

Altar of Zealotry
Trap

Level 15 Lurker
XP 1,200

The altar ahead appears twisted and evil, and it radiates a disturbing feeling of maliciousness and dread.

Trap: Taking the form of a large altar devoted to a dread god, this shrine attempts to dominate those who approach it. The trigger area is the entire shrine. It draws its energy from living creatures not devoted to its deity, and functions only as long as such creatures are within the shrine.

Perception

No check is necessary to notice the trap.

Additional Skill: Religion

☒ DC 27: The character recognizes the nature of the altar

Initiative +6

Trigger

When characters enter the area, the trap activates and rolls initiative. The trap continues its attacks until no living unbelievers remain in the area.

Attack

Standard Action

Ranged sight

Targets: A random creature not wearing the holy symbol of the deity it is dedicated to

Attack: +19 vs. Will

Hit: Target is dominated (save ends)

Aftereffect: Target is dazed (save ends).

Countermeasures

☒ A character can attack the altar (AC 26, other defenses 24; hp 125; resist 10 all). Destroying the altar disables the trap.

Upgrade to Elite (2,400 XP)

☒ The altar can attack twice each round.