

ESCAPE FROM CERANIR

A TRUE20 CONVERSION

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This web enhancement provides monster, trap, and pre-generated character conversions for *Bleeding Edge #6: Escape from Ceranir*. As with any other adventure conversions, you may have to modify certain skill checks in the text to accommodate for the differences between the *d20 system* and *True20 Adventure Roleplaying*. All NPCs, creatures, traps, and pre-gens are presented in alphabetical order under their own section headers to maximize the utility of this accessory.

Nonplayer Characters

MASTER DERISHAR (REP+3)

Type: 10th Level Humanoid (Human Adept 8/Warrior 2)

Size: Medium

Speed: 30 ft.

Abilities: Str +3, Dex +1, Con 0, Int +4, Wis -1, Cha +1

Skills: Concentration 13 (+13), Craft (chemical) 13 (+17), Craft (weaponsmith) 13 (+17), Handle Animal 13 (+14), Intimidate 13 (+14), Knowledge (earth sciences) 13 (+17), Knowledge (the supernatural) 13 (+17), Knowledge (tactics) 13 (+17), Notice 13 (+12)

Feats: All-out Attack, Attack Focus (warhammer), Empower, Imbue Item, Improved Initiative, Power (×7), Supernatural Focus, Weapon Training

Traits: Powers (rank 11, Int, save Difficulty 19, Elemental Blast [fire], Fire Shaping +15, Heart Shaping +15, Mind Reading +15, Mind Touch +15, Teleport +15, Ward +15), the Talent

Combat: Attack +7 (+6 base, +1 Dex) or Attack +9 (warhammer), Damage +6 (supernatural warhammer), Defense Dodge/Parry +7/+9 (+6 base: +1 Dex or +3 Str), Initiative +5; Conviction 7

Saving Throws: Toughness +0 (+0 Con), Fortitude +5 (+5 base, +0 Con), Reflex +3 (+2 base, +1 Dex), Will +5 (+6 base, -1 Wis)

Accidental Alchemy

Roll	Result
1–2	No effect
3–4	All within 5 ft. sickened for 2 rounds (Fortitude Difficulty 14 negates).
5–6	Gain immunity to the effects of the smoke in this area.
7–8	A flare-up of fire deals +2 damage (Reflex Difficulty 16 negates).
9–10	Gain +1 to lowest ability score for 2 minutes.
11–12	All within 10 ft. dazzled for 2 rounds (Will Difficulty 15 negates).
13–14	Gain +2 Toughness for 5 rounds.
15–16	Explosion deals +1 damage to all within 5 ft.
17–18	Become nauseated for 2 rounds.
19–20	Roll twice, with the second result happening without warning 1 round later. If you roll 19 or more again, roll for another effect and increase the time delay by an additional round.

Creatures

ARAKAI

Type: 3rd Level Monstrous Humanoid
Size: Small
Speed: 20 ft., climb 20 ft.
Abilities: Str 0, Dex +2, Con +2, Int 0, Wis 0, Cha +2
Skills: Climb 6 (+16), Knowledge (the supernatural) 6 (+14)
Feats: Iron Will, Power^B, Power
Traits: Darkvision 60 ft., Item Mastery, Powers (rank 6, Cha, save Difficulty 13, Second Sight +8, Ward +8), Supernatural Resistance 15
Combat: Attack +6 (+3 base, +2 Dex, +1 size), Damage +1 (claw), Defense Dodge/Parry +6/ – (+3 base: +2 Dex, +1 size), Initiative +2
Saving Throws: Toughness +3 (+2 Con, +2 natural, -1 size), Fortitude +3 (+1 base, +2 Con), Reflex +5 (+3 base, +2 Dex), Will +5 (+3 base, +0 Wis, +2 feat)

Item Mastery: An arakai can utilize stored supernatural powers imbued in items. The arakai uses its own rank and Charisma to determine the power check modifier.

