

“It’s a Trap”

Haunts, Hazards, and Traps

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“It’s a Trap”

Haunts, Hazards, and Traps

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Published by: D20PFSRD.COM Publishing

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Introduction

Greetings and welcome to “It’s a Trap”: Haunts, Hazards, and Traps for the second edition of the Pathfinder Roleplaying Game.

Haunts, environmental hazards, and traps provide three distinct ways to challenge your players. Haunts are supernatural hazards, often created by the violent passing of the living into undeath. Environmental hazards are naturally occurring, and include dangerous terrain such as thin ice, flora or fauna such as shrieker shrooms, or erratic magical phenomena. Traps are created by creatures to capture or kill their enemies, often in defense of their territories and wealth.

Within these pages, we have gathered more than 40 years of gaming and design experience, to give you the greatest variety of haunts, environmental hazards, and traps that our devious minds could think up. There are environmental dangers that turn the unwary to gold, haunts that disorientate or kill, and a wide range of simple and complex traps.

These threats are presented in such a manner as to make it as easy for you as possible to run them in your game. Remember that these traps can be far deadlier when blended into the environment, or when combined. Even a simple trap becomes far more dangerous if hidden underneath the leaves and debris of an autumn forest, where they are well-hidden.

With that, we hope you enjoy these additions to your game.

Kim Frandsen & Beth Jones

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Chapter 1: Haunts

Haunts are the harrowing memories of life, brought back from death to terrify the living. They exist in a state between life and undeath. The haunt's soul-echoes bring destruction upon those who succumb to their effects, whether they have come about through great psychological trauma made manifest, such as at the site of a great tragedy, or have been conjured up by necromantic magic.

THE LOST

HAUNT

Stealth DC 16 (trained)

Description A walking cane, haunted by the memory of someone who died while lost, attempts to mislead anyone who touches it.

Disable Religion DC 16 (trained) to exorcise the spirit or Survival DC 19 to explain the spirit's way home from where it died, to lay it to rest

Direction Lost \Rightarrow (death, emotion, fear, illusion, mental, occult): **Trigger**

A living creature picks up the walking cane. **Effect** The haunt causes the creature to lose all sense of direction. The creature must attempt a DC 19 Will save.

Critical Success The target is unaffected.

Success The target becomes dazzled 1.

Failure The target becomes dazzled 2.

Critical Failure The target becomes unable to discern which direction they came from or where they are supposed to be going. Every time they choose a direction of travel, they're 75% likely to go in the opposite direction, without noticing. For example, if they choose to go right, the GM secretly rolls a percentile die, and, on a roll of 75 or less, they instead turn left.

Reset The haunt resets automatically after 24 hours.

HAZARD 0

BLOODCURDLING SCREAM

HAUNT

Stealth DC 20 (trained)

Description A token of affection, such as a ring or necklace, haunted by the screams of a spirit who lost their true love.

Disable Religion DC 18 (trained) to exorcise the spirit or Diplomacy DC 21 (expert) to convince the spirit that their loved one is waiting in the afterlife

Despairing Scream \Rightarrow (death, emotion, fear, occult): **Trigger** The token is touched or moved. **Effect** The creature disturbing the token takes 2d6 sonic damage and must attempt a DC 15 Will save.

Critical Success The target is unaffected.

Success The target becomes fleeing for 1 round.

Failure The target takes an extra 1d6 sonic damage and becomes fleeing 2.

Critical Failure The target takes an extra 1d6 sonic damage and becomes fleeing 2 and frightened 1.

Reset The haunt resets automatically after 24 hours.

HAZARD 2

TORTURED SOUL

HAUNT

Stealth DC 17 (trained)

Description A bloodstain, difficult to distinguish from the grimy floor of the dungeon or jailhouse interrogation room, is suffused with the energy of a creature that was subjected to particularly malicious torture.

Disable Religion DC 17 (trained) to guide the soul to the afterlife with *guidance* and a fervent prayer, or to sprinkle holy water on the stain and exorcise the spirit, or Thievery DC 20 (trained) to remove the stain with a solvent without triggering the haunt

Bloody Anguish \Rightarrow (necromancy, negative, occult): **Trigger** A living creature comes into contact with the bloodstain. **Effect** Negative energy assails the creature, which must attempt a DC 17 Fortitude save.

Critical Success The creature is unaffected.

Success The creature takes 1d4 negative energy damage.

