

50 ENVIRONNEMENTAL HAZARDS *for dungeons*



- Encounters -

METAL TURTLE GAMES

1. A pool of flammable liquid leaking from nearby barrels. They will explode if the liquid catches fire.
2. The ceiling is unstable because of a recent earthquake which damaged the structure of the dungeon.
3. A lot of potions (in a crate or an alchemy table) at risk of breaking and mixing their content, which can't be good.
4. The floorboards are rotten and will make the adventurers fall on the floor below if they're not cautious.
5. The ground is covered in slippery moss due to the humidity in this part of the dungeon.
6. A hornet's nest located in a passageway. If disturbed, its inhabitants will go after the unfortunate, stinging them and risking an anaphylactic shock.
7. This part of the dungeon has vines running on the floor and covering a hole located above a violent water stream.
8. Low hanging branches or vines, making it difficult to progress. They also can take adventurers by surprise and make them fall when running away.
9. A slippery mud slope, easy to climb down but getting harder to climb up at each (failed) attempt.
10. A muddy area where footprints are easily seen. When leaving it, shoes are so dirty, they will leave a clear track for a good amount of time.
11. Old wooden stairs with rotten and/or missing steps because of the growth and hunger of an aggressive fungus.
12. A tunnel filled with methane, coming from the decomposition of bodies, exploding at the smallest spark.
13. A corridor leading to a lower area is flooded due to strong rainfalls and the lack of a proper water evacuation.
14. Weakened floor which will crumble under the weight of more than one person or a overburdened one.
15. An door/window leading to the exterior which, when opened, lets in a breeze which slams another door, alerting the monsters.
16. A cloud of toxic spores released when stepping on moss or fungi covering the ground.

17. A flooded room behind a closed door since an accident with the "aquarium".
18. A corridor is blocked by a dozen centimeters of water covered in manufactured fire.
19. Air saturated with choking dust or smoke coming from an old but still working coal powered contraption.
20. A foul nauseating smell emanating from a pile of rotting human bodies where maggots swarm.
21. The volcanic nature of the area induce tremors, making it hard to keep balance at times.
22. A loud sound coming from another room making it impossible to talk or hear anything else.
23. Every sound made in this room are amplified by echo, making it impossible to be stealthy.
24. Strong gushes of wind make it physically hard to progress. Also, light items should be hold on tight for them not to be swept away.
25. The room and its content are charged with static electricity. It will cause adventurers to get static discharges for a short time.
26. The gravity here is strange and not directed to the ground but to a black enchanted sphere.
27. A dense fog coming from lower levels of the dungeon through aeration ducts.
28. At regular intervals, burning steam comes out of hot metallic pipes running all over the place.
29. Acidic dripping from the roof, possibly leaking from the body of a dead monster.
30. A dark room impossible to light, because of a permanent spell cast by the ancient owners of the place.
31. The collapsed ground reveals a dangerous pit, leaving a small ledge as the only way to progress.
32. Slippery stairs, because of the amount of soap which was used the last time they were washed.
33. Jelly floor; it's really bouncy and it's easy to knock your head on the ceiling if you are not careful.
34. The roof is covered in stalactites which will fall in case of a fight or any loud activity.
35. A lot of worthless items are piled here. Stacks are unstable and look like they could crumble anytime.

36. A triggered and now stuck spike trap, making it difficult to navigate the room.
37. This place is extremely hot/cold and adventurers should act accordingly and wear appropriate clothes.
38. A leak of natural gas, coming from a gas pocket in the ground, makes people a bit too euphoric.
39. A cursed area giving nightmares and making it impossible to rest.
40. Sticky and hard to cut spider webs placed in a strategic place to capture a lot of preys.
41. Hot geysers erupt here at more or less regular intervals, inflicting burns to whoever in their path.
42. Shards of broken glass covering the ground after the chandelier lighting the room crashed on the ground.
43. A giant magnet is hanged at the top of the room, attracting all metal items to it, unless adventurers cling on them.
44. Mana absorbing crystals are nested in little alcoves all around this room, rendering spells ineffective here.
45. Overgrown bushes with giant thorns grow all over the place. It's really likely to get tetanus from it.
46. Vines dropping from the ceiling which leaves are irritating in contact with the skin.
47. A rotten rope looks like it can be used to easily cross an obstacle but it's also likely to break.
48. An avalanche/a scree has condemned this hall until someone clears a path.
49. A room cut in two by a frozen river with dangerously thin ice. Some carnivorous fishes sleep under it.
50. A localised sandstorm rages all over the room, projecting sharp rocks and hiding whatever lies at its center.