the tail has a silver cap. The cap has an oval reed made from thin wood and when the horn sounds it has a beautiful clear vibrating note which can be heard for miles. Finally there is a silver and black cord which allows it to be slung over the back or hooked onto a belt.

When used in a confined space, all creatures with 5 ft are deafened for 1 round (Fort DC 12 negates).

6. GOLD TINDERBOX

This fancy tinderbox is a small one, made of metal covered in fine gold leaf. The shape is oval and the lid has a golden lion embossed on the top. Inside there are the usual contents, a flint and steel, though they're also lion themed with a lion's head for both of them clamping its jaws onto the steel and the flint respectively. There's a small amount of tinder, tightly packed in a small parchment pouch inside the box. The initials AA appear on the underside.

As per normal flint and steel but worth 120 gold.

7. SADDLEBAGS

These cream colored saddlebags are of fine make; they have a few scuff marks across the left

bag and contain some rolled up parchment scrolls. A few coins of various denominations are in the right bag and official documentation from various kingdoms has been bundled into the right hand bag. Perhaps they belonged to a courier or some kind of spy.

Coins come to 10 gold in various currencies.

8. ORNATE SCABBARD

This metal scabbard has icons of eagles and birds of prey all over it, made of gold and obsidian with an inlay of diamond. The scabbard is for a regular sized long sword and has a red cord wrapped around one end.

This finely-crafted scabbard grants a +2 to diplomacy checks vs. NPC with military ties.