Failure The creature takes 1d6 negative energy damage.

Critical Failure The creature takes 1d6 negative energy damage and 1 bleed damage.



JILTED LOVER

HAUNT

Stealth DC 15 (trained)

Description The soul of a scorned lover left at the altar, and bound to an engagement ring, uses its sorcerous arts from beyond the grave to exact revenge on beautiful creatures.

Disable Occultism DC 18 (trained) to cast *calm emotions*, permanently putting the haunt to rest, or *dispel magic* (1st level; counteract DC 22) to counteract *jealous hex*

Jealous Hex ↳ (curse, necromancy, sorcerer); **Trigger** One or more creatures, the same gender as the soul connected to the haunt (GM's choice), approach within 30 feet of the ring. **Effect** All creatures of the designated gender within range are targeted by *jealous hex*. The creatures must attempt a DC 15 Will save.

Reset After successfully affecting at least 1 creature, the haunt dissipates for 24 hours, after which time it resets.

BLINDING MIRROR

HAUNT

Stealth DC 23 (trained)

Description The spirit of a beautiful and vain creature who was cursed by a witch to wither into ugliness resides in a hand mirror.

Disable Diplomacy DC 20 (trained) to mollify the spirit or Thievery DC 15 to hurl the mirror to the floor without triggering the haunt, shattering the glass and destroying the haunt's connection to this plane, or *dispel magic* (3rd level; counteract DC 20) to counteract *blindness*

Blindness ↳ (incapacitation, necromancy); **Trigger** A creature's form is reflected in the mirror. **Effect** The creature is targeted with blindness (basic DC 20 Fortitude save).

DEATH'S COLD HAND

HAUNT

Stealth DC 22 (trained)

Description A fur coat or winter blanket haunted by the spirit of someone who died of hypothermia.

Disable Religion DC 22 (trained) to exorcise the spirit or Survival DC 25 (expert) to survive the cold and stave off hypothermia.

Freezing Death ↳ (death, cold, occult); **Trigger** A living creature touches the coat or blanket. **Effect** The target immediately experiences the horror of slowly dying from the cold. The target takes 6d6 cold damage and must attempt a DC 21 Fortitude save.

Critical Success The target is unaffected.

Success The target becomes enfeebled 1.

Failure The target becomes paralyzed.

Critical Failure The target becomes paralyzed and takes a further 1d6 cold damage each round until it is at least 50 feet away from the coat or blanket.

Reset The haunt resets automatically after 24 hours.

HAZARD 2

FAILED APPRENTICE

HAUNT

Stealth DC 23 (trained)

Description A 10-foot-radius summoning circle, covered in the dusty remains of a corpse. The spirit of the corpse forces others to relive its final moments, as it was killed by its master for failing to cast a spell.

Disable Religion DC 23 (trained) to exorcise the spirit or Arcana DC 26 (expert) to convince the spirit that it did nothing wrong when casting the spell

Failure's Consequence ↳ (death, emotion, fear, illusion, mental); **Trigger** A creature disturbs the remains or steps into the summoning circle.

Effect The creature relives the final moments of an apprentice's life as their body is disintegrated by a harsh and unforgiving teacher. The target must attempt a DC 22 Will save.

Critical Success The target is unaffected.

Success The target takes 4d6 evil damage and is frightened 1.

Failure The target takes 8d6 evil damage and is frightened 2.

Critical Failure The target takes 8d6 evil damage, is frightened 4, and drained 2. Should this kill the target, it is enveloped in green flames, and reduced to a cloud of fine dust as per the *disintegrate* spell.

HAZARD 3

WATERY GRAVE

HAUNT

Stealth DC 26 (expert)

Description A handful of wooden planks, the remnants of an ocean-faring craft, which are infused with restless spirits, lay at the water's edge or bob on the water's surface.

Disable Occultism DC 23 (expert) to know the planks must be moved (without physical contact) to dry ground where the sea will touch them no more, or *dispel magic* (5th level; counteract DC 26) to counteract *mariner's curse*.

Mariner's Curse ↳ (attack, curse, necromancy, occult); **Trigger** A creature touches a plank. **Effect** The creature is targeted by mariner's curse. The creature must attempt a DC 22 Will save.

