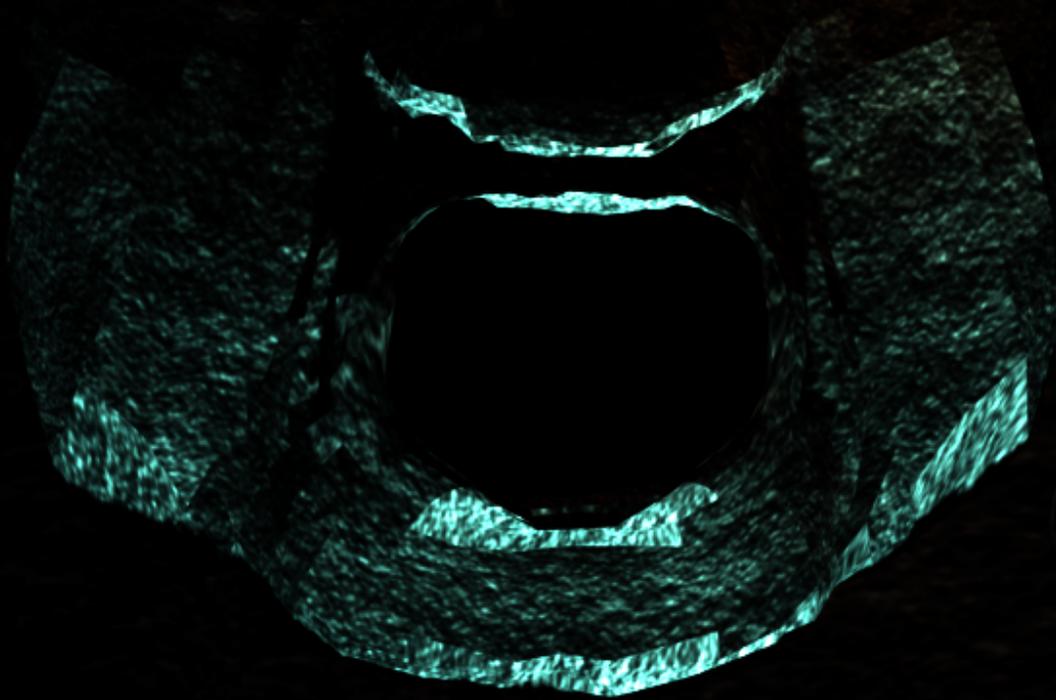


Handbook of Hazards: Dangerous Dungeon Deathtraps



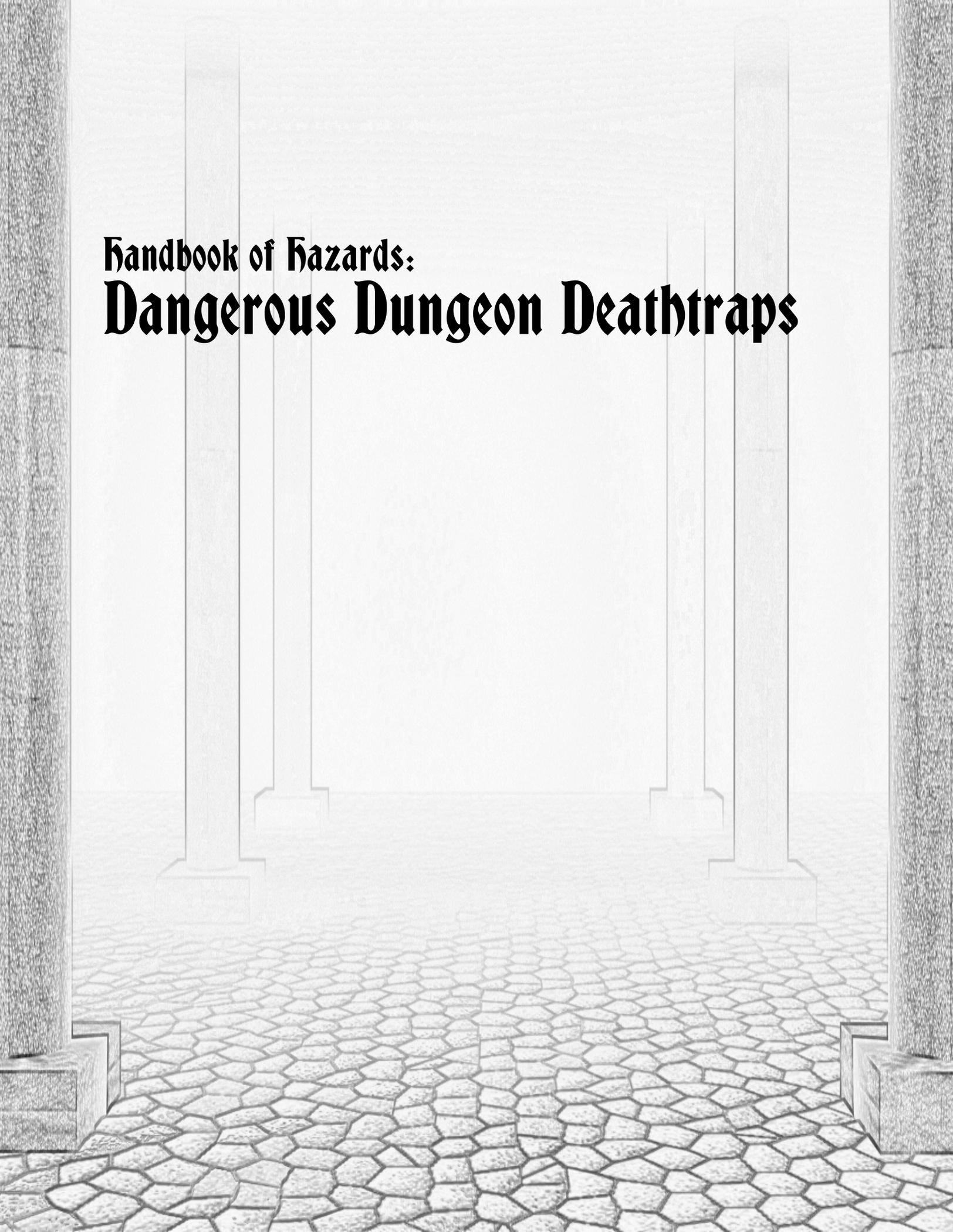
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Handbook of Hazards:
Dangerous Dungeon Deathtraps



Introduction



For better or worse, the 'straight combat' in which adversaries appear and attack until defeated is the most common type of encounter in tabletop RPGs. However, just as eating plain rice for every single meal will quickly get boring, so too will having every single encounter be a straight combat. Therefore, to help GMs add some spice to their games (variety being the spice of life), I have designed ten **dangerous dungeon deathtraps** for GMs to build off of or take inspiration from; a dungeon deathtrap being an encounter with the following features:

- ◆ It is located in a dungeon, cave, or other enclosed space that restricts movement.
- ◆ It has multiple interactive elements (usually some combination of terrain, hazards, and creatures).
- ◆ It operates over time. This is very important as it is not fun for players if their characters die before they can even act.
- ◆ It has a potentially high lethality (thus the death in the name).
- ◆ It has a win condition other than kill everything and take it's stuff. All the deathtraps in this book are designed as getting from the entrance to the exit, but any objective other than killing things will work.
- ◆ It can be bypassed using a combination of player and character skill.

A note on lethality: Most of the extreme encounters in this book will, speaking statistically, kill the majority of parties at the indicated level in about four to eight rounds. As this is usually not the intended result, care must be taken by GMs when running these encounters to ensure that they are a good fit for the group and the game. Most GMs will want to either modify the encounters or use them one to two levels later when they are significantly less deadly to the player characters.

Running Deathtraps

Here are some best practices for running dungeon deathtrap encounters:

- ◆ If you are a new GM or have new players: don't run a deathtrap right off the bat. Instead start small with partial deathtraps and work your way up to running a full scale deathtrap. Though the traps in this book are full featured, it is quite easy to remove elements to make them easier to run and more survivable.
 - ◆ For published encounters (like the ones in this book) sit down and read through the encounter before hand in its entirety. If possible, run through it with a sample party as many deathtraps have synergies that are not immediately obvious. Note any special rules you need to pay attention to such as suffocation, falling, etc. and note hazard triggers.
 - ◆ Know your players and adjust the danger level of the trap accordingly: if you have a bunch of players heavy into roleplaying with twenty page character backstories, you need to use deathtraps extremely sparingly; likewise a group of hardcore combat powergamers might need you to take it easy on them for a couple traps so they can get used to dealing with the different encounter dynamics present in a deathtrap.
 - ◆ Increase the number of utility consumables you give out as treasure: savior spikes, jade cats, dragon turtle scales, and utility spell scrolls are lifesavers in a deathtrap.
 - ◆ Always foreshadow death traps; never just spring them on PCs. This is usually done by describing the area in detail and pointing out interesting features (such as a large tarpit or skeletons). Failure to do this will result in things like characters tapping every five feet with a 10' pole and running livestock ahead of the party to check for traps.
 - ◆ Remember that characters get a chance to detect hazards that don't list a proficiency rank even if they are not searching.
 - ◆ When a character detects a hazard or creature, only narrate what they perceive not what the hazard/creature is or how it oper-
- 



ates. For example: “there are hairline cracks in the stone, barely visible, that form a square about a foot across, you think it’s some kind of pressure plate,” instead of “you found an arrow trap”. Let the players use their smarts and their characters’ skills (usually through Recall Knowledge) to figure out what the hazard does/creature is.

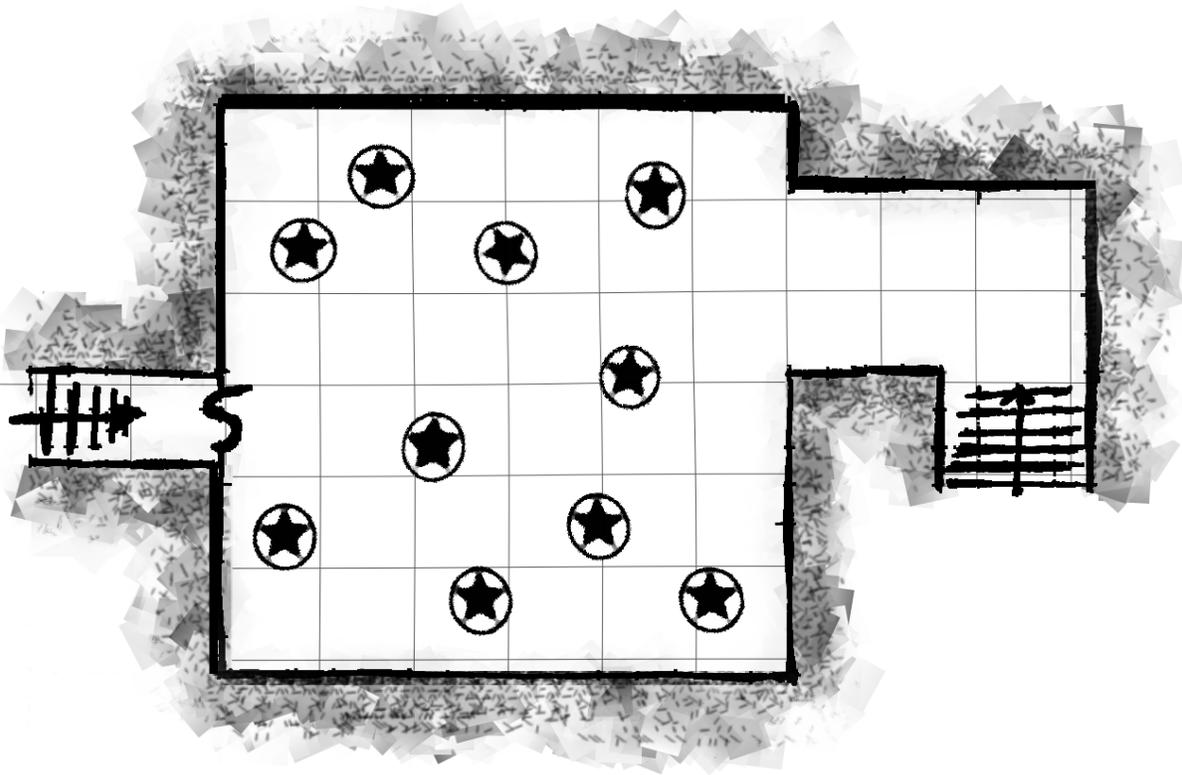
- ◆ Use common sense when determining how to disarm a hazard. Just as characters can’t (usually) pick a lock from across a room, they most likely need to do some setup (even if only moving to the correct position) before attempting to disarm a hazard.
- ◆ It is impossible to list everything that your players can think of in a hazards entry. If your players come up with a clever way to disarm a hazard that should work – let it, or at least let them roll for it (if it needs a DC use a value listed in the disarm entry for a base).
- ◆ Similarly, if a PCs has an ability (such as the Steady Balance feat) that you think should work in a situation, let it, even if it is not explicitly listed.
- ◆ It is very common for GMs used to other D20 based systems to reflexively try and shut down anything players do to make upcoming encounters easier. **Don’t.** Let the PCs be awesome and if they figure out a way around a deathtrap, let them do it!
- ◆ Likewise some players have been trained to not even try to get advantages prior to encounters (“You wait until the hill giant is sleeping and slit his throat? Well now he has a bunch of orc buddies to prevent you from doing that!”). Let them know that it is okay to try gain advantages through exploring.
- ◆ Players may lock-up when confronted with a deathtrap and be unable to decide upon a course of action. Don’t punish them for this! Give them a minute to figure something out and if they can’t, suggest that they can always use actions like Seek, Recall Knowledge, and Delay. Also, it is very tempting, but try not to coach them through the trap by offering specific suggestions.

