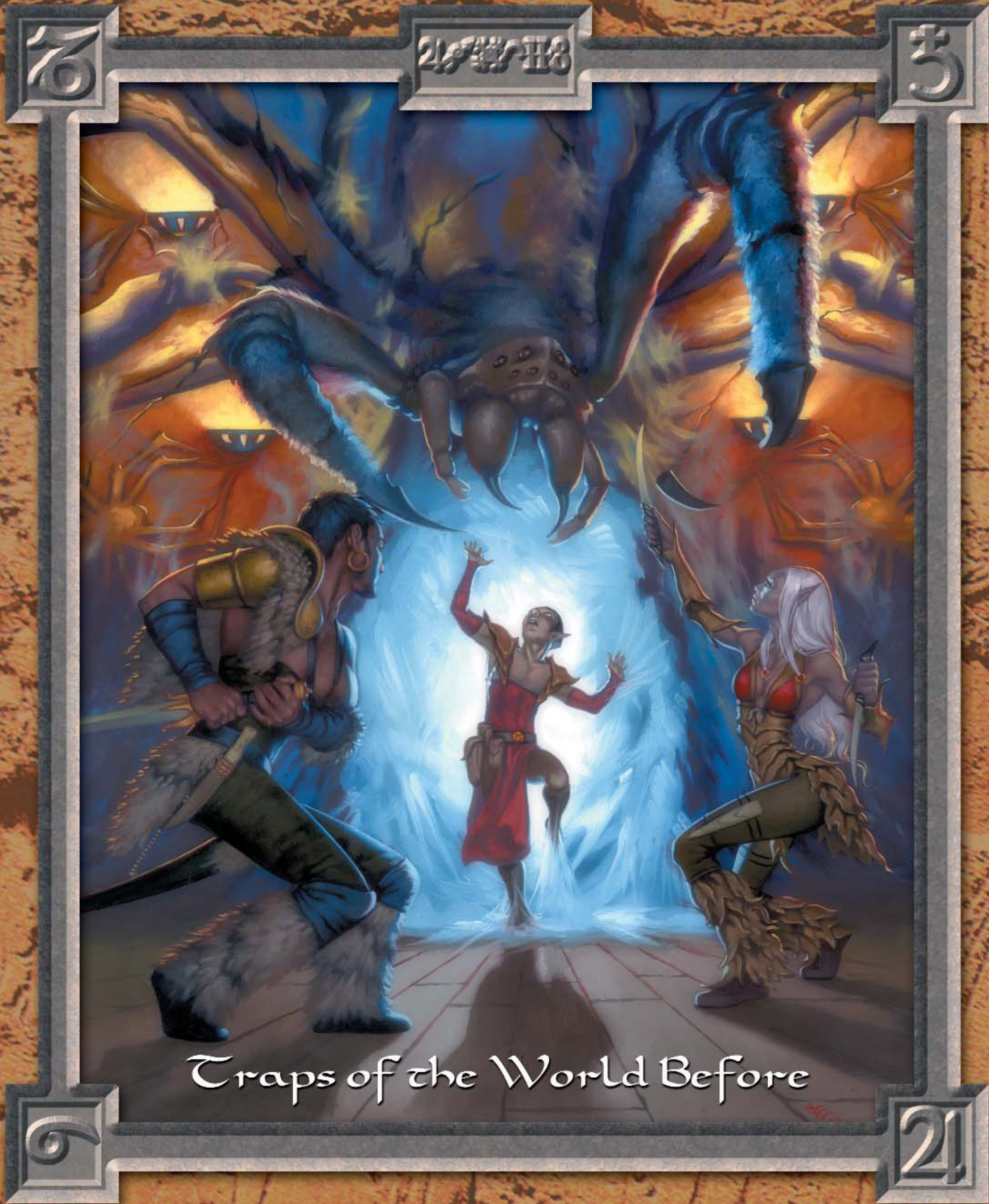


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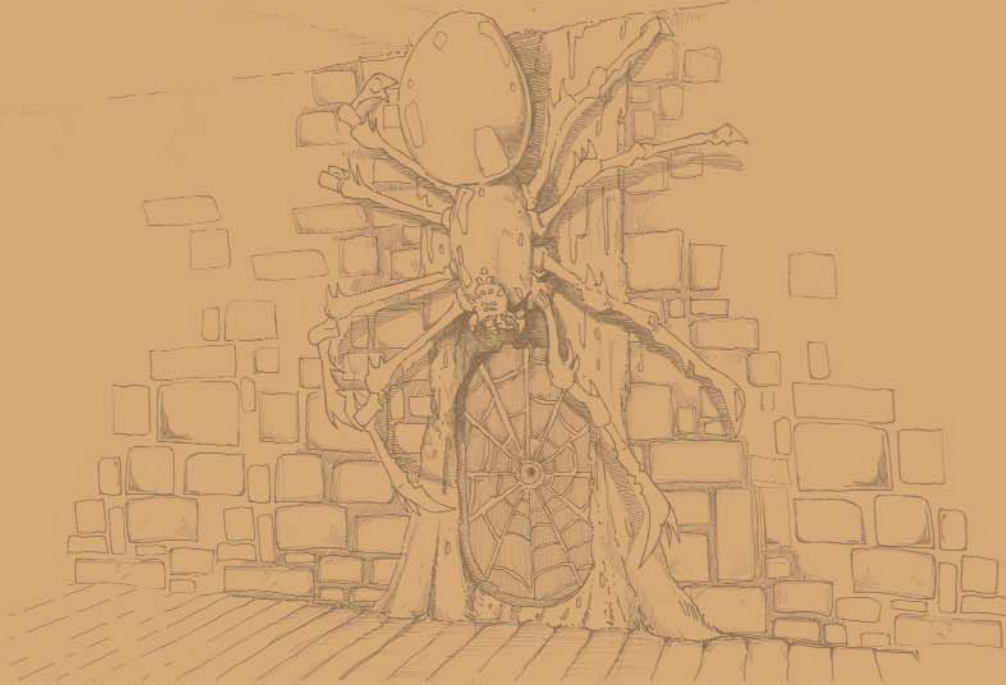
Traps of the World Before

LETHAL LEGACIES

\$17.99

Traps of the World Before

In the elder times, before the dawn of man or even the first birth of elves, an ancient civilization was widely distributed across the world. Now they are long gone, but they left behind a lethal legacy. Their tombs and ruins are filled with the deadliest of traps, many using techno-magical powers not understood by modern scholars. This handbook examines 60 of the devious, deadly traps left behind by this mysterious civilization, with complete d20 stats for each.



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Requires the use of the
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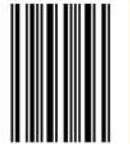
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Traps of the World Before

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INTRODUCTION

FROM THE DIARIES OF SAGE SERGI DEGAH

My headstrong grandson, Sergi DeGah III, shares my thirst for knowledge but in a different way. A born inventor, little Sergi spends more time securing the baron's endless treasure rooms with a variety of deadly traps than he does studying!

"Grandfather," he says, "In all your studies, why have you not written a book on the origin of traps? Wouldn't my traps be left as a testament to the baron's castle and the community around it? Wouldn't traps left behind from the world before also tell us of the civilizations and the people that built them?"

My grandson is, of course, correct. Arrogant, for sure, but correct! Understanding a civilization means analyzing that which was left for us to study. But we can also study that which is NOT left behind! For are not the traps of a past culture a protection against something that also existed in the past? And it is these traps and what they were built to keep away that gives us insight into the lethal legacies of the past.

The People of the World Before: There has been a great debate amongst sages about the peoples of the past. Some contend that ages ago we were but one race, one culture and one world. It was this race that spawned the humans, elves, dwarves and even goblins. As the great sage Nobu Aperion once said, "We are all descendants of history." Perhaps then too we are all descendants of the great race that once ruled the world.