HAZARD 5





FASCINATING ARTWORK

HAUNT

Stealth DC 23 (trained)

Description A prominently displayed, masterfully crafted artwork, such as a marble bust or wooden statuette, is haunted by the restless spirit of its creator. The spirit attempts to convey the truth of the artwork's origins; the creator was betrayed by their protege, who passed the work off as their own and received all the accolades and praise.

Disable Diplomacy or Society DC 23 (expert) to set the record straight, appeasing the haunt and releasing it from its obsession

Mesmerize (mental, occult); **Trigger** A creature approaches within 10 feet of the artwork. **Effect** A scene plays out, over and over, in the creature's mind, depicting the truth behind the artwork's creation. The creature must attempt a DC 26 Will save or become fascinated.

Success The creature is unaffected.

Failure The creature is fascinated by the artwork for 1 round.

Critical Failure The creature is fascinated by the artwork and uses all of its actions each round to stare at the artwork. The creature receives a new save on subsequent rounds (with a cumulative -1 circumstance penalty each round) to end the haunt's hold over it. This effect ends if the haunt is disabled or if the creature can't see the artwork for the entire duration of one of its turns.

Reset The haunt resets after an hour.

HAZARD 6

OBSCENE SCENE

HAUNT

Stealth DC 27 (expert)

Description A painting of a famous battle scene that is painted over an older picture beneath. The painting is haunted by the spirits of innocents, who were massacred during the event depicted in the original painting.

Disable Religion DC 27 (expert) to exorcise the spirits or Crafting DC 30 (expert) to restore the original painting underneath, which releases the spirits

Daunting Despair (death, emotion, fear, occult); **Trigger** A creature deals damage to another creature within 10 feet of the painting. **Effect** The creature that caused the injury is forced to endure the same injuries as the spirits experienced, along with the sheer despair of seeing their loved ones destroyed. The target must attempt a DC 25 Will save.

Critical Success The target is unaffected.

Success The target takes 5d6 mental damage and is enfeebled 1.

Failure The target takes 10d6 mental damage and is enfeebled 2.

Critical Failure The target takes 10d6 evil damage, is enfeebled 2 and doomed 1.

Reset The haunt resets automatically after a week.

FIERY DEMISE

HAUNT

Stealth DC 20 (trained)

Description The burnt remains of a building occupy a 20-foot by 15-foot area. Scorch marks pepper the ground at various places within a 15-foot radius of the rubble.

Disable Occultism DC 25 (trained) to completely drench the building's remains in water to release the spirits trapped within the haunt

Pillar of Flame (fire); **Trigger** A creature moves within 15 feet of the burnt building. **Effect** A 5-feet wide pillar of flame shoots up from under the creature, 20 feet into the air. Any creature engulfed in the flames must attempt a DC 27 Reflex save, taking 8d6 fire damage on a failed save or half as much on a successful one.

HAZARD 6

HAG'S HAZE

HAUNT

Stealth DC 28 (expert) to realize the unnatural nature of the fog by noticing its greenish hue and mild smell of rotten onions.

Description A spirit is tethered to a 30-foot radius area of low lying fog where it was the victim of an especially malicious swamp hag.

Disable Occultism DC 28 to employ a strong wind spell to untether the spirit, freeing it to pass into the afterlife

Erratic Emotions (emotion, fear, occult); **Trigger** A creature enters the area of fog. **Effect** The creature must attempt a DC 30 Will save. The target experiences a variety of emotional responses based upon its save result. Regardless of the result, the target gains immunity to the effects of future exposure to hag's haze for 24 hours.

Critical Success The target suffers no ill effects.

Success The target experiences visions of gnarled hands reaching up from the muck, with bloody fingernails grasping at its legs. The target becomes fleeing 1 for 1 round.

Failure The target is assaulted by the smell of boiling flesh, and becomes sickened 4.

Critical Failure Hearing unsettling whispers threatening murder from nearby creatures, the target goes on the offensive. For 1 minute, the target must use all of its actions to attack the closest creature.

CANNIBAL FEAST

HAUNT

Stealth DC 33 (trained)

Description Blood covers the site that was once the scene of cannibalistic feasting. It is now haunted by those same urges.

Disable Religion DC 30 (expert) to exorcise the area or Survival DC 30 (expert) to suppress the urge to eat flesh.

Feast \Rightarrow (mental); **Trigger** A creature moves into the room or area. **Effect**

The haunt takes control of the triggering creature forcing it to attack a nearby ally. The creature must attempt a DC 28 Will save.

