

ROUND	PERC	FLOOR	DISABLE	TRAP
29		WELCOMING PARTY		
28				Wall of force (crush)
27	AUTO	9th FLOOR	C	Wall of force (see)
26	22			
25	22			
24	22	8th FLOOR	E	Pit trap*
23	24			
22	24			
21	24	7th FLOOR	H	Lasher chains, fettering devil
20	26			
19	26			
18	26	6th FLOOR	D	Spear trap
17	28			
16	28			
15	28	5th FLOOR	B	Dazing attack, Tragedy
14	30			
13	30			
12	30	4th FLOOR	A	Caltrops balls blaster
11	32			2 nd elemental
10	32			Fireball (blast), 1 st elemental
9	32	3rd FLOOR	G	Fireball (see)
8	34			
7	34			
6	34	2nd FLOOR	D	Immobilized*, spikes at bottom of pit
5	36			
4	36			
3	36	1st FLOOR		
2	38			
1	38			
0	38	GROUND FLOOR		

*ON CONTROL HANDLE, DC 25 TO SPOT, DC 35 TO DISABLE

** DC 27 TO SPOT, DC 25 TO DISABLE

CONTROL HANDLE

Draw the following diagram so that the players can indicate which position the handle is in at any time. Remember, it can only be moved once per round, and that is a minor action. If you feel mean, make it a standard action instead.

A	B	C
H	O	D
G	F	E

Depending on how generous you feel, you can have each position light up with a small green light if the control handle is in the correct position to disable the next trap.

INSTRUCTIONS

Roll initiative for all characters. The lift has an initiative roll of 0, and ascends one box on the tracker on its turn. Run through the ascent round-by-round – characters can take actions listed below. It may be fun for your players to draw a vertical tracker and track the lift's ascent on a battlemat.

When the lift enters a box with a trap/event, roll initiative for that item and insert it into the initiative order. Creatures have initiative scores as noted on pages 50-51 of *Tears of the Burning Sky*:

- Blazing Fire Elementals (3rd floor): +15
- Tragedy (5th floor): +13
- Fettering Devil (7th floor): +20

Traps without initiative scores (Fireball Blast, Caltrops Ball Blaster, Dazing Attack, Spear Trap, Lasher Chains, Pit Trap, Wall of Force) are triggered *immediately* the lift enters the relevant box.

ACTIONS

- LEVER CAN BE MOVED ONLY ONCE PER ROUND (MINOR ACTION)
- HANGING UNDER HATCH: DC 20 ATHLETICS EACH ROUND
 - DC 30 TO DISABLE EACH TRAP FROM THERE ONLY, TAKES 2 RNDs
 - +25 vs REF EACH ROUND OR TAKE 2d6+6 DMG
- SHAFT DC 35 TO CLIMB
- CHAINS 300 HP, MUST BREAK 2 TO DISABLE, AC 4, REF 4, FORT 12