#1: Dominate, Mind Touch +8

#2: Enhance Ability +8, Illusion +8

#3: Cure +8, Elemental Blast (fire), Fire Shaping +8

#4: Enhance Ability +8, Elemental Blast (wind), Wind Shaping +8

#5: Energy Shaping +8, Elemental Aura (energy), Teleport +8

BARGHEST

ADVANCED BARGHEST

Type: 8th Level Outsider (Extraplanar, Shapechanger, Vice)
Size: Medium
Speed: 30 ft.
Abilities: Str +4, Dex +2, Con +2, Int +2, Wis +2, Cha +2
Skills: Bluff 11 (+13), Concentration 11 (+13), Diplomacy 11 (+13), Disguise 11 (+13), Intimidate 11 (+13), Jump 11 (+15), Notice 11 (+13), Sense Motive 11 (+13), Stealth 11 (+13; +17 in wolf form), Survival 11 (+13)
Feats: Dodge Focus, Dual Strike^B, Improved Initiative, Power (×5)^B, Track
Traits: Change Shape, Damage Reduction 2/supernatural, Darkvision 60 ft., Feed, Pass without Trace (wolf form), Powers (rank 11, Cha, save Difficulty 16, Blink, Dominate, Heart Shaping, Mind Touch

+13, Teleport +13), Scent
Combat: Attack +10 (+8 base, +2 Dex),
Damage +6 (bite) or Damage +5 (claws),
Defense Dodge/Parry +11/ – (+8 base:
+2 Dex, +1 feat), Initiative +6
Saving Throws: Toughness +10 (+2 Con, +8
natural), Fortitude +8 (+6 base, +2 Con),
Reflex +8 (+6 base, +2 Dex), Will +8 (+6
base, +2 Wis)

BARGHEST

Type: 6th Level Outsider (Extraplanar,
Shapechanger, Vice)

Size: Medium

Speed: 30 ft.

Abilities: Str +3, Dex +2, Con +1, Int +2, Wis
+2, Cha +2

Skills: Bluff 9 (+11), Concentration 9 (+10),
Diplomacy 9 (+11), Disguise 9 (+11),
Intimidate 9 (+11), Jump 9 (+12), Notice
9 (+11), Sense Motive 9 (+11), Stealth 9
(+11; +15 in wolf form), Survival 9 (+11)

Feats: Dodge Focus, Dual Strike^B, Improved
Initiative, Power (×5)^B, Track

Traits: Change Shape, Damage Reduction
2/supernatural, Darkvision 60 ft., Feed,
Pass without Trace (wolf form), Powers
(rank 9, Cha, save Difficulty 16, Blink,
Dominate, Heart Shaping, Mind Touch
+11, Teleport +11), Scent

Combat: Attack +8 (+6 base, +2 Dex),
Damage +5 (bite) or Damage +4 (claws),
Defense Dodge/Parry +9/ – (+6 base:
+2 Dex, +1 feat), Initiative +6

Saving Throws: Toughness +7 (+1 Con, +6
natural), Fortitude +6 (+5 base, +1 Con),
Reflex +7 (+5 base, +2 Dex), Will +7 (+5
base, +2 Wis)

Change Shape: A barghest can assume the
shape of a goblin or a wolf as a standard
action. In goblin form, a barghest cannot
use its natural weapons but can wield
weapons and wear armor. In wolf form,
a barghest loses its claw attacks but
retains its bite attack.

Feed: When a barghest slays a humanoid
opponent, it can feed on the corpse,
devouring both flesh and life force, as a
full-round action. Feeding destroys the
victim's body. A barghest advances in

Hit Dice by consuming corpses in this
fashion. For every three suitable corpses
a barghest devours, it gains 1 Hit Die,
and its Strength, Constitution, and
natural armor increase by +1. Its attack
bonus and saves improve as normal for
an outsider of its Hit Dice, and it gains
skill points, feats, and ability score
improvements normally.

The barghest only advances by consuming
the corpses of creatures whose Hit Dice
or levels are equal to or greater than its
own current total.

BRASS DRAGON WYRMLING

Type: 4th Level Dragon (Fire)

Size: Tiny

Speed: 60 ft., burrow 30 ft., fly 150 ft.
(average)

Abilities: Str 0, Dex 0, Con +1, Int 0, Wis 0,
Cha 0

Skills: Knowledge (history) 7 (+7),
Knowledge (life sciences) 7 (+7),
Knowledge (the supernatural) 7 (+7),
Notice 7 (+7), Search 7 (+7), Stealth 7
(+15)

Feats: Dual Strike^B, Improved Initiative,
Move-by Action, Night Vision^B, Power^B

Traits: Breath Weapon, Darkvision 120 ft.,
Immune to Fire, Paralysis, and Sleep,
Powers (rank 7, Wis, save Difficulty 13,
Beast Link +8), Vulnerable to Cold

Combat: Attack +6 (+4 base, +0 Dex, +2
size), Damage +1 (bite) or Damage +0
(claw), Defense Dodge/Parry +6/ – (+4
base: +0 Dex, +2 size), Initiative +4

Saving Throws: Toughness +2 (+1 Con, +3
natural, –2 size), Fortitude +5 (+4 base,
+1 Con), Reflex +4 (+4 base, +0 Dex),
Will +4 (+4 base, +0 Wis)

Breath Weapon: 30-ft. line, damage +2 fire,
Reflex Difficulty 13 half; or 15-ft. cone,
sleep 3 rounds, Will Difficulty 13
negates.