Designing Deathtraps

If you want to design your own deathtraps, here is the procedure I used to make the ones in this book:

- ◆ First find inspiration. It could be anything – old cartoon shows from the eighties, video games, or Paizo adventure paths. (The traps in this book were inspired in part by the *Serpent’s Skull* and *Kingmaker* adventure paths from Paizo, the *Quest for Glory* series of video games from Sierra, the massively underrated *Ultima Underworld* series of video games by Looking Glass Studios, and the *Forensic Files* tv series).
- ◆ Based on the inspiration, figure out a basic room layout and add two interactive elements such as hazards or monsters.
- ◆ Look for synergies between the interactive elements and brainstorm new interactive elements that further the synergies or take advantage of the effects created by them.
- ◆ Repeat the previous step until you have a deathtrap with 3 to 6 interactive elements (at low levels you may want to reduce this to 2 or 3) that work together to systematically kill a party.
- ◆ Write everything down (it doesn’t have to be nicely formatted, but it needs to be someplace other than your head), sketch a couple of crude maps, and then run a sample party (not your PCs, if you do that the trap will seem overtuned when you run it for real) through the deathtrap to make sure everything is working as intended.
- ◆ Tweak the trap based on your test results and you are done. If you made major changes you may want to run a sample party through it again.





Drowning Room - Extreme 5

A classic dungeon deathtrap is a room that seals and fills inexorably with water. This particular version of it is located in an underground complex beneath a river and consists of a 12 foot high, 30 by 30 foot room with a short, 10 foot wide corridor leading to stairs that go steeply up. The walls and floor are smooth stone and the ceiling appears to also be stone but is actually coated with plaster. There is a secret door (DC 15) in the wall opposite the stairs, which can be opened by pushing on a spot on the wall nearby. Past the secret door is a short section of corridor, 5 feet wide, that leads to stairs that also go up. The room contains ten statues of humanoids (DC 10 Climb) and **two shadows** hiding in the shadows of the statues. The **shadows** bide their time, attempting to avoid notice until the trap is sprung at which point they attack - hiding below the water as much as possible.

FLOODING

HAZARD 4

COMPLEX MECHANICAL TRAP

Stealth DC 27 (expert; notice indents in the plaster). This hazard automatically goes last in initiative.

Description Behind the plaster of the ceiling are four two-foot diameter tunnels sealed by valves leading up to a nearby river.

Disable DC 20 Thievery or Craft to seal each tunnel (four total)

Flood **Trigger** The secret door open or is broken. **Effect** The valves open and water comes rushing in. Anyone in the square under a tunnel must make a DC 21 Reflex save or take 1d8 bludgeoning damage and be knocked prone. The hazard then enters initiative going last.

Routine (4 actions) The trap loses 1 action each turn for each disabled water tunnel. On each of the trap's actions, water pours in from the tunnel, increasing the depth of the water by six inches. At:

2 ft: the entire room becomes difficult terrain.

4ft: the room becomes greater difficult terrain for medium characters, small characters must swim.

6 ft: all characters must swim.

12 ft: the room is filled and the trap deactivates.

FALLING PORTCULLIS

HAZARD 4

MECHANICAL TRAP

Stealth DC 25 (expert; notice very slight indents in the plaster of the ceiling)

Description Two portcullis are located directly before each set of stairs and concealed with a thin layer of stone colored plaster.

Disable DC 25 Thievery (trained) on the secret door switch before the trap is sprung, DC 20 Craft to jam up the mechanism so it cannot descend properly, DC 30 Athletics to lift a portcullis.

AC 16; **Fort** +16, **Ref** +5

Portcullis Hardness 15, **HP** 70 (**BT** 35); **Immunities** critical hits, object immunities, precision damage

Slam Shut  **Trigger** The secret door is opened. **Effect**

Two brass portcullis break through the plaster on the ceiling and slam down, sealing off the stairs. Anyone directly under them must make a DC 21 Reflex save:

Critical Success The character may choose what side of the portcullis they end up on.

Success The character determines randomly which side they end up on.

Failure 4d8+5 piercing damage and the character determines randomly which side they end up on.

Critical Failure The portcullis skewers the character. They take 4d8+5 piercing damage, 1d8 persistent bleed damage, and become prone and immobilized until they are freed from the portcullis (DC 20 athletics check, any result but a critical success also causes 1d8 damage to the victim; lifting or destroying the portcullis also frees the character).

RIVER LIFE

HAZARD 4

COMPLEX ENVIRONMENTAL

Stealth +7 (to notice the water has aquatic life in it)

Description the tunnels connect to the river above and the strong vortex created when they open pulls in the local river life, including two electric river eels that react aggressively to their new situation.

Disable DC 20 Thievery or Craft (trained) to seal each water tunnel (four total) before the eels arrive.

Splash Down  **Trigger** The water rises to 4 feet. **Effect** Two **elite electric eels** arrive and roll for initiative.

CREEPING SHADOWS (2)

CREATURE 4

See "Shadow" in the *Pathfinder Second Edition Bestiary*

Meld with Shadows While hiding in the shadow of an object or creature, a shadow can take 10-minutes to meld with the shadow, gaining the effects of greater cover (+4 circumstance bonus to AC, Reflex saves vs area effects, and stealth checks to Hide, Sneak, or otherwise avoid detection). They lose the bonus if they take any action other than to Hide.

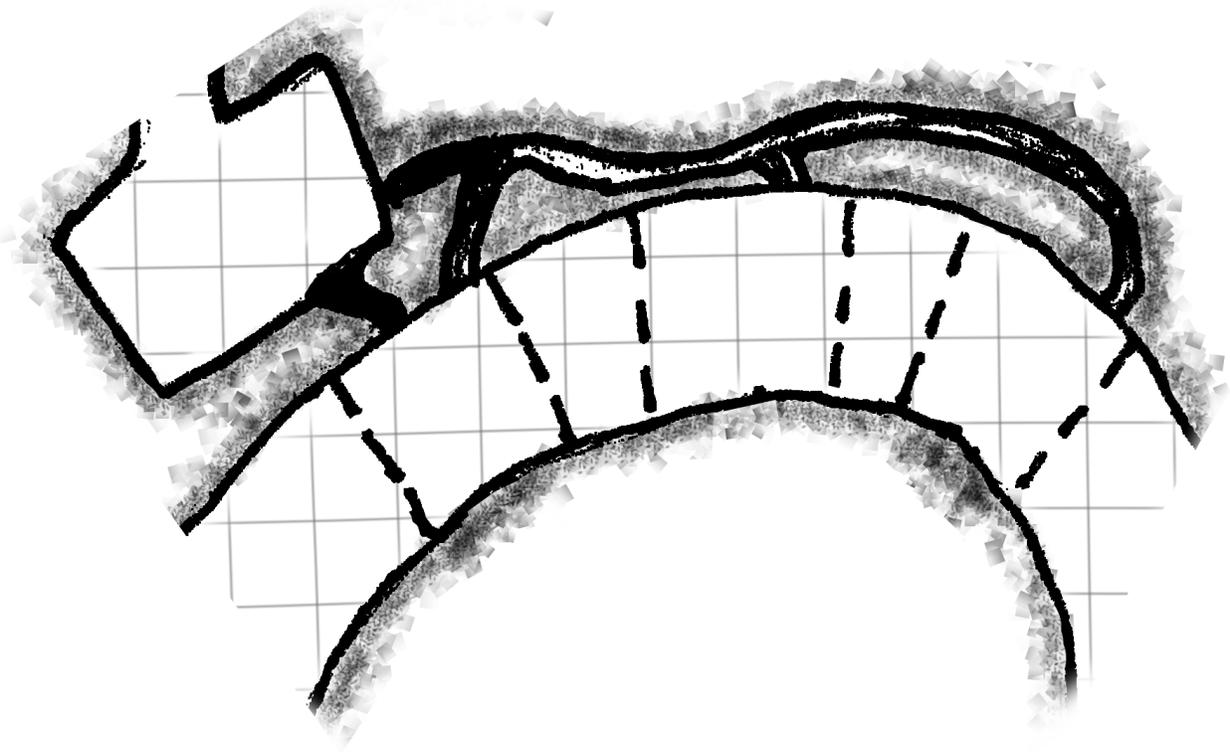
Tactics The shadows hide in the statues shadows (DC 28), waiting until they are detected, the characters look like they are going to dismantle the trap, or the trap activates. Once the room starts to fill with water, the shadows can attack from under the water to gain its defense advantages as the incorporeal shadows are not hindered in the least by the water. They concentrate on the weakest foes first, working together to quickly pull the creatures shadow from it, then moving on to the next foe. Any shadow spawn created attempt to kill the creature they were pulled from to become a full fledged shadow and then joins the others in ripping off shadows to create more spawn.

ELITE ELECTRIC EELS (2)

CREATURE 2

See "Electric Eel" in the *Pathfinder Second Edition Bestiary*

Tactics The eels are very upset about the circumstances they find themselves in and attack the nearest non-fish creature they perceive. They will attack any **shadows** in the room if they are the closest creature to it.



Snakes Gullet - Extreme 3

Classic pit traps are often the first trap encountered by dungeon delvers – they are simple and effective, especially if something nasty is at the bottom. These particular traps are located in a very smooth, winding, corridor over 60' long and about 10' wide that slopes downward and is slightly slippery. The traps consist of a series of hidden pits from 10' feet long placed 5 feet apart around a bend in the corridor. The pits are about 30' deep and have a series of 2' diameter holes set about halfway up them. The holes lead to a chamber with **five bloody soulbound dolls**. When someone falls down a pit they invariably make noise that attracts the dolls who jump onto the poor souls and stab them to death. After everyone is dead, the dolls reset the trap.

SERIES OF PITS

HAZARD 2

MECHANICAL TRAP

Stealth DC 20 (trained, first pit); DC 22 (expert, second pit); DC 24 (expert, third pit); or DC 0 (any pit that is open)

Description A series of three pit traps, each 10 feet long and 30 foot deep and concealed by a hinged trapdoor. Each pit is separated by 5 feet of normal, if slippery and slanted, corridor.

