Tomb Encounter

Traps

1. Ballista. The third tile in will depress launching one Arrow at the party. DC 25 Reflex will avoid the shot. It has Thundering on it. 3d8 + 6/17-20 + 1d8 and DC 14 will to avoid permanent deafness. Disabling gives 300xp.
2. Lever: When pulled the lever drops a fireball gem.
3. Rolling Boulders chase the party out of the passage as they leave room 10. If the party broke the wall in room 2 they may escape with a DC 15 acrobatics check for no damage.

Rooms

1. Fusion Room - This is the only room the party can reach. It has no door. In its center is a large contraption that has two metal arms curving from a central base and connecting to opposite ends of a sphere. The contraption is set on a circular dais that has poles jutting out. On each wall holds a stone wheel at its center with four symbols spaced evenly around the perimeter and a unique symbol in the center. A DC 30 History check will allow the party to identify them. There is also a large lever that lowers towards the wall its facing on the dais. It lines up with troughs leading from the center to the disks on the wall. The symbols for each wall are as follows (going clockwise from the topmost symbol):

North Wall - Heat, Heat, Earth, Earth/Center: Magma
South Wall - Air, Cold, Air, Cold/Center: Blizzard
East Wall - Air, Air, Heat, Heat/Center: Flame
West Wall - Cold, Earth, Cold, Earth/Center: Permafrost

The dais may only be turned clockwise. When turned the arms come down splitting the sphere into two half spheres and lowering them until the arms are horizontal. This takes one full rotation of the dais, and when finished a large square button pops out of the contraption on the opposite side from the lever. As the dais turns the wheels on the wall also turn by the same degrees. The center of each half sphere has a 6’ by 6’ by 3’ depression in the center. The first time the crew does this the side facing a wheel with cold on the top has a frost cube in it. When the button is pushed turning the dais ninety degrees will cause the arms to slam together. Neither the stone wheels nor the arms rotate with the dais in this case. When a cube of two different types is placed in the halves and combined in this way they create a new cube of the two elements. When the same cube is put in both sides and combined they remain separated but unleash double their normal fall damage to anyone in the room. When a combined cube is put in one end and the mechanism is closed it breaks into its two elements. When a combined cube is mixed with anything else each element the cubes represent is unleashed. The lever may only be depressed when it is facing a wheel. When done neither the lever nor the wheel it’s pointing to rotates with the dais.
XP Rewards:
Figuring out placing the stones in separate halves and slamming it shut: 1,000xp .
Figuring out that the elements on the walls have to match 2,500 xp .
Anyone participating gets 300 xp
2. Moving Wall Room - At the left end of this long room is a spiked wall while right across from the door is a gold tool resembling a wedge with a slight hook extending down from the right angle sitting on a pedestal. On the wall to the right are more spikes spaced to accommodate those on the moving side. When the tool is taken metal bars crash down blocking the exit and the wall begins moving towards those inside. Wedging the tool into the moving wall at the floor will stop and destroy the wall leaving only a frame coming at the party. Using it on either wall will destroy the wall. A DC 12 acrobatics check will allow a character to jump out the hole this has created. Behind the moving wall is a frost cube.
The eastern wall has a crack in it that reveals a lighted chamber on the other side.
XP Rewards
Figuring out how to use the wedge: 2,500xp .
3. Brass Men - This room is devoid of everything except two minor brass men standing guard on each side of the corner opposite from the door. In between them is an Earth Cube. Movement within twenty feet of the cube activates the Brass Men who attack. Returning the cube and leaving the room resets them.
4. Wind Room - At the end of this room is a stone face with its mouth opened wide, emitting an incredibly powerful wind. Any character on the ground in the wind has their move speed modified by -40ft in the direction of the wind whereas any character in the air has it modified by -80ft. The wind also gives a -10 to all acrobatics checks. A characters first move action must be to fight against the wind or they will be pushed back but they may make a five foot step in any direction after that. If a thwomp lifts, subjecting a character to the wind, they may make a DC 20 Acrobatics check to dive into an adjoining square.
Five ft by five foot by ten foot Thwomps will drop in a pattern that blocks the wind for fifteen feet behind them. Each row to the side of the face out for two squares is not affected by the wind. Each Thwomp drops on specific rounds in a repeating sequence:

Round 1) 2, 4, 6
Round 2) 1, 2, 6
Round 3) 2, 3, 5
Round 4) 3, 4, 5

Any character occupying a Thwomp’s square when the Thwomp comes down receives a DC 18 Reflex save (with a -5 penalty if in wind). Failure results in a pancake shaped character. They are Dead, Dead, Dead and they lose their stuff too. Once a character makes it to the side of the face it is a DC 12 strength check to brace themselves and reach around to remove the cube.