Critical Success The creature is unaffected.

Success The target makes a Strike against its nearest ally. The target also becomes sickened 1.

Failure The target drops anything they are holding and attempts to Grapple its nearest ally. If the Grapple is successful, the target makes a bite attack against the grabbed ally, which deals 1d6 piercing damage. The target must use all its actions each turn to bite the grabbed ally, until the ally escapes the grapple.

Critical Failure As for Failure, above, but the target continues to attempt to Grapple and bite allies until the haunt is disabled or they become unconscious.

Reset The haunt resets after 24 hours.



GALLows OF DESPAIR

HAUNT

Stealth DC 33 (master)

Description The spirit of a creature, hung for crimes it did not commit, clings to the gallows in an abandoned town.

Disable Diplomacy DC 26 (expert) to convince the spirit of its innocence or Religion DC 30 (master) to exorcise the spirit

Despair \Rightarrow (emotion, mental); **Trigger** A creature lingers at the gallows for more than 1 round. **Effect** The creature suffers incapacitating mental anguish. It must attempt a DC 28 Will save.

Critical Success The creature is unaffected.

Success The creature is slowed 1.

Failure The creature is stunned 2 as it sobs uncontrollably and takes 4d10 mental damage.

Critical Failure The creature is stunned 4 as it sobs uncontrollably and takes 8d10 mental damage.

HAZARD 9

THE HEADTAKER

HAUNT

Stealth DC 32 (master)

Description A guillotine with a stained blade stands in an open square, inhabited by the spirit of one of its victims, one who attempts to replace its own head.

Disable Thievery DC 35 (master) to disable the guillotine blade or Religion DC 32 (expert) to exorcise the spirit

Off With Their Heads \Rightarrow (mental); **Trigger** A living creature approaches within 20 feet of the guillotine. **Effect** The haunt takes control of the triggering creature, forcing it to place its head in the guillotine. The target must make a DC 27 Will save.

Critical Success The creature is unaffected.

Success The creature takes 6d8 mental damage and becomes stunned 1.

Failure The creature places its head in the guillotine, but manages to withdraw it just as the blade drops. The creature takes 12d8 slashing damage from the blade as it drops and becomes stunned 2.

Critical Failure The creature places its head in the guillotine and must make a DC 29 Fortitude save or be decapitated. Success means that it instead takes 12d8 slashing damage and becomes stunned 2.

GRASPING DEAD

HAZARD 11

HAUNT

Stealth DC 36 (master)

Description Hundreds of skeletal hands burst from the ground in a 30-foot-radius, grasping and clawing at any living intruder.

Disable Religion DC 33 (master) to exorcise the spirits of the dead or Arcana DC 33 (master) to dissipate the magic that infuses the ground

Claw the Living \Rightarrow (arcane, death, emotion, fear, mental, necromancy, occult); **Trigger** A living creature steps onto the area of the haunt.

Effect The haunt attacks with grasping claws, and infuses the living with dread. The triggering creature takes 5d12 points of slashing damage and must attempt a DC 30 Will save.

Critical Success The target is unaffected.

Success The target becomes frightened 1.

Failure The target becomes frightened 2 and fleeing is fleeing for 1 round.

Critical Failure The target becomes frightened 3 and is fleeing for 1 round. The frightened condition does not decrease until the triggering creature is out of sight of the area of the grasping dead.

Reset The haunt resets after 1 round.

VENGEFUL SPIRIT

HAZARD 11

HAUNT

Stealth DC 33 (master)

Description An excommunicated clergy haunts an abandoned temple where it unleashes its fury on unsuspecting supplicants.

Disable Religion DC 29 (master) to reconsecrate the temple building, releasing the spirit permanently, or *dispel magic* (6th level; counteract DC 29) to counteract *spirit blast*

Spirit Blast \Rightarrow (divine, force, necromancy); **Trigger** A creature with a holy symbol on its person crosses the threshold of the temple. **Effect** The creature is targeted with *spirit blast* (basic Fortitude save DC 29).

Reset The haunt resets after 24 hours.

STUPEFYING MEMOIRES

HAUNT

Stealth DC 35 (master)

Description The restless spirit of an individual whose mind slowly deteriorated over time infuses the pages of a diary detailing the trials of daily life in an asylum for the insane.

