**Decrepit Flooring** Level 16 Lurker
Trap XP 1,400

*A rug is neatly settled over rotten flooring that can give away at a moment's notice. Jagged splinters of wood slice into the flesh of any unfortunate creature that plunges through the flooring.*

**Trap:** A rug hides a section of broken flooring that deals damage and collapses under a characters weight.

**Perception**

✦ DC 13: The rug appears to be covering something that is slightly lumpy.

✦ DC 20: The floor boards near the rug are weathered and warped.

**Trigger**

The floor collapses when a creature enters the square.

**Attack**

**Opportunity Action Melee**

**Target:** The creature that triggered the trap.

**Attack:** +19 vs. Reflex

**Hit:** 1d10 + 4 damage, and the target falls through the floor (Save allowed).
The rug falls through with the first target, uncovering the remaining 3 squares of the trap

**Countermeasures**

✦ Duh.. don't stand on the rug!

✦ A 'Make Whole' ritual with the component cost of 20gp can fix the floor.

✦ A Thievery check DC 15 can be used to arrange the tables and chairs to cover the flooring, leaving the area as blocking terrain.