Disable DC 15 Thievery to jam the trap door so it cannot open (each must be disabled separately), DC 15 Athletics to Long Jump across (note that Long Jumps normally require a 10 foot running start), DC 20 to climb out of the pit; characters may Leap across if they can Leap at least 15 feet horizontally.

AC 16; **Fort** +11, **Ref** +5

Trapdoor Hardness 7, **HP** 30 (**BT** 15); **Immunities** critical hits, object immunities, precision damage

Pitfall ↷ **Trigger** A small or larger creature steps onto the trapdoor (each trapdoor triggers separately). **Effect** The trapdoor opens with a loud clunk and the triggering creature falls 30 feet (typically 15 Bludgeoning damage) unless it can Grab an Edge (Reflex DC 20).

WATCH YOUR STEP

HAZARD 1

ENVIRONMENTAL

Stealth DC 13 (notice that the stone corridor is sloped, very smooth, and slightly damp).

Description The corridor here is safe to traverse unless a character runs, jumps, or falls.

Disable DC 15 Craft to texturize a five foot section of corridor for improved traction.

Slip and Fall **Trigger** A character attempts to run, lands from a jump, or falls prone in the corridor. **Effect** They must make a DC 20 Acrobatics check or move five feet in the direction the floor is sloped and fall prone.

DOLL CALL

HAZARD 7

COMPLEX ENVIRONMENTAL

Stealth DC 15 (notice the tunnels from within the pit). This hazard automatically goes last in initiative.

Description Each pit has a 2 foot diameter tunnel located halfway up that lead to the soulbound dolls room. The dolls will investigate any noises.

Disable DC 15 Craft to blockade the tunnel entrances.

Attract **Trigger** A loud noise (such as the trapdoor opening) comes from one of the pits. **Effect** The dolls begin moving towards the pits and the hazard enters initiative, going last.

Routine (1 action) 1d2 dolls arrive at an occupied (or open if none are occupied) pit. They roll initiative using stealth (+8) and begin acting on the next turn. Once all the dolls have arrived the trap does nothing further.

BLOODY SOULBOUND DOLL (5) CREATURE 2

CE TINY CONSTRUCT SOULBOUND

Perception +8; darkvision

Languages Aklo

Skills Acrobatics +8, Athletics +4, Stealth +8

Str -2, Dex +4, Con +3, Int +0, Wis +2, Cha +0

AC 20; Fort +7, Ref +10, Will +6

HP 23; Immunities bleed, death effects, disease, doomed, drained, falling damage, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Speed 20 feet, climb 20 feet

Melee **◆** fists +10 (agile, finesse, magical) **Damage** 1d6+2 bludgeoning plus improved cling and overbalance

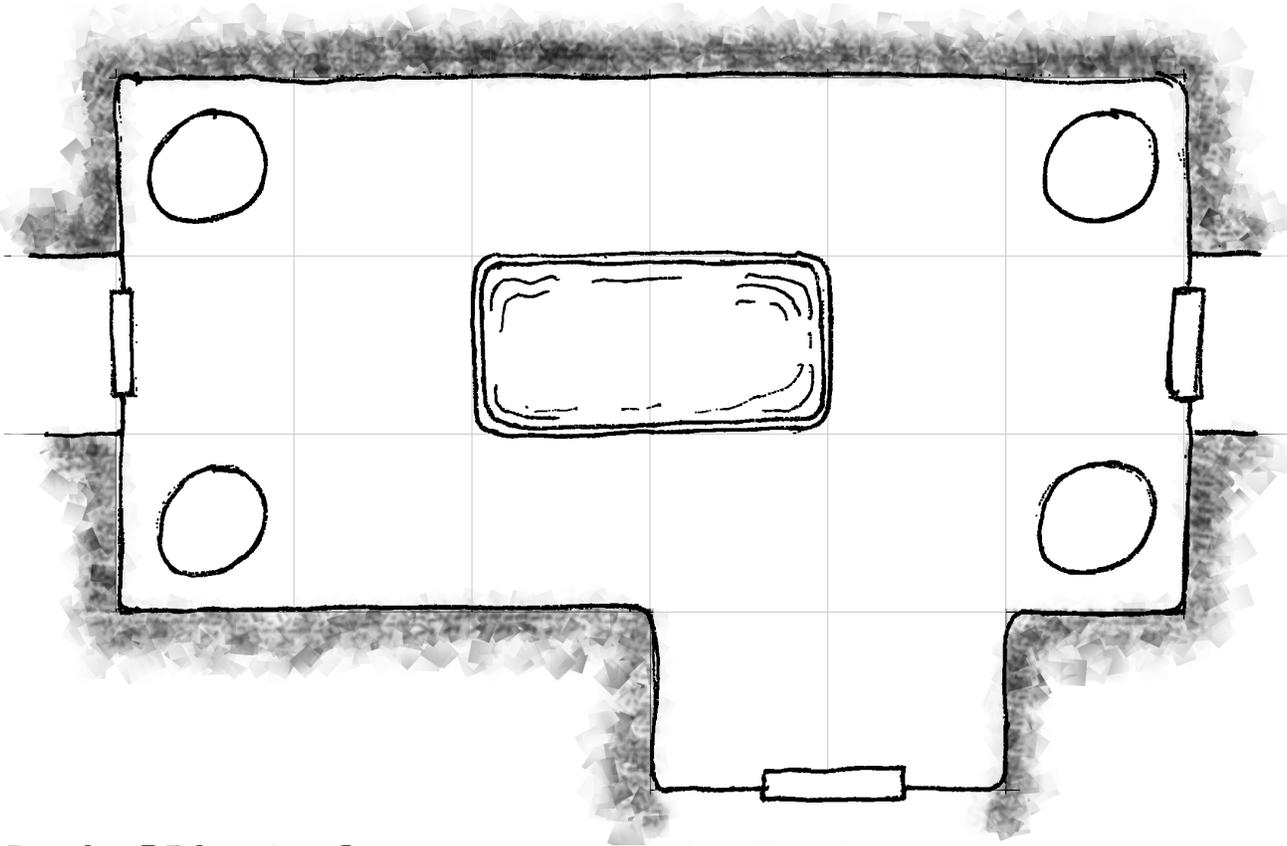
Melee **◆** shiv +12 (agile, finesse, magical) **Damage** 1d6+2 piercing plus improved cling, bloody blade, and overbalance

Improved Cling The doll latches on to a creature. If the creature moves while a doll is attached to it, the doll can choose to move with it. The cling ends if the doll chooses not to move with a target, at the end of the dolls next turn, or if the creature successfully uses the Escape action.

Bloody Blade A doll who is clinging or grappling a creature target does an extra 2 precision damage with piercing weapons and gains temporary hit points equal to the precision damage dealt. These temporary hit points last 1 minute.

Death from Above If a bloody soulbound doll drops or falls onto a creature it may use one of its melee attacks as a reaction.

Overbalance **◆ Requirements** The bloody soulbound dolls last action was a strike against a medium or smaller creature that it was clinging to and it is still clinging to that creature. **Effect** The doll moves the creature 5 feet in any direction.



Pool of Blood – Severe 3

This room is 15' by 30' with a 5' deep, 10' wide recess in one of the 30' walls. Exit doors are set in the middle of the short walls and the recess. Supporting the room are four 3-foot diameter, ornately carved pillars in the corners holding up a ceiling covered with intricate relief carvings. Each pillar contains a hidden switch. The floor of the room slopes down towards the center where a 10' x 5' foot pool of blood is set into the floor. The pool is magical and keeps any blood within it in fresh and flowing.

This room is an elaborate deathtrap: if anyone attempts to open one of the doors from the inside without pressing the correct switches (specifically the last two switches activated must be the one to the right of the door and the one diagonally across the room from that switch), the doors are sealed shut with sliding plates of bronze that drop from the frames and four blades begin slicing across the room from hidden grooves in the ceiling. Additionally, if any blood is spilled in this room, the pool of blood begins to bubble and boil and forms a **blood mist**.

SEALING DOORS

HAZARD 2

MECHANICAL TRAP

Stealth DC 21 (expert; notice the sheet's slots); **DC 22** (expert; to spot the hidden switches in the pillars).

Description Metal sheets are ready to slide down to block open doorways and seal shut closed doors.

Disable DC 18 Thievery (trained) on the switches to figure out that two need to be pressed (but not which two); **DC 21** Craft to jam up the mechanism of one of the sheets so it cannot descend; pressing the correct switches partially deactivates the trap for 5 minutes.

AC 16; Fort +16, Ref +5

Stone Door Hardness 10, HP 60 (BT 30); Immunities critical hits, object immunities, precision damage

Sheet Hardness 10, HP 40 (BT 20); Immunities critical hits, object immunities, precision damage

Sheet Drop **Trigger** A door is opened from the inside without pressing the switches first. **Effect** A thin metal sheet drops down from each door frame, sealing off the doorways. Any door that is closed is barred shut and reinforced (both door and sheet must be overcome to pass through). Anyone standing in an open doorway must make a **DC 20 Reflex** save: on a success they can choose what side of the sheet they end up on, otherwise it is chosen randomly.

Reset The sheets raise after 10 minutes.

POOL OF BLOOD

HAZARD 4

COMPLEX **MAGICAL** **TRAP**

Stealth DC 22 (expert) to notice strange currents and motions in the blood pool. This hazard automatically goes last in initiative.

Description When any blood is spilled in the room, the magic infused in the blood pool vaporizes some of it into a **blood mist**.

Disable DC 25 Thievery (expert) or DC 22 Religion/Arcana/Occult (trained) to disrupt the magic of the pool for 1 minute (10 rounds).

Coalesce **Trigger** Blood is spilled in the room. **Effect** a **blood mist** forms over the pool and rolls initiative and the hazard enters initiative in last place.

Routine (1 Action) All creatures that are taking persistent bleed damage in the room must make a DC 22 Fortitude save or become Drained 1 (or Drained 2 on a critical failure). For each creature that failed the save the blood mist heals 5 hit points. If any creature critically failed the save, the blood mist is also Quickened 1 until the end of its next turn.

Reset The mist dissipates after 10 minutes.

BLOOD MIST

CREATURE 4

NE **MEDIUM** **ABERRATION**

Perception +12; darkvision; sense blood (imprecise) 60'

Skills Acrobatics +12, Stealth +12

Str -5, **Dex** +5, **Con** +3, **Int** -1, **Wis** +2, **Cha** +0

Blood Bound A blood mist cannot move or be moved from the blood pool and it can occupy the same space as other creatures. If it is killed it disperses and while dispersed it is undetectable and immune to all effects except the blood pool's. It retains its place in initiative and position. If healed by the blood pool, the mist reforms with that amount of hit points.

AC 22; **Fort** +10, **Ref** +12, **Will** +11

HP 50 **Immunities** precision, prone; **Weaknesses** fire 5, **Resistances** 5 physical.

Speed 5 feet

Melee **◆** blood tendril +12 (agile, finesse, reach 15 feet)

Damage 2d8 slashing damage and 1d6 persistent bleed damage

Tactics the mist opens a door if the slicing blade trap is not already activated. It then spreads its attacks, trying to get and keep as many creatures bleeding as possible, starting with creatures it thinks it can hit easiest.

SLICING BLADES

HAZARD 4

COMPLEX **MAGICAL** **MECHANICAL** **TRAP**

Stealth +15 (expert) to notice hidden grooves in the ceiling, DC 22 (expert) to spot the hidden switches in the pillar

Description Four blades pop out of a series of hidden grooves in the ceiling and sweep across the room in complex patterns, retracting when they get to the far end. Because of the slope of the room and the length of the blades, they cannot hit characters close to the ground (prone or tiny characters).

Disable DC 18 Thievery or Craft (trained) to determine the basic functioning of the switches; once activated a DC 20 Thievery (Expert) will disable two blades per success; DC 20 Athletics (Readied) to grab a blade and disable it.

