

# FORTUNE AND GLORY ARE WAITING FOR YOU

*The fabled Armor of The Tempest has long eluded scholars and treasure seekers alike, but not anymore. Legends speak of a wealth beyond imagining, as well as dangers too painful for words. As such, only the best can join in this hunt, only the most skilled have a chance at surviving. With a map in hand, the path is before me. The only question is whether or not you will be by my side to claim your share in the spoils.*

*If you believe yourself to have wit and experience enough to fend off death itself, come find me at The Helm's Home before week's end and prove yourself worthy to the task.*

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## MYSTERY

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## Armor of the Tempest Battle Map Trap Guide

Firstly, I would like to thank you for downloading this supplement. I hope you and your players enjoy playing it just as much as I enjoyed making it.

The story hook for this adventure is provided by Of Metal and Magic via one of their weekly posters (see above). Please check out their website - there is tons of useful info there, including more posters, tips and tricks to running games and much more!

You can find them via their website:

[www.ofmetalandmagic.com](http://www.ofmetalandmagic.com)

Before you proceed further, I'd like to warn you that this is not a full adventure. I omitted such things as stat blocks, loot, and lore, allowing you to fill in these blanks with whatever makes sense for your own campaign. Instead this is a guide for all of the traps that I designed the battle map with in mind. I also wanted to make this as system-agnostic and level-agnostic as possible, so you won't find any damage dice or any references to any particular monsters, rather generalizations of the types of things you could plug in to the various encounters. I did, however, include an asset for the rolling boulder encounter, the pit of spikes asset as well as a handout for players with a sketch of a map.



### AZTEC PYRAMID PUZZLE AND ENCOUNTER

This puzzle is meant to be an introduction to the flavor of the rest of the adventure. There is a death whistle on top of the pillar on top of the pyramid. The death whistle, when





blown, creates a sound that is similar to loud screaming - it is deafening and horrifying.

**Trap:** when the whistle is picked up, spirits of dead priests spring up and attack the players (you can use stats for ghosts, specters, wraiths or any other undead creature).

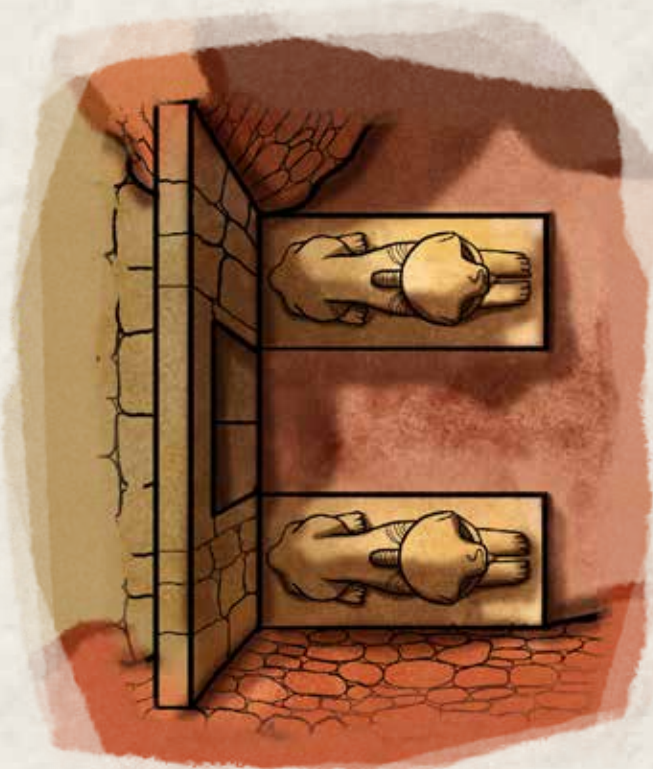
**Resolution:** one of the ways to dissipate the spirits would be to blow the death whistle. The death whistle is also the only thing that opens the Egyptian doors down South-West of the pyramid.

#### EGYPTIAN TREASURE PUZZLE

This part of the map contains a few clues as to how the players could solve the puzzle:

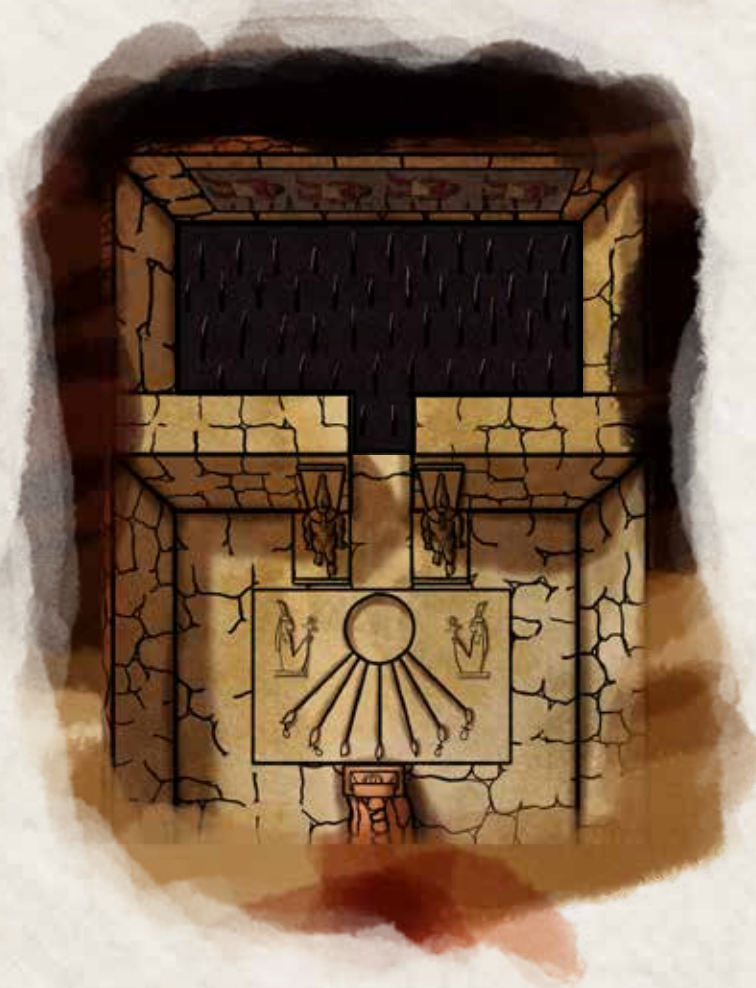
1. The symbol of Ankh is an Egyptian symbol for life.
2. The relief on the ground shows sun holding the symbols of Ankh - the sun gives life.
3. There is a further warning for those more perceptive - the back wall of the treasure room has a mural depicting a few people on top of a row of spikes.
4. The map handout for the players also has the above clues, to give the players a sense that there is something to be done in that room, given they are paying attention of course!