CHAOS BEAST

Type: 8th Level Outsider (Extraplanar)

Size: Medium

Speed: 20 ft.

Abilities: Str +2, Dex +1, Con +1, Int 0, Wis

0, Cha 0

Skills: Climb 11 (+13), Escape Artist 11 (+12), Jump 11 (+13), Notice 11 (+11), Search 11 (+11), Stealth 11 (+12), Survival 11 (+11), Tumble 11 (+12)

Feats: Dodge Focus (×2), Improved Initiative

Traits: Corporeal Instability, Darkvision 60 ft., Immune to Critical Hits and Transformation, Supernatural Resistance 15

Combat: Attack +9 (+8 base, +1 Dex), Damage +3 (claw), Defense Dodge/Parry +11/ – (+8 base: +1 Dex, +2 feats), Initiative +5

Saving Throws: Toughness +5 (+1 Con, +5 natural), Fortitude +7 (+6 base, +1 Con), Reflex +7 (+6 base, +1 Dex), Will +6 (+6 base, +0 Wis)

Immunity to Transformation: No supernatural power can permanently affect or fix a chaos beast's form.

Corporeal Instability: A living creature struck by a chaos beast's claw attack must succeed on a Difficulty 15 Fortitude save or become a spongy amorphous mass, its shape melting, flowing, writhing, and boiling.

An affected creature is unable to hold or use any item. Clothing, armor, rings, and helmets become useless. Large items worn or carried – armor, backpacks, even shirts – hamper more than help, reducing the victim's Dexterity by 2. Soft or misshapen feet and legs reduce speed to 10 feet or one-quarter normal, whichever is less. Pain is such that the victim cannot act coherently and cannot cast spells or use magic items. It attacks blindly, attacking the nearest creature (–4 penalty to the attack, 1–10 miss on a d20).

Every two rounds, the amorphous state deals 1 point of Wisdom drain from the shock. If the Wisdom falls to –5, the creature becomes a chaos beast. A victim can regain its own shape by taking a standard action to attempt a Difficulty 15 Charisma check. A success reestablishes the form for 1 minute. On a failure, the victim can repeat this check

each round until successful.

A Difficulty 20 Cure power check removes the affliction.

ENRICHED ASSASSIN VINE

Type: 4th Level Plant

Size: Large

Speed: 5 ft.

Abilities: Str +5, Dex 0, Con +3, Int –, Wis +1, Cha –1

Feats: Improved Grab^B, Night Vision^B, Tough^B

Traits: Blindsight 30 ft., Camouflage, Constrict, Entangle, Immune to Electricity, Plant Traits, Resistance to Cold 4 and Fire 4

Combat: Attack +2 (+3 base, +0 Dex, –1 size), Damage +7 (slam or grapple), Defense Dodge/Parry +2/ – (+3 base: +0 Dex, –1 size), Initiative +0

Saving Throws: Toughness +9 (+3 Con, +1 feat, +3 natural, +2 size), Fortitude +7 (+4 base, +3 Con), Reflex +1 (+1 base, +0 Dex), Will +1 (+1 base, +1 Wis)

Blindsight: Assassin vines have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

Camouflage: It requires a Difficulty 20 Knowledge (life sciences), Notice, or Survival check to identify an assassin vine for what it is.

Entangle: An assassin vine can animate plants within 30 feet of itself as a free action to entangle its opponents. The effect lasts until the vine dies or decides to end it (a free action). The ability is otherwise similar to the entangling effect described in the plant growth feature of the Plant Shaping supernatural power (rank 7, Wis, save Difficulty 13, Plant Shaping +8).