AC 20; **Fort** +8 **Ref** +14

Blade Hardness 5, **HP** 10 (BT 5); **Immunities** object immunities

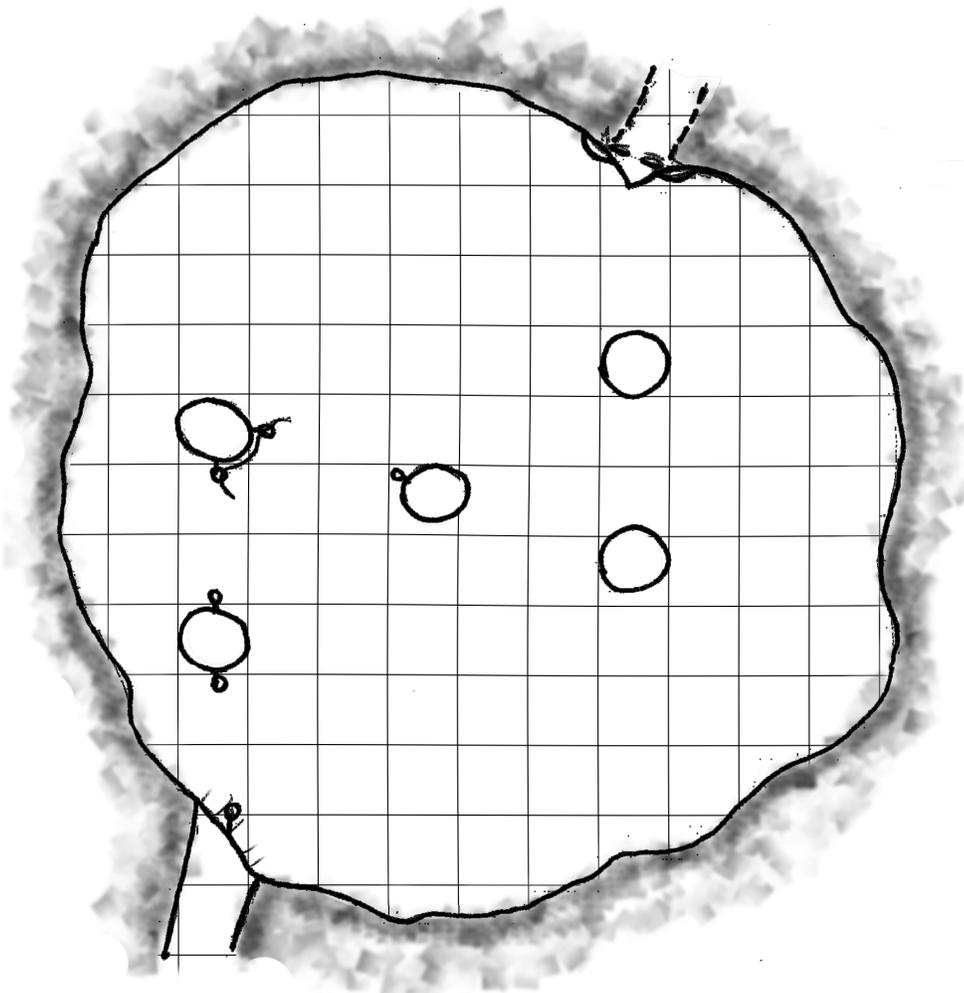
Activate **Trigger** A character attempts to open a door from inside the room without deactivating the trap. **Effect** The trap makes a blade slice attack against the triggering character and rolls initiative.

Routine (4 actions) The trap loses 1 action each turn for each disabled blade. On each of the trap's actions, it extends a blade, attacks a random target in the room with a blade slice attack, and then retracts the blade into the ceiling. The trap doesn't take a multiple attack penalty, but it cannot attack the same creature more than once a turn nor can it target the blood mist, creatures that are tiny or prone, or creatures have gotten into the corners behind the pillars.

Melee **◆** blade slice +12 **Damage** 2d8+4 slashing plus blade drag

Blade Drag creatures damaged by a blade it must make a DC 20 Fortitude save. On a failure the creature is dragged to the nearest wall and becomes prone. On a critical failure it also takes 1d8 bludgeoning damage.

Reset The blades stop after 10 minutes.



Stepping Stones - Extreme 5

This deathtrap is a large cavern, 60 feet high and 60' in diameter with smooth stone walls (DC 25 Climb). The entrance and exit are both 30 feet from the floor on opposite sides of the room. The exit is set into the mouth of a giant, horribly distorted face carved from stone. The air in this room smells unusually fresh and vibrant.

The floor of the cavern consists of a layer of softly glowing blue-green moss (which illuminate the room with dim-light), stalagmites, pools of shallow water, and bones. The floor is difficult terrain.

Five large columns (DC 20 Climb) each about 25 feet tall and located 10 feet apart form a z shaped line across the room from the entrance to the exit. Several iron spikes ending in large rings have been pounded into the first four columns and just below the entrance. The rotted end of a rope is still tied around the rings on the second column.

MIST MOSS

HAZARD 4

COMPLEX ENVIRONMENTAL PLANT

Stealth DC 0 (obvious); This hazard goes last automatically.

Description This glowing moss covers layers of bones.

Disable DC 20 Survival to safely remove a patch of moss

AC 21; Fort +13, Ref +9

Square HP 50; Immunities critical hits, object immunities, precision damage; Weaknesses fire 10

Mystifying Mist **Trigger** Someone disturbs the moss.

Effect The room fills up with glowing, opaque mist. Anyone in the mist must make a DC 20 Fortitude save at the start of their turn or become enfeebled 1 and stupefied 1 until they leave the mist for at least a minute. The hazard then enters initiative, going last.

Routine (2 Actions) Ghostly shapes in the mist caress those in it with corrosive claws. The trap uses each action to make one mist claw attack against all creature in the mist (it doesn't suffer multiple attack penalties).

Melee **◆** mist claw +14 **Damage** 1d6+4 slashing and 1d6+2 acid (effects flesh and cloth only)

Reset The mist lasts a minimum of 10 minutes after the last creature leaves.

WATCH YOUR STEP

HAZARD 1

ENVIRONMENTAL

Stealth DC 15 (trained)

Description The tops of the columns are rounded off and slippery (DC 15 Balance).

Disable DC 15 Craft to texturize a column top

Slip and Fall **Trigger** A creature lands from a jump or becomes prone while on the top of a column **Effect** The triggering creature must make a DC 20 Acrobatics check or fall off the column (on a critical failure they cannot attempt to Grab an Edge).

FIRST BREATH

HAZARD 7

AIR COMPLEX MAGICAL TRAP

Stealth +12 (expert) to notice the face 'breathing'

Description The stone face 'inhales', pulling people from the entrance tunnel, then 'exhales' an air elemental.

Disable DC 30 Stealth (Expert) to cautiously approach without triggering it, DC 25 Thievery (Expert) to disrupt the lines of power flowing through the face.

Inhale, Exhale **Trigger** A creature is halfway across the room and at least 20' above floor level. **Effect** large or smaller creatures in the entrance tunnel must make a DC 28 Fortitude save or take 1d6 bludgeoning damage, be moved 10 feet into the room, and become prone (2d6 damage and 20 feet on a critical failure), then two **buffeting storms** form near the mouth of the face and roll initiative.

BUFFETING STORM (2)

CREATURE 5

See "Living Whirlwind" in the *Pathfinder Second Edition Bestiary*

Aerial Superiority The buffeting storm's attacks gain the knockdown ability, but the ability is only usable against creatures that are flying and don't have the air trait.

Ride the Storm The buffeting storm is immune to air effects that cause forced movement.

SECOND WIND

HAZARD 4

AIR COMPLEX MAGICAL TRAP

Stealth DC 22 (expert) to notice the faint pulse of the air as the face 'breathes'. The hazard automatically goes last in initiative.

Description The face exhales a powerful stream of air.

Disable DC 30 Stealth to cautiously approach without triggering it, DC 25 Thievery (Master) to disrupt the lines of power flowing through the face.

Exhale **Trigger** A buffeting storm is destroyed or a creature attempts to exit the room through the face. **Effect** The hazard immediately uses air stream, then enters initiative, going last.

Air Stream (sustained, air) a massive gust of wind hits the entire room, affecting those at least 20 feet above the floor. It extinguishes small non-magical fires, disperses fog and mist, blows objects of light Bulk or less away, and pushes larger objects. Large or smaller creatures in the area must attempt a DC 25 Fortitude save:

Critical Success The creature is unaffected.

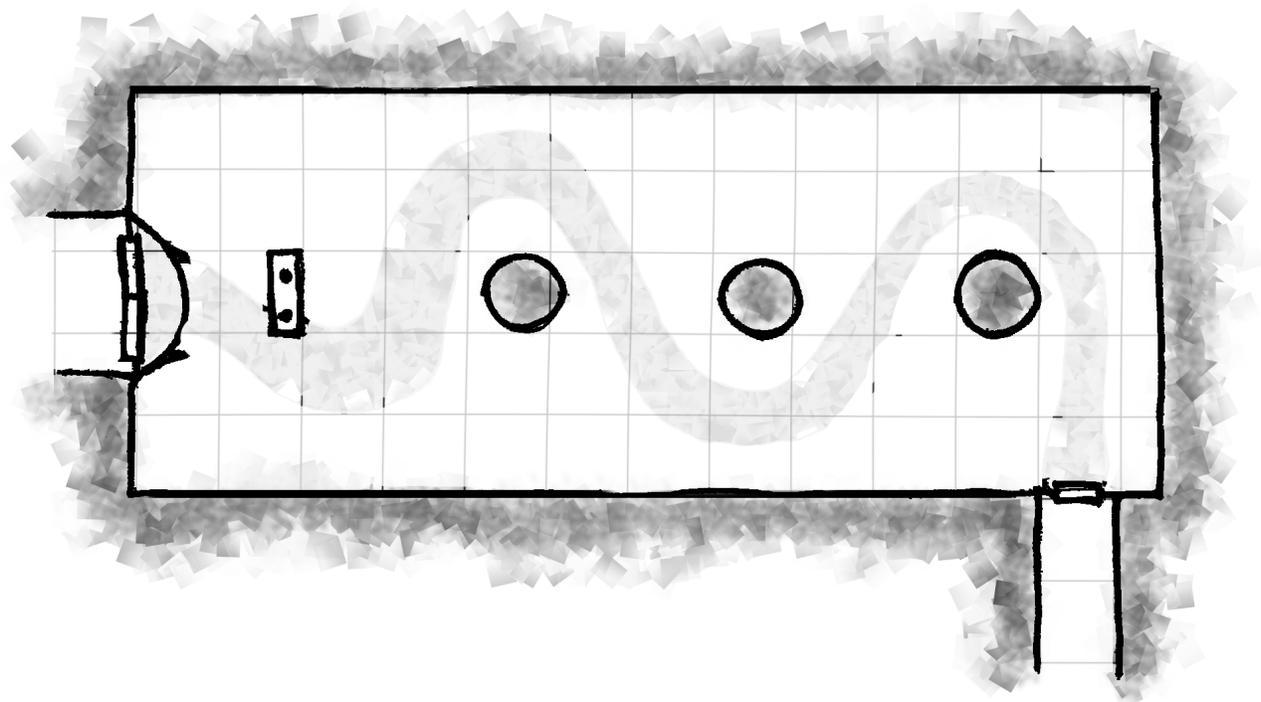
Success The creature can't move against the wind.

Failure The creature is knocked prone. If it was flying it suffers the effects of critical failure instead.

Critical Failure 2d6 bludgeoning damage and the creature is knocked prone and pushed 30 feet towards the entrance.

The wind lasts until the end of the hazards next turn and Large or smaller creatures that move into the wind must attempt the save on entering. Ranged attacks using light bulk ammunition are impossible in the area of the wind and larger ones take a -4 circumstance penalty.

Routine (1 Action) The hazard sustains the wind. It can do this for a maximum of three turns.