Alternately a blanket can be thrown over the vent at the back of the room to cut the air gust down to a level that only lowers movement by -5 on the ground and -10 in the air. Doing so is worth 1 Hero Point. Attempting to do so by throwing the blanket at the vent is a DC 30 ranged touch attack. If failed the blanket still hits the vent but is crumbled enough that it makes no discernible difference. Spreading the blanket over the grate manually is a DC 15 Str Check but removes the check to remove the cube from the face.

Xp Rewards:
Figuring out using the Thwomps to move: 500xp .
Figuring out the pattern to negotiate the Thwomps 1,500xp .
Figuring out covering the grate: 2,500 xp .
5. This room has a pedestal in its center containing an acid cube and a pillar five feet from each corner (and the walls). There are 3 gates on the west wall. When the Acid Cube is removed one of these opens emitting 3 Tomb Scarabs and the entrance is blocked by steel bars. 3 rounds later another door opens emitting another 3 Tomb Scarabs, and 2 rounds later the last door opens emitting another 3 Tomb Scarabs. Once the scarabs are destroyed an anti-magic field activates. Behind each door that opened there is a lever. Each lever opens and closes some doors (the entrance is door 4):
1st Lever - Opens 1 and 2. Closes 3 and 4.
2nd Lever - Opens 1 and 4. Closes 2, and 3.
3rd Lever - Opens 3 and 4. Closes 1 and 2.
This room also has a statue of a silver dragon’s head made out of silver coming from the wall. Inserting a frost cube in it will cause it to emit a 6d6 cone of cold as the Silver Dragon’s breath weapon. When the cloud of frost disappears the dragons head is gone revealing another room.
XP Rewards:
Figuring out the pattern to free the group: 1,800 xp. Split with everyone who participates.
6. This room has several visages of each dragon on it. Each is opposed by its opposite aligned counterpart. In it’s center is a pedestal with a fire cube locked inside. Around it are 7 symbols, and over it is a long arrow with the fire symbol on it. There are two buttons. One moves the arrow three notches while the other moves it four. All movement is clockwise. The necessary symbols are the other elements at the 1,3 and 4 positions. When the symbol the arrow points at either glows red and emits heat or becomes inert, whichever is opposite of its previous state. When the correct symbols are lit the face with the red dragon and gold dragon breath fire. When they finish a fire cube is floating where their breath intersected.
XP Rewards
Figuring out the pattern: 1,800 xp . Spread among those that help.
7. This room has four statues of soldiers. Each has a lever in front of it. Whenever the lever is pulled the statue in front of it and to each side rotate 90 degrees clockwise. A mural on the back wall shows four soldier in 2 groups of 2. Each group has the soldiers oriented with their backs together. When the statues reflect this a piece of the western wall falls away revealing an electric cube.
This room has a Statue of a copper dragon’s head made from the material. When an acid cube is placed in it’s mouth it deals 6d6 acid damage in a 60 ft line. When this line hits the opposite wall it disintegrates that five foot section revealing a wall behind.
XP Rewards
2,400 xp per participant.
8. This room has a four by four mosaic of the pictographic representations of the four main elements of the tomb made out of square blocks in a pattern. The bottom right pictograph is missing several blocks which are lying on the floor. There is a pedestal in the center of the room with a button on it. Clicking the button has one of two affects depending on the state of the mosaic. Correctly assembling the blocks causes a panel in the roof to disappear dropping a frost cube to the ground. Incorrectly assembling the cubes causes the ceiling to disappear, dropping a succession of increasingly difficult monsters for each failed attempt. First it drops three Tomb Scarabs. Then it drops 3 Brass Men. Lastly it drops a Red Reaver. If the group survives the Reaver the ceiling opens revealing a frost cube.
XP Rewards:
Figuring out the pattern of elements: 1,500 xp .
Figuring out that the rotation is based on the previous alignment and the element above: 1,000xp .
9. This room has a statue of a Bronze Dragon’s head made out of the material in the south east corner. When the electric cube is placed in its mouth it breathes a 60 foot line of electricity dealing 6d6 electric damage, after which it emits a flash of blinding light and disappears, revealing a narrow passageway.
Fifteen feet in front of the dragons head is a button sitting on the ground. Stepping on this button lowers a cage from the center of the ceiling that contains a frost cube. Stepping off the button raises the cage back to the ceiling. This room has an anti-magic field permeating it.
10. This room is filled with an anti-magic field that stops an inch above the ground. Every five foot square has a symbol corresponding to those found in room one. Stepping on the wrong symbol will cause the ground to give way revealing an empty space that appears infinite. In reality there is a pocket dimension that has no magic below the floor. The pocket dimension is a void. At the end of the path is an Air Cube.
XP Rewards:
Figuring out the tiles correspond to directions based on the symbols on the wheels in the first room: 1,000xp .
Figuring out the path 500xp .
Getting the Air cube back to the side: +1 Con +1 Wis .