MIMIC

Type: 7th Level Aberration (Shapechanger)
Size: Large
Speed: 10 ft.
Abilities: Str +4, Dex +1, Con +3, Int 0, Wis +1, Cha 0
Skills: Climb 7 (+11), Disguise 8 (+16), Notice 9 (+10)
Feats: Attack Focus (slam), Lightning Reflexes, Skill Training
Traits: Adhesive, Crush, Darkvision 60 ft., Immune to Acid, Mimic Shape
Combat: Attack +5 (+5 base, +1 Dex, -1 size) or Attack +6 (slam), Damage +7 (slam), Defense Dodge/Parry +5/ - (+5 base: +1 Dex, -1 size), Initiative +1
Saving Throws: Toughness +7 (+3 Con, +2 natural, +2 size), Fortitude +5 (+2 base, +3 Con), Reflex +5 (+2 base, +1 Dex, +2 feat), Will +6 (+5 base, +1 Wis)

Adhesive: A mimic automatically grapples any creature it hits with a slam attack. Opponents so grappled cannot get free while the mimic is alive without removing the adhesive first.

A weapon that strikes the mimic is stuck fast unless the wielder succeeds on a Difficulty 16 Reflex save. A successful Difficulty 16 Strength is needed to pry a stuck weapon free.

Strong alcohol dissolves the adhesive, but the mimic may still grapple normally. A mimic can dissolve its adhesive at will, and the substance breaks down 5 rounds after the mimic dies.

Crush: A mimic deals +7 damage with a successful grapple check.

Mimic Shape: A mimic can assume the general shape of any object that fills roughly 150 cubic feet such as a massive chest, a stout bed, or a wide door frame. The creature cannot substantially alter its size. A mimic's body is hard and has a rough texture, no matter what appearance it presents. Anyone who examines the mimic can detect the ruse with a successful Notice check against the mimic's Disguise check.

OOZE MEPHIT

Type: 3rd Level Outsider (Extraplanar, Water)
Size: Small
Speed: 30 ft., fly 40 ft. (average), swim 30 ft.
Abilities: Str +2, Dex 0, Con +1, Int -2, Wis 0, Cha +2
Skills: Bluff 6 (+8), Diplomacy 6 (+8), Escape Artist 6 (+6), Notice 6 (+6), Stealth 6 (+10), Swim 0 (+10)
Feats: Power Attack, Tough
Traits: Acid Arrow, Breath Weapon, Damage Reduction 2/supernatural, Darkvision 60 ft., Fast Healing, Stinking Cloud, Summon Mephit
Combat: Attack +4 (+3 base, +0 Dex, +1 size), Damage +3 (claws), Defense Dodge/Parry +4/ - (+3 base: +0 Dex, +1 size), Initiative +0
Saving Throws: Toughness +6 (+1 Con, +1 feat, +5 natural, -1 size), Fortitude +4 (+3 base, +1 Con), Reflex +3 (+3 base, +0 Dex), Will +3 (+3 base, +0 Wis)

Acid Arrow: Once per hour, an ooze mephit may make a special attack to lob a stream of acid against a single target within 400 feet. If it hits the target, it deals +2 damage (acid).

Breath Weapon: 10-ft. cone, 1/2 rounds, +1 damage (acid) plus -4 Defense and -2 attack for 3 rounds. Reflex Difficulty 13 halves damage.

Fast Healing: So long as an ooze mephit is in contact with mud or water, it may make a recovery roll every minute.

Stinking Cloud: Once per day, an ooze mephit may spew a foul-smelling cloud centered on itself. All creatures within 20 feet must succeed on a Difficulty 15 Fortitude save or be sickened for as long as they remain in the area and for 2 rounds after. Ooze mephits are immune to this ability.

Summon Mephit: Once per day, an ooze mephit may summon another ooze mephit if it rolls a 16 or better on a roll of a d20.

PHASM

Type: 15th Level Aberration (Shapechanger)

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +2, Con +2, Int +3, Wis +2, Cha +2

Skills: Bluff 18 (+19), Diplomacy 18 (+20), Disguise 18 (+20), Notice 18 (+23), Survival 18 (+20)

Feats: Blind-Fight, Dodge Focus (×3), Improved Initiative, Skill Focus (Notice)

Traits: Alternate Form, Immune to Paralysis, Poison, Sleep, Stun, and Critical Hits, Resilient, Scent, Telepathy 100 ft., Tremorsense 60 ft.,

Combat: Attack +13 (+11 base, +2 Dex), Damage +2 (slam), Defense Dodge/Parry +16/– (+11 base: +2 Dex, +3 feats), Initiative +6

Saving Throws: Toughness +7 (+2 Con, +5 natural), Fortitude +11 (+5 base, +2 Con, +4 Resilient), Reflex +11 (+5 base, +2 Dex, +4 Resilient), Will +11 (+9 base, +2 Wis)

Alternate Form: A phasm can assume any form of Large size or smaller as a standard action. A phasm can remain in its alternate form until it chooses to assume a new one or return to its natural form.