Disable Performance DC 38 (master) to turn the details of the diary into a sonnet, ballad, or some other fitting tribute, putting the spirit to rest, or *dispel magic* (6th level; counteract DC 32) to counteract *feeblemind*

Feeblemind ↗ (curse, enchantment, incapacitation, mental); **Trigger** A creature examines or reads the diary. **Effect** The creature is targeted by *feeblemind*. The creature must attempt a DC 28 Will save.

Reset The haunt resets after 24 hours.

Design Note The GM can increase the level of this hazard to 14 by making the following alterations: **Stealth** DC 38 (master); **Disable** Performance DC 41 (master); **Warp Mind** ↗ (emotion, enchantment, incapacitation, mental); **Effect** The creature is targeted by *warp mind*. The creature must attempt a Will save DC 31.

RAIN OF BLOOD

HAUNT

Stealth DC 37 (master)

Description Entering unholy ground causes a rain of searing blood to pour from the sky overhead.

Disable Religion DC 32 (expert) to use consecrate to rededicate the ground, or Survival DC 37 (master) to quickly find safe shelter from the rain

Smite the Unbeliever ↗ (divine, evil, occult); **Trigger** One or more creatures, who do not worship the deity to which the unholy ground is dedicated, spend at least 2 rounds within the area of unholy ground.

Effect Blood rains from the sky for 1d6+2 rounds, dealing 8d6 evil damage each turn to every creature in the area who does not worship the deity that the ground is devoted to. Creatures that take damage must attempt a DC 33 Will save.

Critical Success The creature is unaffected, takes no damage from the rain, and is immune to the effects of the rain for 1 minute.

Success The creature takes half damage and becomes sickened 1. The creature gains a +2 circumstance bonus to saves made against smite the unbeliever for the next 24 hours.

Failure The creature takes full damage and becomes sickened 2.

Critical Failure The creature takes double damage and becomes sickened 2 and fleeing 2.

Reset The haunt resets automatically after 24 hours.

HAZARD 12

MALICIOUS MELODY

HAUNT

Stealth DC 43 (master)

Description Sounds of music and laughter fill a large entertainment hall. A variety of musical instruments sit on an elevated dais. The grand piano to the right of the dance floor is haunted by a debutante who was publicly ridiculed for her ineptitude.

Disable Performance DC 40 (master) to soothe the spirit so that it refrains from attacking for 24 hours (a critical success on this roll increases this time to 1 week) or *dispel magic* (8th level; counteract DC 36) to counteract *uncontrollable dance*

Uncontrollable Dance ↗ (enchantment, incapacitation, mental, occult); **Trigger** A creature listens to the music for more than 1 round. **Effect** The creature is targeted with *uncontrollable dance* (basic DC 36 Will save).

Design Note The GM can upgrade this haunt by making the following alterations: **Hazard 18**; **Stealth** DC 48 (master); **Disable** Performance DC 45 (master) or *dispel magic* (9th level; counteract DC 40) to counteract *unfathomable song*; **Unfathomable Song** ↗ (auditory, emotion, enchantment, fear, incapacitation, mental, occult); **Effect** The creature is targeted with *unfathomable song* (basic DC 40 Will save).

HAZARD 13

MISER'S HOARD

HAUNT

Stealth DC 42 (master)

Description A single golden coin, out of an entire hoard, is haunted by the spirit of a miserly dragon unwilling to part with its wealth, even in death.

Disable Religion DC 42 (master) to exorcise the spirit or Diplomacy DC 45 (master) to convince the spirit that it has no need for wealth in the afterlife

Give Me That ↗ (emotion, illusion, mental); **Trigger** A creature tries to remove anything of value from the hoard. **Effect** The haunt forces the creature to add to the hoard, and leave it behind. The target must attempt a DC 37 Will save.

Critical Success The creature is unaffected.

Success The target is stunned 1 as it fights off the urges induced by the haunt.

Failure The target adds its most valuable item to the hoard and becomes fleeing 5.

Critical Failure The target adds all of its belongings to the hoard, and for the next 24 hours, the target cannot approach within 100 feet of the hoard.

Reset The haunt resets automatically each round.



MARINER'S MISERY

HAUNT

Stealth DC 38 (master)

Description The mast of a ship is haunted by the vengeful spirit of a mariner who was unjustly whipped to death by a ruthless captain.