But as a man of science and magic, I cannot merely speculate. To truly know, one must uncover evidence, cast divining spells and call forth the wisdom of one's gods. It was over my travels of the last seven or so decades that I did just that and came to the conclusions you now hold in your hands, dear reader.

From the traps left behind from the people of the world before (or as I call them, "the Beforers") two things become obvious:

1) The Beforers were a technologically advanced race capable of sophisticated woodcarving, metal forging, glass blowing, ceramic crafting, stone sculpting and shaping of materials that still confound us to this day.

2) The Beforers were adept wizards in their own right, employing powerful, permanent magic that has lasted centuries without fading.

These are two facts that are indisputable. Where the Beforers truly shine, however, is not in the individual achievements of the artisans that built the traps or the mages that wove their enchantments (although each contribution is not to be lightly dismissed). Instead, it is the combination of these two amazing powers that sets the Beforers head and shoulders above many of today's most lauded and sophisticated trap builders. (Even you little Sergi! Ha-ha!)

Here, then, are some of the lethal legacies of the world before.

TRAPS OF THE WORLD BEFORE

TRAP #1: THE GRAPE VINE

Appearance: Decorative.

Type: Magical, Plant.

Targets: Any.

Duration: This trap continues to function as long as the plants are in place.

Typical Placement: This trap is used as a portal between two far locations.

Description: Shofogo Island and the Beforer stronghold in the Northwoods are connected by magic portals that appears to be elven in nature. These two portals are related, but it took me many years to figure out how.

The Shofogo Island portal did not look like a doorway to me. When I first saw it, I concluded it was merely an interesting wall decoration. But when I saw the same decoration in the Northwoods, I became curious.

The portal is shaped like a black archway that's 10' wide and 15' high, but there is no visible door. Against the black of the archway is a delicate sculpture of a plant that begins at the base of the archway and rises to nearly meet at the top. From the bottom to the top of the sculpture, the plant gets increasingly barren and thin. The base of the sculpture begins in what resembles a pot. There is a flower at the apex of the archway.

If the pot is filled with water, the plant begins to grow and the flower begins to bloom. The vines grow