Resilient: A phasm has a +4 racial bonus on Fortitude and Reflex saves (included).

ROT MONSTER

Type: 3rd Level Aberration

Size: Small

Speed: 40 ft.

Abilities: Str 0, Dex +3, Con +1, Int –4, Wis +1, Cha –1

Skills: Notice 6 (+10)

Feats: Skill Focus (Notice), Track

Traits: Darkvision 60 ft., Rot

Combat: Attack +6 (+2 base, +3 Dex, +1 size), Damage rot (antennae), Defense Dodge/Parry +6/– (+2 base: +3 Dex, +1 size), Initiative +3

Saving Throws: Toughness +4 (+1 Con, +4 natural, –1 size), Fortitude +2 (+1 base, +1 Con), Reflex +4 (+1 base, +3 Dex),

Will +4 (+3 base, +1 Wis)

Rot: A rot monster that makes a successful attack with its antennae causes nonliving plant matter to decompose into a fine, dry compost. The touch can destroy up to a 2-foot cube of wood, leaves, plant-based cloth (cotton and linen, for example, but not wool, leather, or silk), and so on. Supernatural items are not affected by this ability.

A mundane wooden weapon that deals damage to a rot monster decomposes immediately. Stone and metal weapons are not affected, but their wooden handles and hafts are.

SHADOW

Type: 3rd Level Undead (Incorporeal)

Size: Medium

Speed: Fly 40 ft. (good)

Abilities: Str –, Dex +2, Con –, Int –3, Wis +1, Cha +1

Skills: Notice 6 (+9), Search 6 (+10), Stealth 6 (+8)*

Feats: Dodge Focus, Skill Focus (Notice)

Traits: Create Spawn, Darkvision 60 ft., Strength Damage, Undead Traits

Combat: Attack +3 (+1 base, +2 Dex), Damage 1 Str (touch), Defense Dodge/Parry +4/– (+1 base: +2 Dex, +1 feat), Initiative +2

Saving Throws: Toughness +1 (+0 Con, +1 undead), Fortitude +1 (+1 base, +0 Con), Reflex +3 (+1 base, +2 Dex), Will +4 (+3 base, +1 Wis)

Create Spawn: A creature slain by a shadow rises as a new shadow after 2 rounds. It retains none of its statistics.

Strength Damage: A living creature touched by a shadow takes 1 point of Strength damage. A creature reduced to –5 Strength by this attack dies.

Skills: A shadow gains a +2 bonus to Notice checks and a +4 bonus to Search checks. *A shadow in areas of shadowy illumination gains a +4 bonus to Stealth checks. In areas of bright light, it takes a –4 penalty to Stealth checks.

GREATER SHADOW

Type: 9th Level Undead (Incorporeal)
Size: Medium
Speed: Fly 40 ft. (good)
Abilities: Str —, Dex +2, Con —, Int -3, Wis +1, Cha +2
Skills: Notice 12 (+18), Search 12 (+13), Stealth 12 (+14)*
Feats: Dodge Focus (×2), Move-by Action, Skill Focus (Notice)
Traits: Create Spawn, Darkvision 60 ft., Strength Damage, Undead Traits
Combat: Attack +6 (+4 base, +2 Dex), Damage 2 Str, Defense Dodge/Parry +8/ — (+4 base: +2 Dex, +2 feats), Initiative +2
Saving Throws: Toughness +4 (+0 Con, +4 undead), Fortitude +3 (+3 base, +0 Con), Reflex +5 (+3 base, +2 Dex), Will +7 (+6 base, +1 Wis)

Traps

ACID ARROW TRAP

Search Difficulty 27; **Type** Supernatural;
Reset No reset; **Trigger** Open door;
Attack +2, **Damage** +2 acid damage for two rounds; **Disarm** Disable Device Difficulty 27; **Bypass** Key

BESTOW CURSE TRAP

Search Difficulty 28; **Type** Supernatural;
Reset Lock Door; **Trigger** Open Door;
Effect impose a -4 penalty on attacks, saves, and checks, Will Difficulty 14 negates; **Disarm** Disable Device Difficulty 28; **Bypass** Key