Disable Occultism DC 33 (expert) to appease the spirit for 24 hours by undermining the captain's authority or Religion DC 38 (master) to exorcise the spirit

Bloody Lashes ↗ (evil, occult); **Trigger** A creature approaches within 5 feet of the mast. **Effect** The spectral form of a whip dripping with blood lashes out across the creature's back. The creature takes 6d10+35 evil damage and 1d6 persistent bleed damage (DC 34 basic Reflex save).

BROKEN HEART

HAUNT

Stealth DC 46 (master)

Description A dilapidated shack with an air of emptiness contains a rocking chair, moving forward and back in a rhythmic fashion. The chair binds the spirit of an inconsolable parent who was so impoverished in life that its only child was taken into servitude in lieu of tax payment.

Disable Occultism DC 43 (master) to perform a divination ritual that allows the spirit of the parent and child to find each other in the afterlife

Unfathomable Sadness \triangleright (mental); **Trigger** A creature lays eyes upon the child's drawing of a family, on the floor beside the chair. **Effect** The creature is overcome with loss and desperation; it must attempt a DC 36 Will save.

Critical Success The creature is unaffected.

Success The creature takes 6d12 mental damage.

Failure The creature takes 12d12 mental damage and must spend all of its actions rocking in the chair, humming a lullaby. The creature continues to attempt to save each round until successful, at which time it is released from the haunt's influence. If unsuccessful, the creature takes no further damage, but must continue to spend all of its actions rocking and humming.

Critical Failure The creature's heart stops beating, it drops to 0 Hit Points, and becomes dying 1.

Reset The haunt resets after an hour.



SCREAMING SKULL

HAUNT

Stealth DC 46 (master)

Description An unused summoner's lab is filled with musty tomes, beakers, vials, clamps, specimens floating in liquid-filled jars, and a plethora of bones of various sizes, including a badly damaged skull. The previous owner of the lab lost control of a summoned creature and was brutally dismembered. The summoner's restless spirit is tied to the skull, which it uses as an instrument to express its anguish.

Disable Occultism DC 43 (legendary) to bury the skull with the rest of the remains in the marked grave outside, putting the haunt to rest permanently

Scream \triangleright (sonic); **Trigger** A creature attempts to cast a spell within the confines of the lab. **Effect** The haunt lets out a bloodcurdling scream, and each creature in the lab must attempt a DC 38 Fortitude save.

Critical Success The creature is unaffected.

Success The creature takes 6d12 sonic damage and is stupefied 1.

Failure The creature takes 12d12 sonic damage, is stupefied 2, and is deafened for 1 minute.

Critical Failure The creature takes 12d12 sonic damage, is stupefied 3, and is deafened permanently.

HAZARD 17

DESERTER'S DESPERATION

HAUNT

Stealth DC 48 (legendary)

Description The spirit of a soldier, guilty of desertion when its home town was under attack, haunts the well where its bones lie, inflicting suffering akin to what it experienced—cold, loneliness, and fear.

Disable Religion DC 45 (master) to pour *holy water* into the well, quieting the spirit for a number of days equal to the number of vials used or Occultism DC 39 (expert) to permanently free the haunt by assuaging its guilt and returning its ring (a valuable family heirloom located on a finger bone at the bottom of the well) to a family member

Storm of Desperation \triangleright ; **Trigger** A creature attempts to draw water from the well. **Effect** The spirit lashes out at the triggering creature, assailing them with mental anguish and bitter cold. The creature must attempt a DC 38 Will save.

Critical Success The creature is unaffected.

Success The creature takes 3d12 cold damage and 3d12 mental damage.

Failure The creature takes 6d12 cold damage, 6d12 mental damage, and is frightened 1.

Critical Failure The creature takes 12d12 cold damage, 12d12 mental damage, is frightened 2, and fleeing for 1 round.

Design Note An especially challenging monster lurking in the waters below makes retrieving the ring even more difficult.

HAZARD 18

SOUL SARCOPHAGUS

HAUNT

Stealth DC 48

Description An ancient stone sarcophagus used to contain the souls of hundreds of living beings, which when opened releases them briefly to wreak havoc on the living.

