



CHAPTER 10

BINDER CHALLENGES

This chapter introduces binder traps, terrain zones, pact puzzles and stage plays to frustrate and delight pactmakers and their foes. Traps and terrain zones add ongoing complications during combat or exploration. Magical pact puzzles challenge binder characters (and players!) to identify and locate the correct sequence of seals in order to gain a benefit such as entry to a treasure vault. You can run stage plays as complex skill challenges that bestow significant experience and binding benefits. You will also find maps and descriptions of three adventure sites.

TRAPS

Here are twenty-six magic traps. All are automatic reset.

Arachnid's Feast (CR 5)

Targets falls into webbed pit and are beset by giant spiders.

Trigger: A 5-ft. pressure plate.

Effect: Each creature within 5 ft. of the pressure plate must succeed on a DC 16 Reflex save or fall 20 ft. into a many-layered sticky mass of webbing. A falling creature takes no damage but is entangled and unable to move from its space. A creature may spend 1 round to attempt a DC 20 Strength check or DC 25 Escape Artist check. Success means it is entangled but can move. One round after falling, 1d4+1 Medium monstrous spiders appear and attack for 7 rounds before vanishing. Burning the web inflicts 2d4 points of fire damage on entangled creatures, who must make a DC 16 Reflex save or fall through the webs an additional 40 ft. onto spikes and suffer 5d6 damage. The web vanishes and the trap resets after 70 minutes.

Search / Disable Device DC: 27.

Creation: Craft DC 30; 21,000 gp; 168 XP; CL 7th, *web, summon monster IV*.

Arch of Primal Chaos (CR 3)

Creature loses some divine abilities and is assaulted by undead.

Trigger: Target fails to speak proper command word before passing through a doorway.

Effect: On failed DC 13 Will save, a colorful arc causes the target to lose access to divinely-granted supernatural abilities including turn/rebuke undead for 3 rounds. Simultaneously, an owlbear skeleton attacks the target for 3 rounds.

Search / Disable Device DC: 27.

Creation: Craft DC 25; 6,000 gp; 48 XP; CL 3rd; *arc of primal chaos, summon monster II*.

Baptism by Fire (CR 7)

Binder or possessed creature is moved into locked fiery oven and converted to the trap creator's cause.

Trigger: Target passes an idol or sigil while bound to a spirit.

Effect: On a successful touch attack (+4 to hit), target is moved to a locked oven within 400 ft. of the trigger. On round 1 in the oven, the target suffers 1d8 fire damage (no save). On round 2, the target suffers 2d8 fire damage (no save) and on failed DC 17 Will save moves 1 step closer to the trap creator's alignment. On round 3, the target suffers 3d8 fire damage (no save) and on a failed DC 17 Will save adopts the trap creator's deity and specific religious organization/order. On the 4th round, the oven unlocks and opens with a "gong" sound.

Search / Disable Device DC: 30.

Creation: Craft DC 35; 49,500 gp; 396 XP; CL 9th; *arcane lock, baptism by fire, dimension door*.

Blood of the Beast (CR 7)

Creature transforms into beast and seeks to kill a companion.

Trigger: Target fails to speak proper command word before passing idol or sigil.

Effect: On a failed DC 19 Will save, the target transforms into dire beast (*SoPM*, page 240) or other CR 4 monster. It acquires all of the form's statistics except alignment, mental ability scores, Hit Dice, and hit points, although it gains 24 temporary hit points. Simultaneously, the trap compels the target to kill its nearest ally. The beastly form lasts 9 rounds; the murderous rage is permanent until ended by *remove curse*.

Search / Disable Device DC: 30.

Creation: Craft DC 35; 40,500 gp; 324 XP; CL 9th, *dire beast form, murderous rage*.

Bridge of Silent Screams (CR 8)

Travelers are transported to an underwater prison cell while an illusion of them continues to the other side.

Trigger: Target passes half-way across a bridge or passage and fails a contingency (creature type, specific alignment, etc).

Effect: On a failed DC 21 Will save, the target moves to a water-filled 10-ft.-cube chamber within 400 ft. of the trigger. The chamber has no exits and is maintained by a Medium water elemental that immediately attacks the creature. Meanwhile, a fully convincing illusion (sight, sound, etc) models the character proceeding across the bridge or passage, beckoning allies that "all is well." Each affected creature is transported to a different cell, to a maximum of 8 cells in a 24-hour period.

Search / Disable Device DC: 30.

Creation: Craft DC 35; 82,500 gp; 660 XP; CL 11th, *dimension door, programmed image, summon monster V*.

Caltrop Lure (CR 1)

Creatures suffer caltrops when moving through an area.

Trigger: Target steps on 5-foot-square pressure plate along a narrow 5-ft.-wide hallway.

Effect: Any time within 3 rounds of activation, as someone moves through two 5-foot squares after the pressure plate, the squares fill with caltrops. On a failed DC 10 Reflex save, a target suffers 1d3 points of piercing damage and its movement slows by 50 percent for 24 hours. A successful DC 15 Heal check or 1 point of magical healing restores movement to normal.

Search / Disable Device DC: 25.

Creation: Craft DC 25; 750 gp; 6 XP; CL 3rd, *caltrop field*.

Death Without Magic (CR 9)

Chamber suppresses bound spirits, seals itself, and fills with illusion of acid or flaming tar.

Trigger: Proximity detector. When three or more creatures enter a 15-ft.-radius area, the trap activates.

Effect: Walls appear to close around the targets; then jets of acid and flaming tar saturate the newly created circular chamber, which lacks exits and fixtures. At the same time, all supernatural abilities within the chamber are suppressed and non-functional. Creatures that actively attempt to disbelieve receive a DC 22 Will save to learn that the mechanical portion of the trap is an illusion. Creatures that fail to disbelieve suffer 5d6 points of acid or fire damage per round for 4 rounds.

Search / Disable Device DC: 33.

Creation: Craft DC 35; 105,000 gp; 4,200 XP; CL 15th, *anti-spirit field, programmed image*.

Faux Puzzle Portal (CR 5)

Puzzle solvers are transported to a prison cell without exit to face a monster or die of privation.

Trigger: Solve a puzzle portal as described on page 185.

Effect: The trap moves the puzzle solver—plus two Medium, four Small or one Large creature touching the solver—to a 30-ft.-diameter arena with no exits. On the next round, three fiendish preying mantises appear and attack for 7 rounds.

Search / Disable Device DC: 30.

Creation: Craft DC 35; 28,000 gp; 224 XP; CL 7th, *dimension door, summon monster IV*.

Guarded Passageway (CR 8)

The trap creator's allies can meld into stone and attack invisibly as part of an ambush.

Trigger: Speak the command word to set the trap. The speaker and trap creator's alignment must match. The trap activates when the speaker's foes enter the trap's proximity.

Effect: The speaker that set the trap and up to 10 of her allies *meld into stone* as the spell for up to 70 minutes. They can sense what is going on while they wait. When the trap activates, the speaker and allies are instantly expelled from the stone and enjoy the effects of *improved invisibility* for 11 rounds, allowing them to likely gain surprise and triumph in combat.

Search / Disable Device DC: 32.

Creation: Craft DC 40; 66,000 gp; 528 XP; CL 11th, *detect good, improved invisibility, mass meld into stone*.