Walls

Each wall does 3d6 + 11 damage of each element it contains to anyone who passes through or touches them. Each has a 6’ by 6’ by 6’ cube indent in it’s center. If a cube of the contravening element or energy type is placed in this slot the wall is dispelled. If combinable elements are added to the wall they change the makeup of the wall making it difficult to dispel and increasing its damage. If an element is repelled the cube bursts its damage as if it had been dropped. All reflex saves work off the save for dropping the cube.

1. Fire Wall - Frost dispels. Other elements interact as follows
Earth - Creates a wall of magma dealing 3d6 + 11 earth and fire damage
Air - Creates a firestorm dealing 3d6 air and fire damage and radiating half damage at range 10.
Electricity - Heat lightning wall deals damage of both element types and emits 3d6 + 11 lightning to anyone within 10 feet. Reflex 26 for half
Acid - Repelled
Heat - The wall emits gouts of fire at anyone within 10 ft. Reflex for half damage.
2. Thunder Storm - This is a combination of water and electricity and requires air and Earth (sandstorm) cube to dispel.
Air - Removes water leaving lightning.
Earth - Removes electricity creating a wall of fire.
Frost - Is repelled.
Electricity - lightning now arcs out of the wall dealing 3d6 + 11 damage. Reflex for half damage.
Heat - Creates and electrified steam wall dealing 3d6 + 11 damage of each element.
Acid - Creates an acid storm that rains horizontally to ten feet dealing 1d6 + 4 damage for each element.
3. Ice Wall - Made of Frost and Water. A firestorm cube (fire and air) dispels.
Earth - Repelled
Air - Repelled
Electricity - Repelled
Frost - The wall thickens dealing 3d6 cold damage to anyone within 10 feet. Fort for half
Heat - Removes frost turning the wall into a wall of water.
Acid - Repelled
4. Steam Wall - Made of water and heat. A blizzard cube (frost and air) dispels.
Earth - Repelled
Air - Removes water leaving a wall of fire
Electricity - Creates an electrified steam wall dealing 3d6 +11 damage for each element. Reflex for half.
Frost - Repelled
Heat - Heat damage increases to 6d6 + 22. Anyone entering ten feet takes 3d6 + 11 Heat Damage.
Acid - Creates and acid vent increasing damage of the wall. The wall rains acid horizontally out to 10 feet dealing 1d6 + 4 damage to anyone in range.

Elemental Cubes

All elemental cubes deal 3d6 + 11 damage per element when dropped and have a reflex save of DC 26 for half damage when dropped. Damage is done once every minute.

1. Frost - A frost cube deals 3d6 frost damage to anyone who touches it unprotected. If dropped it bursts for 3d6 + 11 frost damage with a radius of 10 feet. Reflex DC 26
2. Earth - If dropped an Earth cube causes an earthquake with a cmb of 32 to all creatures within a 15 foot radius.
3. Air - This cube is hard to hold requiring a Reflex check of 18 to actually grasp. Failure drops the cube causing all creatures to be blown back 15 feet. Any creature that encounters an object takes 3d6 + 11 damage.
4. Heat - A heat cube deals 3d6 + 11 heat damage to anyone who touches it unprotected. If dropped it bursts for 3d6 + 11 at a radius of 5 feet. Reflex DC 26 for half damage.
5. Electricity - An electric cube deals 3d6 electric damage to anyone holding it. Damage equaling a quarter of the holding creature’s health causes a DC 20 Will save to keep from dropping the cube. When dropped it deals 3d6 + 11 electric damage to anyone within a 10 foot radius with a DC 26 reflex for half.
6. Acid - An acid cube deals 3d6 damage to anyone holding it. When dropped it deals 3d6 + 11 acid damage at a radius of 15 ft. Reflex for half.
7. Steam - This cube is air and heat combined. It deals damage as a heat cube when held but when dropped deals both water and heat damage.
8. Sandstorm - This cube is air and earth combined. It is hard to hold requiring a dex of 18 to grasp. If dropped the cube deals 3d6 + 11 earth damage and knocks creatures back as the air cube.
9. Blizzard - This cube is frost and air combined. It requires a Reflex check of 18 to hold and deals 3d6 damage a minute to anyone holding it. When dropped it knocks creatures back as the air cube and deals 3d6 + 11 frost damage.
10. Acid Storm - This is electricity and acid. Deals 3d6 acid and electricity damage when held and when dropped deals full damage of both elements.
11. Heat Lightning - Heat and Lightning. Deals 3d6 damage of each when held and if this damage is 25% or more of holding creature’s total health it makes a DC 20 will save to avoid dropping it. When dropped deals drop damage for each element.

Random XP Bonuses:

Figuring out how to activate the first activated dragon: 500xp
Figuring out how to deactivate the first wall: 500xp

Intelligence Rewards:
Any character may gain a permanent bonus to their Int Modifier by solving enough puzzles.

Accumulated Puzzle XP Int Bonus

2,500 +1

5,000 +1

7,500 +1

10,000 +2

12,500+ +2