Snake Temple - Severe 2

Most dungeon deathtraps use some means of keeping people in the trap and this one is no exception – though it uses a compulsion instead of a physical barrier. The trap consists of a temple 62 feet by 25 feet with ornate carvings of snakes covering every surface. The entrance doorway is in a corner of a long wall while the exit is in the middle of the short wall on the opposite side of the room. The entire room is supported by three pillars that run up the center of the room. The floor is a mosaic with a large snake leading from the entrance, around the pillars, and to the exit which has been carved so that it forms the head of the snake. Finally, in front of the exit is an altar made of the bones of many humanoids.

TEMPLE OF INFINITE SNAKES HAZARD 3

COMPLEX DIVINE MAGICAL TRAP

Stealth DC 20 (Trained; notice the glyphs and/or holes hidden in the carvings); This hazard always goes last.

Description Hidden glyphs throughout the temple link together along the carved serpents into a summoning rune able to call forth an infinite number of snakes.

Disable DC 23 Religion to rebuke the snake god, DC 18 Thievery to short circuit the glyphs (3 checks), DC 18 Craft to plug the holes the snakes are slithering out of (3 checks), DC 23 Deception to pretend to be followers (DC 18 with holy symbols)

AC 19 Fort +8 Ref +5

Glyph Hardness 8, HP 15 (BT 7), Immunities critical hits, object immunities, fire, cold, electricity

Summon Snakes **Trigger** A non-worshiper of the snake god gets halfway through or interacts with the temple
Effect The trap summons three snake swarms and the swarm and hazard all enter initiative going last.

Routine (3 Actions) This trap loses 1 action for each glyph defaced or destroyed or set of holes blocked. On each action, if the temple is not completely full of snakes, it summons a **snake swarm** that enters initiative and acts immediately. The snakes never attack followers of the snake god and cannot leave the temple (they vanish if forced out)

Reset 5 minutes after the last non-follower of the snake god leaves or is killed, the snakes disappear.

NECROPHIDIUS ALTER

HAZARD 3

COMPLEX DIVINE MAGICAL TRAP

Stealth +8 (Trained)

Description The bones making up the alter can change into a snake like construct which uses hypnotic swaying to entrance characters into remaining in the room.

Disable DC 23 Religion to rebuke the snake god, DC 23 Thievery or Craft to remove key bones, DC 23 Deception to pretend to be followers (DC 18 with holy symbols)

AC 19 **Fort** +7 **Ref** +11

Hardness 5; **HP** 30 (BT 15); **Immunities** object; **Weakness** bludgeoning 5

Reconfigure ↻ **Trigger** A character who does not worship the god approaches within 20 feet of the alter without saying the correct prayer, the alter is damaged, or the Temple of Infinite Snakes hazard is activated. **Effect** The alter becomes an **alter necrophidius** which immediately hypnotically sways then rolls for initiative.

Reset Once all creatures that don't worship the snake god are dead or have fled, the necrophidius returns to its place and transforms back into an alter.

SNAKE SWARM

CREATURE 0

N LARGE ANIMAL SWARM

Perception +4; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +5, Athletics +2, Stealth +5

Str -2, **Dex** +3, **Con** +0, **Int** -5, **Wis** +0, **Cha** -4

AC 15; **Fort** +4, **Ref** +7, **Will** +2

HP 12 **Immunities** precision, swarm mind; **Weaknesses** area damage 5 splash damage 5; **Resistances** bludgeoning 5, piercing 5, slashing 2

Don't Tread on Me ↻ **Trigger** a hostile creature attempts to move into a square occupied by the swarm. **Effect** the swarm makes a Swarming Bite against the triggering creature only.

Speed 20 feet

Swarming Bites ◆ Each enemy in the snake swarm's space takes 2 piercing damage with a DC 15 basic Reflex save. A creature that fails its save is exposed to snake swarm venom.

Snake Swarm Venom (poison); **Saving Throw** Fortitude DC 15; **Maximum Duration** 4 rounds; **Stage 1** 1 poison and enfeebled 1 (1 round); **Stage 2** 2 poison and enfeebled 1 (1 round)

Tactics The snakes move into the space of the nearest hostile creature (or creatures if possible) and Swarming Bites. If all enemy creatures are in other snake swarms then it delays until it has a creature it can get to.

ALTAR NECROPHIDIUS

CREATURE 3

NE MEDIUM CONSTRUCT MINDLESS

Perception +9; darkvision

Skills Acrobatics +9, Athletics +10, Stealth +9

Str +3, **Dex** +4, **Con** +0, **Int** -5, **Wis** +2, **Cha** -5

AC 19; **Fort** +7, **Ref** +11, **Will** +9

HP 50; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, non-lethal attacks, paralyzed, poison, sickened, unconscious; **Weaknesses** bludgeoning 5

Counterstrike ↻ **Trigger** A creature within 10 feet attacks the altar necrophidius and the last action the altar necrophidius used was hypnotic sway. **Effect** The altar necrophidius attacks the creature with a jaws strike, disrupting the action if it paralyzes the creature.

Speed 25 feet

Melee ◆ jaws +8 (agile, finesse, reach) **Damage** 1d10+3 piercing plus necrophidic paralysis

Hypnotic Sway ◆◆◆ (enchantment, occult, visual) The necrophidius sways in a hypnotic pattern. Each non-snake creature that can see it makes a DC 23 Will save:

Critical Success The creature is unaffected and immune to further swaying for 24 hours.

Success The creature is stupefied 1 for 1 round and immune to further swaying for 24 hours.

Failure The creature is stupefied 1 for 1 round and must spend one action on its next turn doing its best to move closer to the altar necrophidius. It must move as close as possible regardless of danger. If it is already adjacent it loses that action. It cannot voluntarily move away.

Critical Failure The creature is stupefied 2 for 1 round and must spend all actions on its next turn moving as described in the failure results.

Necrophidic Paralysis (incapacitation, occult, necromancy). A living creature bitten by a necrophidius must succeed at a DC 20 Fortitude save or become paralyzed. It can attempt a new save at the beginning of each of its turns, and the DC cumulatively decreases by 1 for each save attempted. A creature that succeeds at this save is temporarily immune to necrophidic paralysis for 24 hours.

Verdurous Vertical - Extreme 6

Built by a necromancer interested in flaming skulls, this was not originally intended to be a deathtrap but rather evolved into one over time. It is a ~65' long, 15' diameter vertical cave shaft covered in vegetation. The 5' wide, 8' tall entrance tunnel opens up 10' from the bottom which is covered by a field of skull-less bones. Lurking among the bones, seeped into cracks in the stone, is a **verdurous ooze**. The ooze's supernatural vapor wafts up the entirety of the shaft, making it unusually conducive to plant growth, and the walls are covered with mosses and vines (Climb DC 15). Mixed in with the normal plant life are numerous bright red flowers, human and animal skeletons held in place by entrapping vegetation, and **two assassin vines**, one on either wall of the shaft. The exit tunnel is located across the shaft and 30' feet above the entrance. Immediately above the exit tunnel is a scorched wooden beam from which an old metal cage is suspended by a rusty chain from a pulley system that runs to a wheel of chain stopped from turning by a lever. Finally ~48' above the entrance the cave opens up to the forest. Several trees huddle around the entrance due to the effects of the verdurous vapors.

VERDUROUS OOZE

CREATURE 6

See "Verdurous Ooze" in the *Pathfinder Second Edition Bestiary 2*

The ooze's sleep gas ability is a 40' height, 15' radius column running up the shaft instead of its normal area.

Tactics The ooze usually hides in cracks in the rock which gives it greater cover and protects from the Flaming Shaft hazard's damage. If something disturbs it, the ooze seeps out (1 action), and attacks or uses its sleep gas until a creature falls down into melee range.

ASSASSIN VINES (2)

CREATURE 3

See "Assassin Vine" in the *Pathfinder Second Edition Bestiary 2*

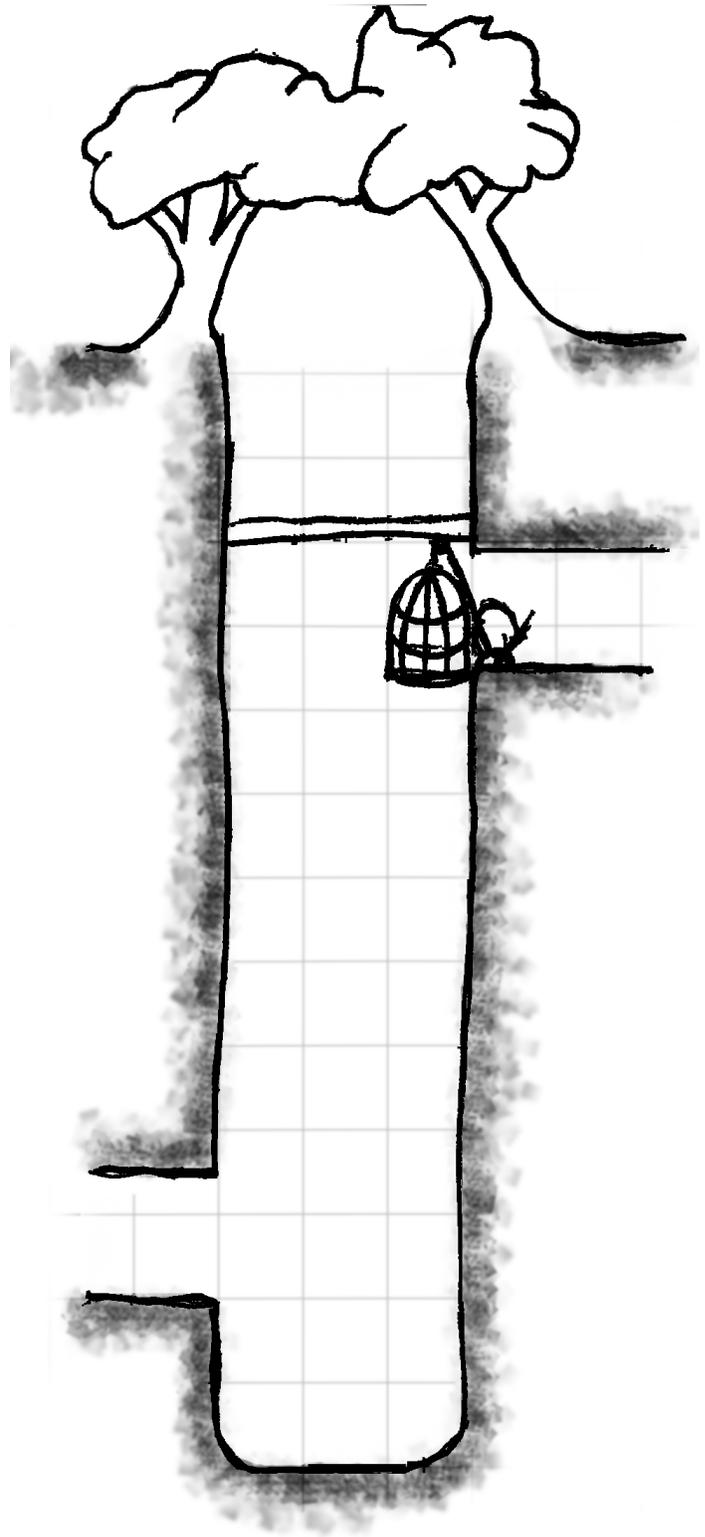
These vines are 25' long and usually run vertically above the entrance tunnel and below the exit tunnel.

Greater Camouflage When the vines hide with their camouflage ability their stealth skill is +14.

Greater Reach These vines attacks reach is 15 feet.

Burnt Before These vines have resistance to fire 12

Tactics The vines grabs the nearest creature and constricts them until dead.



VERDUROUS SHAFT

HAZARD 3

COMPLEX ENVIRONMENTAL PRIMAL TRANSMUTATION

Stealth DC 23 (Expert; smell the vapors); This hazard automatically goes last in initiative.

Description The assassin vines and the verdurous ooze vapors create a writhing shaft of entrapping vegetation.

