

TRAPS & TREACHERY II

The characters might rest between adventures, but their adversaries don't....

- More than 150 complete descriptions of magic and mechanical traps
- Dozens of beautiful illustrations detailing the mechanisms behind these sinister creations
- Tricks and techniques for making traps even more difficult to bypass
- Rules for poison rarity, two new types of poisons, and more than 80 detailed listings of new poisons, natural and supernatural alike
- A chapter devoted to unique puzzles and challenges to test the abilities of both the players and their characters

"*Traps & Treachery* is a perfect addition to my gaming shelf. You should go and buy this book."

Monte Cook, Game Designer, Malhavoc Press



ISBN 1-58994-027-X



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\$24.95

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LEGENDS & LAIRS



TRAPS & TREACHERY II

Sample file



A SOURCEBOOK OF MORE DEADLY MACHINATIONS

TRAPS & TREACHERY II

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July 02

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INTRODUCTION

Emile Zola once said that the artist is nothing without the gift, but the gift is nothing without work. Putting together a book of this magnitude would not be possible without the hard work of many talented people. It is truly a group effort, and is every bit as satisfying as anything I've done in my life.

The task at hand this time was to follow up one of the most successful d20 releases of all time, *Traps & Treachery*. In some ways it was easy, the formula for success having been crafted before my arrival. In other ways it became a challenge to recreate that formula while putting forth a novel product that had the same electric feel to it. I believe that we have succeeded at this task, and I am proud to present you with *Traps & Treachery II*.

To all the players out there who have grown attached to their characters—I'm truly sorry.

Wil Upchurch
Fantasy Flight, Inc.

WELCOME

Fantasy Flight Games is pleased to present *Traps & Treachery II*, the fifth volume in our Legends & Lairs line of sourcebooks for the d20 System. *Traps & Treachery II* follows in the footsteps of its predecessor, offering even more fiendish traps, mind-bending puzzles, and heroic challenges that DMs can foist upon their players.

Chapter 1 and Chapter 2 contain more than 100 new traps to add to your game. Ranging from the simple traps of goblin and kobold tribes to the most nefarious magical inventions of the famed trapsmiths Perivax and Blackstone, these traps present a plethora of deadly options to throw against characters of any power level.

Chapter 3 details more than 80 new poisons, both mundane and magical, that can be used by players and NPCs alike. Several new types of poisons, including monstrous and prankster poisons, are detailed. In addition, this book presents new rules detailing the rarity of

poisons and the effects this can have on the game.

Chapter 4 presents tricks, puzzles, and challenges aplenty, providing hours of thought-provoking fun for both players and DMs. These situations offer characters a chance to highlight their non-combat skills and players a chance to exercise their brains.

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CHAPTER ONE

NEW TRAPS:

CR 1-5

CHAPTER ONE: NEW TRAPS: CR 1-5

The dwarf moved down the passage, grumbling. Cress tried to hush the dwarf, fearing the tomb's ancient guardians would awaken to silence his complaints permanently. The tall human kept his rapier in his hand, even though he was certain it would be of no use should they encounter the spirits of the dead. He could smell the combined stench of sweat and leather as he fought to control his fears.

"Dammit, Sarina, if your god is protecting us I sure can't feel it," he said.

"Quiet down up there," said the priestess as she clutched the miniature silver harp that hung from a chain around her neck. "Rudan is the god of music and revelry, not silent death. Still, I have faith he will protect us from the horrors of this place."

The three companions continued creeping down the dark hallways, thankful their short friend could see through the shadows beyond their torchlight. Suddenly from up ahead they heard several voices crying out in the barking language of gnolls.

"They want us to throw down our weapons and surrender," said Sarina.

"Dammit, I can't see them!" said the dwarf.

"Nor can I," said Sarina, "they are beyond our torchlight. They say they are wielding bows!" Sarina turned to her companions, trusting their adventuring instincts far beyond her own.

"Quick, into those alcoves just ahead!" said Cress as he tumbled toward the left side of the corridor to avoid any oncoming arrows. In one swift motion, the black-clad rogue sprang to his feet and drew his crossbow.

The dwarf was about to follow his lead, but just as he started to jump to his right he saw the floor underneath the rogue rise up and dump him into a chamber beyond.

"Sarina, it's a trap!" said the dwarf. He then lowered his head and charged the gnolls, cursing their decision to come into this unholy place.

INTRODUCTION

This chapter presents full descriptions, game statistics, and illustrations of a variety of magical and mechanical traps. The trap names and statistics, as well as rules and mechanics derived from the d20 SRD, are designated as **Open Game Content**. Background text and trap descriptions are designated as closed content.