**Trap:** The chest in the middle of the treasure room is a trap. If it is simply open, the floor drops down from underneath the players feet and a pit of spikes opens up,



causing the players currently in the room to take a lot of damage. They then also have to figure out how to get out of the pit without hurting themselves even more in the process.

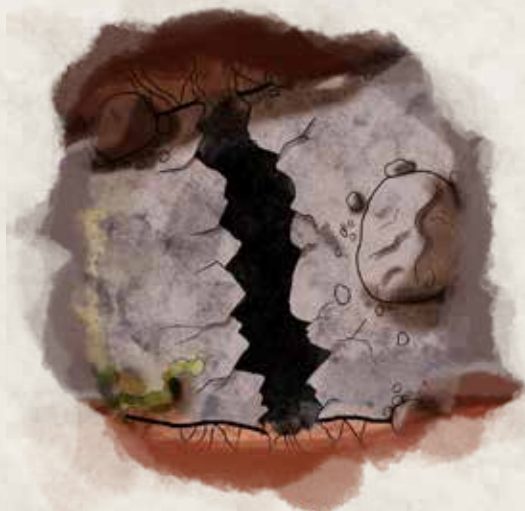




**Resolution:** All the players have to do is shine some light on the chest itself to disarm the trap.

#### THE WILDERNESS SECTION

This section does not contain any puzzles, however feel free to plug in your own. My thoughts for this section is that you could have an encounter here with some sort of a guardian(s) of this place - it could be anything from golems to fairies to wild creatures.

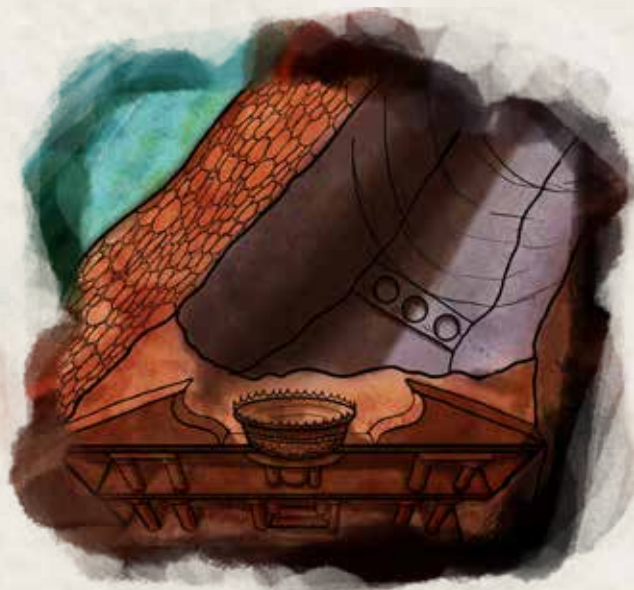


The section with the abrupt drop in the ground could also be an easy to medium jump check.

#### THE ROLLING BOULDER TRAP

This trap has an ominous warning for those who pay attention: the engraving on the ground will give them a clue what is coming ahead.

**Trap:** As soon as the players move in about 15-30 feet into the rounded tunnel, a giant round boulder (use the asset provided) will drop behind them, blocking their way out. It rolls towards them, and unless they can avoid the boulder, it will cause massive damage.



**Resolution:** The players can disable the trap by finding the large cavity where the boulder is stored above their heads if they roll high on their perception check. However, if they fail their perception checks, don't notice the warning on the ground and proceed into the depth of the tunnel, they can either use magic to teleport out of harm's way, 3 of them could possibly hide in the little nooks in the tunnel. If the players are fast, they can simply keep running down the tunnel to reach the final room of the adventure. The boulder will drop down into the rounded section marked on the map. If you want to be really mean to your players - the trap can



then be re-armed... and would be activated again on their way back out.

#### THE ARMOR OF THE TEMPEST TREASURE PUZZLE

This is the final room of the adventure. Here the players will find three chests with three different symbols on top of them. This is a pretty simple puzzle.

**Trap:** only one of the three chests contains *the Armor of the Tempest*. The other two chests are traps and will release a cloud of poison and / or poisoned darts respectively.

**Resolution:** all the players have to do is pay attention to their map sketch handout. There they will find the symbol that was given to the previous map owner by some locals. The symbol there is the same symbol that is on one of the chests. The chest with the symbol is the one that contains the treasure!



That's all folks! I really do hope that you enjoy all of the content that I was able to provide for you and that this system-agnostic approach is not too much of a pain for you. I would absolutely love to hear your feedback on this! Please feel free to reach out to me via Twitter: @DomilleW or Discord: Domille#7894

#### Credits

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