Disable Kill the ooze and both vines; light the shaft on fire.

Enliven **Trigger** The assassin vines or verdurous ooze takes a hostile action. **Effect** The verdurous shaft uses entangling vegetation and enters initiative going last.

Routine (1 Action) The shaft uses entangling vegetation.

Entangling Vegetation **◆** (sustained) The vegetation first attempts to grab (+16 with no multiple attack penalty) every non-plant, non-ooze creature in the shaft then, until the end of the hazard's next turn, the walls of the shaft are considered difficult terrain for non-plants and any such creature that starts their turn climbing a wall must make a DC 23 Reflex save or be immobilized.

Reset the vegetation calms down once combat is over.

Special This hazard supersedes the assassin vine's Grasp-ing Foliage and the verdurous ooze's Enliven Foliage abilities and neither are usable while it exists.

FLAMING SHAFT

HAZARD 3

COMPLEX ENVIRONMENTAL

Stealth DC 20 (Expert notice the tiny red flowers in the vegetation); This hazard goes last in initiative.

Description There are about 400 or so bright red fire-flowers scattered on the walls of the shaft. These flowers violently combust when exposed to the slightest flame, turning the entire shaft into a brief inferno.

Disable Pluck each of the ~400 flowers;

Flower AC 16 Fort +6 Ref +6

Combust **Trigger** An area fire effect is used in the shaft or any single target fire effect misses or is used against a fire-flower. **Effect** The shaft ignites for 2d6 fire damage to all within it (basic DC 23 Reflex save) and dense smoke fills it (all creatures are concealed). The hazard then enters initiative, going last.

Routine (1 Action) For three turns the hazard does 2d6 fire damage to everything in the shaft (DC 23 basic Reflex save) and the obscuring smoke effect continues. Then the fire burns out, any oxygen using effects (such as torches) below 20' from the top of the shaft are countered, and any oxygen breathing creatures below 20' from the top of the shaft begin to suffocate.

Reset The air returns in about 10 minutes, the flowers grow back, more numerous, in a season.

FALLING CAGE

HAZARD 4

MECHANICAL

Stealth DC 0 (Obvious)

Description The cage can be dropped by hitting the lever or breaking the chain.

Disable DC 10 Thievery to secure the lever so it can't release; or DC 10 Thievery to tie the cage to the support beam with rope so it cannot fall.

AC 15 Fort +8 Ref +2

Rusty Chain Hardness 4; HP 10 (BT 3); Immunities fire, object

Scorched Support Beam Hardness 5; HP 20 (BT 10); Immunities fire, object

Fall **Trigger** The chain or support beam is broken, or the lever activated. **Effect** The cage falls and anyone under it must make a basic DC 25 Reflex save or take 6d6+10 bludgeoning damage.

FLAMING SKULL GALLERY

HAZARD 3

COMPLEX NECROMANCY

Stealth +13 (Expert; notice faint flickers of ghostly fire in the skulls eye sockets)

Description There are 12 skeletons entangled in the vegetation of the shaft. The skulls of these skeletons are nascent flaming skulls created by residual magic from the necromancer's experiments.

Disable Crush each skull; DC 18 Arcana to deactivate a skull by carefully siphoning off the necromantic energies.

AC 19 Fort +12 Ref +12

Skull Hardness 5; HP 5; Immunities fire, object; **Weakness** bludgeoning 5

Let's Ride **Trigger** Any necromancy spell is cast in the shaft, or damage is done to a skull but it is not destroyed, or someone fails a check to disarm the hazard.

Effect The skulls erupt in ghostly blue fire and the trap rolls for initiative.

Routine (3 Actions) With each action, provided there are skulls remaining in the shaft, the hazard launches a flaming skull attack against one non-plant, non-ooze creature in its vicinity, which also destroys the skull. The flaming skulls magical fire doesn't consume oxygen and the hazard doesn't suffer from multiple attack penalties. Once all the skulls have been launched, the hazard deactivates.

Ranged **◆** flaming skull **Effect** A skull streaks out towards its target and explodes, dealing 2d6 fire damage in a 5 foot burst with a DC 20 basic Reflex save.

ELECTRIC COLUMNS

HAZARD 4

COMPLEX | EVOCATION | MAGICAL | TRAP

Stealth DC 20 (expert) to notice the electricity in the air.

Description Lightning arcs out from the four nearest columns when someone wanders off the safe path.

Disable DC 25 Thievery (expert; each column is disabled separately)

AC 19 Fort +15 Ref +10

Column Hardness 18, HP 120 (BT 60), Immunities critical hits, electricity, object immunities, precision damage

Power Up **Trigger** Someone steps on the floor. **Effect** The hazard enters initiative, going last.

Routine (1 action) The hazard uses its shock column ability against up to three different creatures, all of who must be touching the floor outside the safe path. The hazard does not suffer any multiple attack penalties.

Electrocute **Trigger** A creature steps on the floor outside the safe path **Effect** The hazard uses shock columns against that creature.

Shock Columns (arcane, electricity, evocation) The four closest columns attempt to electrocute the target who must make a DC 20 basic Reflex save or take 3d6 damage (for four columns). Additionally, if a creature fails the save their muscles seize up and their movement speed is reduced by 10 feet (or 20 feet on a critical failure) for one round. If one or more of the four columns cannot shock the creature, then the damage is reduced by 1d6 for each column that fails to shock.

Unlimited Power At the start of each turn the hazard gets a reaction that it can only use on that turn.

ALARM

HAZARD 0

ABJURATION | MAGICAL | TRAP

Stealth DC 20 (expert)

Description The entrance to the room is warded with a simple alarm.

Disable DC 20 Stealth move through the door without activating it, DC 20 Thievery (expert) to disable the glyph above the inside of the doorway.

Alarm **Trigger** Someone steps through the doorway.

Effect An alarm alerts the mephits (who respond) and the wizard (who doesn't). A DC 20 Perception check will hear the sound alerting the mephits from the entrance.

Reset The alarm resets after 1 minute

MYSTIC FOG GENERATOR

HAZARD -1

CONJURATION | ENVIRONMENTAL | MAGIC

Stealth DC 25 (expert) to notice the fog exiting through the concealed vents in the ceiling (which is 20 feet up).

Description Hidden devices above four pillars create a dense, magical fog that causes everything after 15 feet to be concealed and cuts off all visibility beyond 25 feet.

Disable DC 20 Thievery (all four must be disabled)

Fog Up **Trigger** The turn ends and fog is not filling the room. **Effect** Fog fills the room.

Reset The hazard resets in 4 rounds minus the number of generators that are active.

SPARK MEPHIT

CREATURE 1

N | SMALL | ELECTRICITY | ELEMENTAL

Perception +3; darkvision

Languages: Auran

Skills Acrobatics +7, Stealth +7

Str +1, Dex +4, Con +0, Int -2, Wis +0, Cha +0

AC 16; Fort +3, Ref +19, Will +7

HP 12, fast healing 2 (in electrically charged environments); **Immunities** bleed, electricity, paralyzed, poison, sleep;

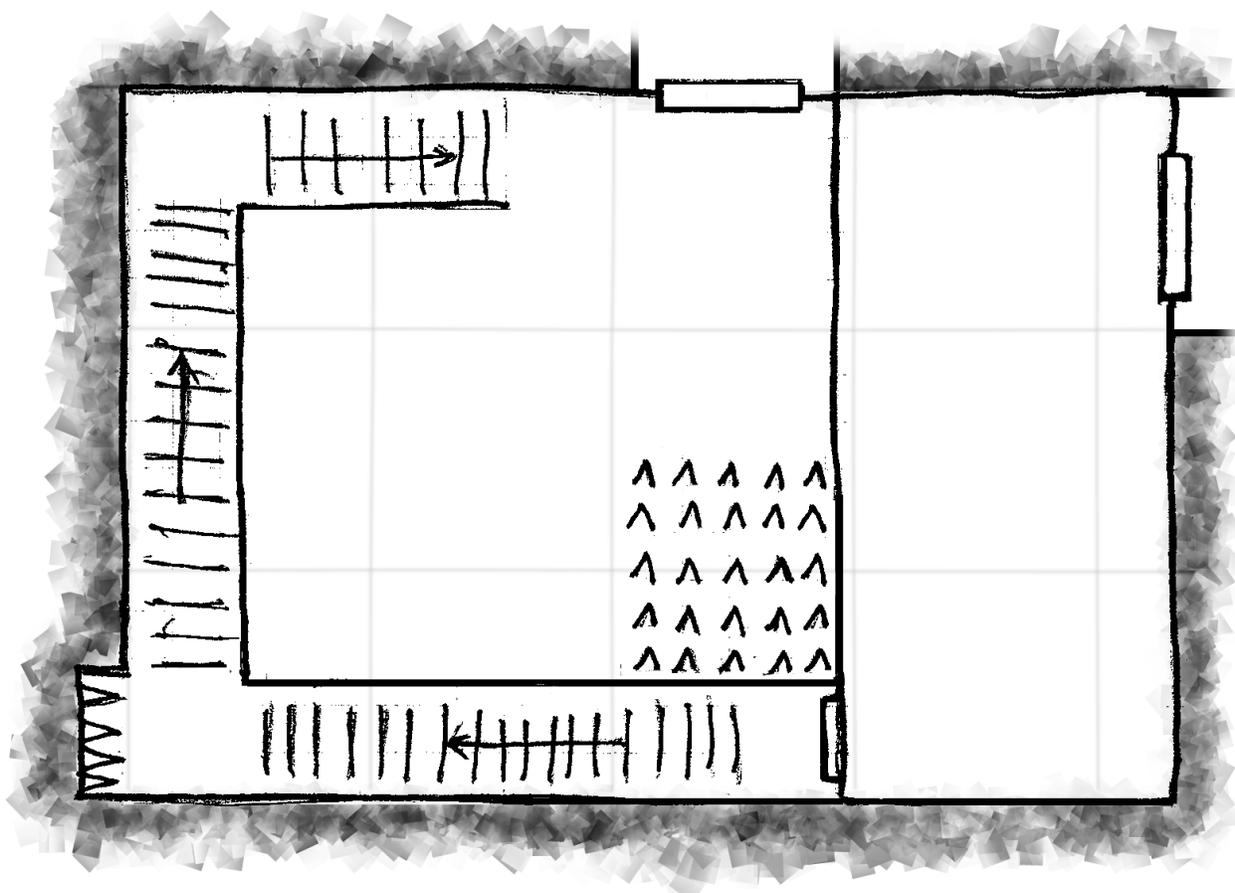
Speed 20 feet, fly 40 feet

Melee **claw +9** (agile, finesse) **Damage** 1d6 slashing and 1d4 electricity

Arcane Innate Spells DC 17; 1st shocking grasp; Cantrips (1st) electric arc

Breath Weapons **◆◆** (arcane, electricity) The mephit breathes lightning in a 15 foot cone that deals 2d6 electricity damage to each creature within the area (DC 17 basic Reflex save). The mephit can't use Breath Weapon again for 1d4 rounds.

Tactics The mephits try to wait until the characters are deep into the room before attacking, though if the characters start disabling columns, tearing up the floor with picks or otherwise damaging the room they attack sooner. In combat they move from column to column strafing with their claws making sure to end each turn behind a column (they are smart and avoid attacks of opportunity as best they can). If they can (because a character moved up) they will unleash their breath weapon or innate spells before flying to cover.



The Long Stairs - Extreme 3

This is a variant of the classic Hermit's Door trap with added spikes, stairs, and guards (making it more of a defense than deathtrap). The trap is located in a 15'x15' open-shaft stairwell. The uneven stairs (DC 15 Balance), are cut into the walls (DC 25 Climb) and run 30' up with tiny landings every 10'. The top 10' of the stairs, the top landing, and 10' of the wall below them have been greased (DC 20 Balance, DC 30 Climb). The area is illuminated by a chandelier hanging in the center of the shaft 37' up. About 8' from the entrance, up against the stairs, is a 5' square bed of spikes. More spikes are set in a recess on the second landing, facing the top of the stairs.