BLACK TENTACLES TRAP

Search Difficulty 29; **Type** Supernatural;
Reset Lock Door; **Trigger** Open Door;
Attack +7; **Damage** +6; **Targets** Multiple (up to three tentacles per target in each of four adjacent 5-ft. squares); **Disarm** Disable Device Difficulty 29; **Bypass** Masters' Key

BUILT-TO-COLLAPSE WALL

Search Difficulty 22; **Type** Mechanical;
Reset No reset; **Trigger** Location; **Attack** +20; **Damage** +4; **Targets** multiple (all targets in the first 5-ft.-by-10-ft. area of the hall); **Disarm** Disable Device Difficulty 22

BURNING HANDS TRAP

Search Difficulty 26; **Type** Supernatural;
Reset No reset; **Trigger** Open door;
Damage +5 fire, Reflex Difficulty 11 half; **Disarm** Disable Device Difficulty 11; **Bypass** Key

DAMAGED LIGHTNING BOLT TRAP

Search Difficulty 28; **Type** Supernatural;
Reset No reset; **Trigger** Open Door;
Damage +4 electricity, Difficulty 14 Reflex half; **Targets** all creatures within 5 feet; **Disarm** Disable Device Difficulty 28

DOMINATE PERSON TRAP

Search Difficulty 30; **Type** Supernatural;
Reset Lock door; **Trigger** Open door;
Effect as Mind Touch and Dominate
Power, Will Difficulty 17 negates;
Disarm Disable Device Difficulty 30;
Bypass Key

FIREBALL TRAP

Search Difficulty 28; **Type** Supernatural;
Reset Lock door; **Trigger** Open door;
Damage +16 fire, Difficulty 14 Reflex
halves; **Targets** all creatures within 20
ft.; **Disarm** Disable Device Difficulty 28;
Bypass Key

FUSILLADE OF SPEARS

Search Difficulty 22; **Type** Mechanical;
Reset No reset; **Trigger** Location; **Attack**
+20; **Damage** +3; **Targets** multiple (2
spears per target in a 5-ft.-by-10-ft. area);
Disarm Disable Device Difficulty 22

GLYPH OF WARDING (BLAST) TRAP

Search Difficulty 28; **Type** Supernatural;
Reset Lock Door; **Trigger** Open Door;
Damage +6 acid, Difficulty 14 Reflex
halves; **Targets** all within 5 ft.; **Disarm**
Disable Device Difficulty 28; **Bypass**
Key

HAIL OF NEEDLES

Search Difficulty 22; **Type** Mechanical;
Reset No reset; **Trigger** Location; **Attack**
+20; **Damage** +2; **Disarm** Disable Device
Difficulty 22

MAXIMIZED MAGIC MISSILE TRAP

Search Difficulty 29; **Type** Supernatural;
Reset Lock door; **Trigger** Open door;
Damage +15; **Disarm** Disable Device
Difficulty 29; **Bypass** Key

PHANTASMAL KILLER TRAP

Search Difficulty 29; **Type** Supernatural;
Reset Lock Door; **Trigger** Open Door;
Effect target becomes dying, Difficulty
16 Fortitude negates; **Disarm** Disable
Device Difficulty 29; **Bypass** Key

PIT TRAP

Search Difficulty 20; **Type** Mechanical;
Reset Manual (unless stone blocks trap
is also triggered); **Trigger** Location;
Effect fall 60 ft.; **Damage** +12; Reflex
Difficulty 20 negates; **Disarm** Disable
Device Difficulty 20

SHOCKING GRASP TRAP

Search Difficulty 26; **Type** Supernatural;
Reset Lock door; **Trigger** Open door;
Attack +5; **Damage** +10 energy; **Disarm**
Disable Device Difficulty 26; **Bypass**
Key

STINKING CLOUD TRAP

Search Difficulty 28; **Type** Supernatural;
Reset No reset; **Trigger** Open Door;
Effect Nauseates for 5 rounds, Difficulty
14 negates; **Targets** All creatures within
20 ft.; **Disarm** Disable Device Difficulty
28; **Bypass** Key

STONE BLOCKS FROM CEILING

Search Difficulty 25; **Type** Mechanical;
Reset No reset; **Trigger** Location; **Attack**
+10; **Damage** +8; **Disarm** Disable Device
Difficulty 20

Supernatural Items

Antimagic Scarab

By depressing a cunningly concealed button on the bottom of the scarab, the item emits a

field out to 30 feet that automatically suppresses any supernatural powers, effects, or abilities. The field remains active for 2 hours at a time, and may be used up to three times per day.