At the top of the stairs a balcony has been sealed off with a floor-to-ceiling wooden barricade with firing positions overlooking the stairs and a false door at the top of the stairs. **Six Guards** are behind the barricade (they cannot see or be seen from below the first landing). In the far back corner of the room is the exit door.

TREACHEROUS STAIRS

HAZARD 2

ENVIRONMENTAL

Stealth DC 0 (obvious) and 20 (to notice the grease)

Description These uneven, badly slanted, slippery stairs are 30" wide and have no safety feature of any kind (DC 15 Balance). The top ten feet (and the top landing) are greased (DC 20 Balance).

Disable Building a safety rail (several days), Taking a couple hours to remove the grease.

Slip and Fall ↻ **Trigger** While on the stairs a character falls while balancing, falls prone, suffers forced movement, or is in the way of forced movement. **Effect** The character must make a DC 20 balance check (DC 25 on the greased portion):

Critical Success: no additional effect.

Success: the character tumbles down the stairs to the next landing and becomes prone (this does not trigger this hazard again, though it will trigger the spikes).

Failure: The character falls off the side of the stairs but may attempt to Grab an Edge (DC 20 or 30) normally.

Critical Failure: The character falls off the stairs and may not attempt to Grab an Edge.

SPIKES

HAZARD 1

ENVIRONMENTAL

Stealth DC 0 (Obvious)

Description These are large and quite obvious beds of wickedly sharp steel spikes.

Disable DC 15 Craft to cap or cover the spikes.

AC 19 **Fort** +11 **Ref** +4

Bed of Spikes Hardness (per square) 5, **HP** 40 (**BT** 20),

Immunities critical hits, object immunities,

Impale  **Trigger** A character is forced to move into a bed of spikes. **Effect** The character must make a basic DC 20 Reflex save or take 4d8 damage (in addition to any damage normally suffered from the movement). If the character takes any damage from the spikes they are impaled: they must take a two action activity (move and interact) to remove themselves (also standing up if prone) and until they do those spikes are disabled.

Reset It's a 2 action activity to pull someone off the spikes.

HERMIT'S DOOR

HAZARD 3

MECHANICAL TRAP

Stealth DC 20 (Expert; spot that the 'door' is just a facade); DC 23 (Expert; notice the concealed hinges)

Description The entire top section of the barricade is hinged and weighted with a false door in the middle.

Disable DC 20 Thievery (Expert) to open the door without being struck, DC 25 Athletics arrest the doors motion as it's opening, DC 30 Athletics to Force Open the door

AC 16 **Fort** +14 **Ref** +6

Door Hardness 10, **HP** 40 (**BT** 20), **Immunities** critical hits, object immunities

Rope Hardness 3, **HP** 5, **Immunities** object immunities

Fling Open  **Trigger** A creature on the inside uses an interact action. **Effect** The door opens and creatures on the top landing must make a DC 25 Reflex save:

Critical Success: They manage to avoid the door.

Success: They are struck by the door for 1d4+2 bludgeoning damage and knocked back 5 feet onto the stairs (note this triggers the Treacherous Stairs).

Failure: They are struck by the door for 1d8+4 bludgeoning damage, knocked prone, and sent tumbling 15 down the stairs (into the spikes).

Critical Failure: They take 2d8+8 bludgeoning damage and fall 30 feet (onto the spikes).

Reset The door has a rope attached inside the room. As a three action activity the door can be pulled shut.

GUARDS (6)

CREATURE 1

LN MEDIUM HUMAN HUMANOID

Perception +7

Languages: Common

Skills Acrobatics +5, Athletics +7, Intimidation +5

Str +4, **Dex** +2, **Con** +2, **Int** +0, **Wis** +2, **Cha** -1

Items crossbow (10 bolts), dagger, long spear, scale mail, 3 lesser alchemist fires,

AC 18; **Fort** +7, **Ref** +5, **Will** +5

HP 20

Attack of Opportunity

Speed 25 feet

Melee  longspear +9 (reach) **Damage** 1d8+4 piercing

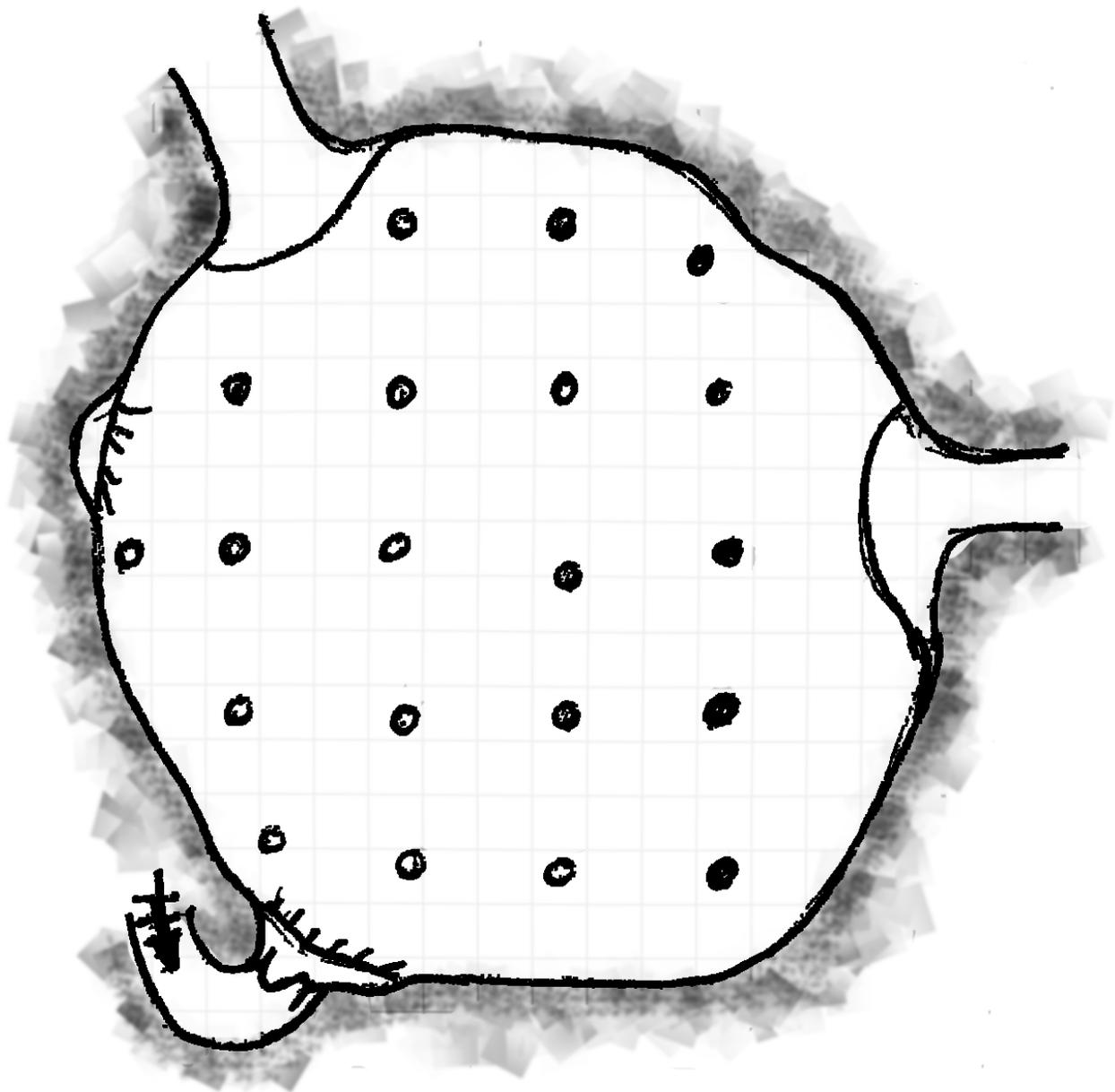
Ranged  crossbow +7 (range increment 120 feet, reload 1) **Damage** 1d8 piercing

Ranged  lesser alchemist fire +7 (range increment 20 feet, splash) **Damage** 1d6 fire plus 1 persistent fire and 1 fire splash

Warding Spear A guard may shove with a longspear.

Formation Fighting Up to two guards may fight effectively in the same five foot space.

Tactics Roll initiative once for the highly trained and coordinated guards. Four guards use Take Cover to gain Greater Cover (+4 circumstance bonus to AC, Reflex saves vs area of effect, and to Stealth checks) from the barricade and use alchemist fires on those below the first landing or crossbows on those above. Two guards wait at the Hermit Door: one readies their action to open it when a creature is outside it and the other delays their turn until after the first so they can use their turn to close the door. When the door is breached the guards switch to longspears, shoving opponents down stairs if possible, and striking if not. They try to keep two guards at the top of the stairs, but the others may throw alchemist fires (changing their grip on the spears back next turn).



Tar Pits - Extreme 5

This trap takes advantage of a pool of sticky, flammable tar. It's located in a roughly circular 75 foot diameter room with a 30 foot high ceiling set with iron rings every 10 feet or so and numerous ventilation holes. Ropes dangle from the iron rings to the surface the tar pit that comprises all of the floor except two small 5 by 15 foot sections in front of the entrance and exit (located about 130 degrees around the room from the entrance). Additionally, there are two shallow alcoves set 10 feet up at approximately 200 and 260 degrees from the entrance, the sec-

ond of which contains a secret passage to a gallery where the traps mechanisms are located.

The ropes are trapped: some of the ropes are safe to climb on, some are designed to break away, and some trigger a mechanism in the ceiling that fires flaming bolts down into the room, igniting the tar which has been treated to summon fire elementals when ignited. The fire will also, through the stack effect, create a powerful wind at the entrance and exits, powerful enough to send creatures sailing into the tar. Oh, and the ropes burn away.

Finally, a pressure plate is rigged at the exit, hooked to the same flaming bolt mechanism.

ENTRAPPING TAR

HAZARD 4

ENVIRONMENTAL

Stealth DC 0 (Obvious)

Description A massive tar pool ensnares any that enter it.

Disable constructing a bridge or scaffolding across the tar

Entrap **Trigger** Someone enters or ends their turn in a tar square **Effect** They are grabbed by the tar, or restrained if they are prone. The DC to Escape is 28 without outside help (such as a rope) or 23 with it.

Reset The tar continues to entrap as long as it exist. New tar bubbles in over the course of a couple days.

ON THE ROPES

HAZARD 4

MECHANICAL TRAP

Stealth DC 20 (Expert; break-away ropes), DC 25 (Expert; trigger ropes), DC 28 (Expert; Pressure plate)

Description Ropes (Climb DC 10) dangle from iron rings in the ceiling approximately 10 feet apart. It is possible to move from rope to rope with a DC 20 Athletics or Acrobatics check. Seven of the ropes are safe, seven break away if weight is put on them, and six trigger a flaming bolt trap in the ceiling. Additionally, a pressure plate at the exit triggers the bolt trap as well.

Disable DC 18 Thievery to disarm the firing mechanism (must be in gallery), DC 22 to disarm the pressure plate, DC 15 Craft to reinforce a breakaway rope

AC 13 Fort +10 Ref +3

Rope Hardness 3, HP 5, Immunities object immunities

Wrong Rope **Trigger** Weight is put on a breakaway rope, a trigger rope, or the pressure plate. **Effect** A breakaway rope breaks and the character falls. Trigger ropes and the pressure plate unleash one falling bolt attack against everyone in the room.

Ranged falling bolt +17 **Damage** 2d6 piercing + 2d6 fire.

Reset Once fired all the bolts must be manually reloaded.

ELEMENTAL SUMMONING

HAZARD 7

COMPLEX CONJURATION FIRE MAGICAL TRAP

Stealth DC 25 (Expert; Smell the mystical reagents)

Description Special reagents have been added to the tar that, when burned, will summon fire elementals.

Disable DC 20 Arcana or DC 30 Thievery to identify counteragents, DC 25 Craft (Alchemy) to prepare them.

Summon **Trigger** The tar is ignited. **Effect** Two hostile **Living Wildfires** are summoned and appear in the burning tar by the entrance and exit and roll initiative. The elementals stay until all the tar is extinguished.

Reset More reagents must be added to the tar.

LIVING WILDFIRE (2)

CREATURE 5

See "Living Wildfire" in the *Pathfinder Second Edition Bestiary*
Tar Stride The living wildfires are immune to the tar.

BURNING TAR

HAZARD 5

COMPLEX ENVIRONMENTAL FIRE

Stealth DC 0 (Obvious); This hazard goes last in initiative.

Description A massive, flammable tar pool.

Disable The only way to disable the fire once started is to extinguish it. A waterskin doesn't have nearly enough water but certain spells (water or cold spells with an area of effect) can at the GMs discretion.

AC 10 Fort +18 Ref +11

Foot Square Hardness 0, HP 10 fast healing 10, **Immunities** everything but water and cold effects

Ignite **Trigger** The tar is subject to a fire effect **Effect** The tar bursts into flame. All squares covered in tar are on fire and the temperature in the room increases to incredible heat. Insert the hazard last in initiative.

Routine (3 Actions) On the first action the fire spreads: any squares of tar not on fire and adjacent to any that are ignite. On the second action characters and objects within 30 feet of the fire take 3d6 fire damage with a basic Fortitude save of DC 20 (or 30 if they are in flaming tar). This destroys the ropes. Finally, the room above the fire is filled with smoke giving concealment to anything in it and forcing those in it to make a DC 20 Fortitude save or be sickened 1 and slowed 1 as long as they are in the smoke (or sickened 2, slowed 2 on a critical failure). The smoke is a poison effect.

Reset The tar burns out after about an hour.

STACK EFFECT

HAZARD 4

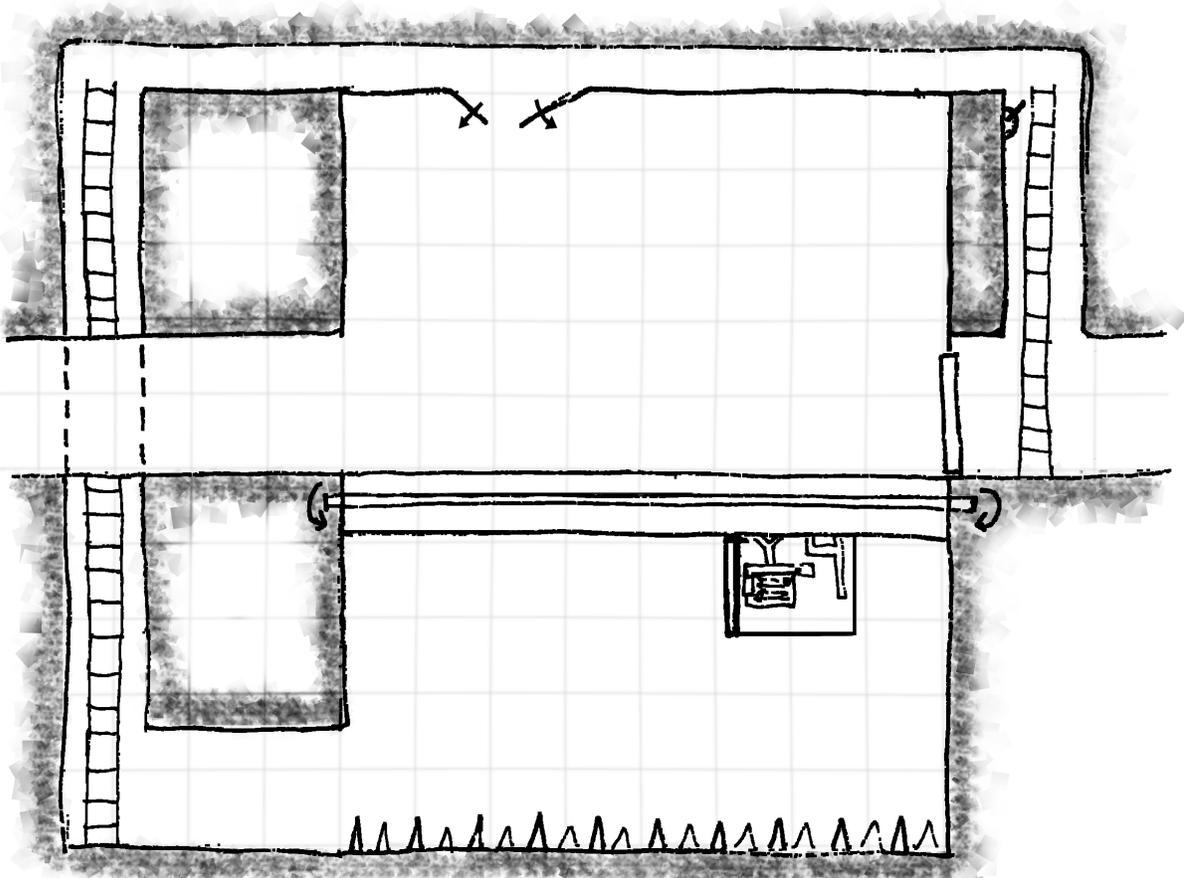
AIR ENVIRONMENTAL

Stealth DC 25 (expert) to notice the structure will cause the stack effect (DC 20 Mining lore will also detect this).

Description When a fire is ignited it will create a strong wind into the room from the entrance and exit tunnels.

Disable DC 25 Craft to seal off the tunnels (note this will cause the fires to quickly exhaust the breathable air)

Stack Effect **Trigger** the tar catches on fire. **Effect** large or smaller creatures in the entrance and exit tunnels must make a DC 25 Fortitude save or take 1d6 bludgeoning damage, be moved 10 feet into the room, and become prone (2d6 damage and 20 feet on a critical failure). Thereafter, any creature attempting to move up the tunnels while the fire burns must make a DC 20 Athletics check to move against the wind.



The Flip Side - Extreme 3

This deathtrap consists of a long, straight 2.5 foot wide corridor leading directly to a perfectly circular room 40 feet in diameter. The exit, a sturdy stone door, is set directly across from the entrance and the ceiling is 25 feet tall and looks to be rough natural stone. The walls of the room are hewn stone (DC 25 Climb) and three secret doors (DC 10 to notice) are set around the chamber. The doors open inward to empty alcoves.

The floor looks the same as the ceiling but it is actually a stone plate on an axle that runs directly from one exit to the other. As long as creatures stay on the five foot path between the entrance and exits the room is stable but as soon someone heavy enough (more than 30 pounds) steps out of the safe zone the finely balanced room rotates, dumping those on it into the pit below. A mechanism then completes the rotation so that the top of the floor is now the bottom and the bottom the top. This rotation also reveals that a polybolos attached to the bottom of the plate (now the top) along with a **Skeletal**

Champion to operate it. The polybolos is set to fire directly down the center of the room and into the entrance tunnel.

Below the floor is a 25 foot pit covered in spikes which are clogged up by the dead bodies of the traps previous victims. Unfortunately, the deaths of so many and the necromantic energy from the skeleton has amalgamated into a powerful haunt that will animate skeletons to attack the characters. Leading from the pit is a tunnel that leads to a rickety, 50 foot ladder (DC 5 Climb) that leads to a small tunnel above the room. The tunnel runs across the top of the room to another ladder which leads down to an alcove on the other side of the exit door. However, unless a switch is pulled to deactivate it (the switch being located out of sight by the second ladder), a trap door in the floor will open up beneath anyone trying to crawl through the tunnel and they will fall 25 feet down onto the plate, causing it to spin again, dumping anyone on it (including the unfortunate person that just fell) another 25 feet into the pit.

ROTATING FLOOR

HAZARD 1

MECHANICAL TRAP

Stealth DC 25 (Expert)

Description The room is designed to rotate if weight is unevenly placed across the center-line, dumping creatures onto spikes in the pit below (which are already clogged with previous victims).

Disable DC 20 Thievery or Craft to jam spikes into the corners on opposite sides of the room to prevent rotation; if characters ready actions to move in concert they can prevent rotation when moving though this requires DC 20 Acrobatics checks to balance from one of them.

Drop **Trigger** A small or larger creature unbalances the plate or a creature uses an interact action on a lever in the polybolos structure **Effect** The plate rotates and anyone on it is dropped 25' (usually taking 13 damage) and onto spikes which do 2d8 piercing damage with a DC 20 basic Reflex save.

Reset A mechanical mechanism ensures that the plate completes rotating so that the bottom of the floor is now the top and the trap resets.

POLYBOLOS

HAZARD 4

COMPLEX MECHANICAL

Stealth DC 0 (Obvious)

Description A polybolos (an automatically reloading siege crossbow) has been set up in a wooden structure bolted to the underside of the plate and set to fire directly down the center of the room. An **elite skeletal champion** (who is strapped to a chair bolted to the floor) operates the polybolos. The wooden structure protects the front (giving greater cover) and top (complete cover). It is 8' tall and has a Climb DC of 15.

Disable DC 20 Thievery to jam up the firing mechanism.

AC 15 Fort +14 Ref +8

Roof and Front (track separately) **Hardness 5, HP 40 (BT 20), Immunities** critical hits, object immunities

Polybolos Hardness 5, HP 20 (BT 10), Immunities critical hits, object immunities

Fire! **Trigger** The polybolos rotates into place **Effect** The **skeleton champion** enters initiative going next.

Routine An operator may sacrifice actions to operate this hazard to a max of three per turn, gaining the ability to make polybolos bolt attacks on targets in the weapons line of fire. The weapon's magazine holds 24 bolts.

Ranged **polybolos bolt +15** (agile, range increment 200 feet, reload 0) **Damage 1d12+10** piercing

Reset It takes three actions to reload (1 reload is available)

ELITE SKELETAL CHAMPION

CREATURE 3

See "Skeletal Champion" in the *Pathfinder Bestiary*

This skeletal champion doesn't have a shield or weapons.

While strapped to the chair it is flat-footed, cannot become prone, and is immobile.

Tactics The champion delays until the polybolos rotates into place and then uses its actions to operate it, attacking the closest target in the weapons line of fire. If there are multiple targets in the room behind it or to the sides, it uses the lever to flip the room.

RESTLESS SOULS

HAZARD 3

COMPLEX HAUNT

Stealth DC 25 (Expert; Sense the evil feeling in the air);

This hazard automatically goes last in a turn

Description The deaths of so many people in the pit has amalgamated into a fearsome haunt.

Disable DC 20 Religion (3 successes needed)

Terror **Trigger** A creature lands in the pit and doesn't die. **Effect** The haunt enters initiative going last.

Routine (1 action) the haunt emits a field of terror and all those in the pit must make a DC 20 Will save or be frightened 2 (frightened 1 on a success or frightened 3 and fleeing for three rounds on a critical failure; this is a fear effect and, regardless of outcome, the character is immune to the effect for 24 hours). Then, if there are less than 4 skeleton guards in the pit it animates **2 skeleton guards** (to a max of 20) which act immediately. The skeleton guards do not leave the pit.

Reset After 10 minutes the skeletons de-animate.

TRAPDOOR

HAZARD 1

MECHANICAL TRAP

Stealth DC 20 (Expert; See the faint seams of the door) or DC 30 (Expert, looking up from below)

Description There is a trapdoor hidden in the tunnel and constructed as two hinged plates. When enough weight is placed on the center of the door it releases, dropping the character into the room below.

Disable DC 20 Thievery to jam the opening mechanism; there is a lever concealed at the end of the tunnel by the ladder leading to the exit that will also disable it.

Drop **Trigger** A small or larger creature that weighs more than a skeleton places weight on the center of the trapdoor **Effect** The character is dropped 25 feet onto the plate (which rotates). The character may attempt to Grab an Edge as normal (DC 30).

Reset The door closes in two rounds and the trap resets.



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