Disable Religion DC 42 (master) to send the spirits on to the afterlife, or Thievery DC 48 (legendary) to permanently fuse the lid of the sarcophagus

AC 42; Fort -36, Ref -42, Will +39

Hardness 35; **HP** 140 (BT 70); **Immunities** critical hits, object damage immunities, precision damage; **Weaknesses** good 10

Rend Souls \triangleright ; **Trigger** The lid of the sarcophagus is opened. **Effect** The trap releases hundreds of souls that fly about and tear at the souls of any living creature within 100 feet. Any living creature within 100 feet must attempt a DC 42 Fortitude save.

Critical Success The target is unaffected.

Success The target takes 8d10 negative damage.

Failure The target takes 16d10 negative damage and is drained 1d6.

Critical Failure The target takes 32d10 negative damage and is drained 6.

Reset The souls return to the sarcophagus and the lid closes at the end of the round in which it was opened, and is reset.

Chapter 2: Environmental Hazards

Environmental hazards are naturally occurring, and may be perilous features of the landscape, such as whirlpools or avalanches, or dangerous fauna or flora, such as shrieker shrooms. Some environmental hazards are magical in nature, and form through an abundance of magical energy or errant magic. Although environmental hazards are naturally occurring, wily creatures may use these hazards to their advantage when creating their lairs.

SHRIEKER SHROOMS

ENVIRONMENTAL FUNGUS

Stealth DC 16

Description A patch of small mushrooms that emit a piercing shriek whenever there is movement or a light source within 10 feet.

Disable Survival DC 19 (trained) to uproot the mushrooms without triggering them or Stealth DC 16 (trained) to sneak past them without the motion awakening them

AC 10; Fort +9, Ref -3

HP 11; Immunities critical hits, object immunities, precision damage; **Weaknesses** fire

Shriek \blacktriangleright **Trigger** A creature moves within 10 feet, or a light source is brought within 10 feet. **Effect** The mushrooms shriek loudly enough to be heard clearly up to a mile away (Perception check DC 5). Anyone within 30 feet must attempt a DC 14 Fortitude save.

Critical Success The target is unaffected.

Success The target is deafened for 1 round.

Failure The target is deafened for 10 minutes.

Critical Failure The target is deafened for 1 hour.

Reset The shrieker shrooms stop shrieking 1 minute after the light source is removed or all movement within 10 feet stops. It then resets after 10 minutes.

HAZARD 0



THIN ICE

HAZARD 4

COLD ENVIRONMENTAL

Stealth DC 22 (trained)

Description A 10-foot-wide area of thin ice cracks, dropping creatures into extremely cold water.

Disable Survival DC 17 (trained) to know all creatures must walk around the area to avoid cracking the thin ice, and that once cracked, any adjacent 5-foot square will also crack if it contains any Small or larger creature that is not lying prone on the ice

Ice Hardness 0, **Ice HP** 36 (5-foot squares adjacent to an existing hole have half this amount); **Immunities** cold damage, critical hits, object immunities, precision damage; **Weaknesses** fire damage

Hole In Ice \blacktriangleright **(cold)** **Trigger** A small or larger creature walks or falls onto the area of thin ice. (Ice is difficult terrain, requiring a DC 18 Acrobatics check to Balance.) **Effect** The ice cracks, and the creature plunges into the water. A creature can use the Grab an Edge reaction to grab the ice's unshattered edge with a DC 17 Reflex save.

Success The creature grabs the edge and can attempt a DC 15 Athletics check to pull itself to safety.

Failure The creature plunges into the water and takes 2d6 cold damage. The creature takes 2d6 cold damage each round until it gets out of the water.

Critical Failure The creature is submerged beneath the water and becomes disoriented under the ice (see drowning and suffocating for additional information). The creature requires a successful DC 15 Perception check to locate a hole in the ice when it is submerged. The area under the ice is one level darker than the light above the ice. A creature sustains 2d6 cold damage on the first round it makes contact with the water, and each round it remains in the water.

Reset The ice reforms after 12 hours, in cold weather.

WILDEBEEST STAMPEDE

HAZARD 4

COMPLEX ENVIRONMENTAL

Stealth +8 (trained) low-light vision, scent (imprecise) 30 feet

Description A herd of wildebeest starts to stampede when threatened.

Disable Nature DC 19 (trained) to quell the stampede

AC 17; Fort +8, Ref +4, Will +1

HP 60

Stampede \blacktriangleright **Trigger** A creature moves within 30 feet of the herd or creates an extremely loud noise within 120 feet of it, startling the herd.

Effect The herd moves 40 feet and attempts to trample any creatures in the stampede's path, then rolls initiative.

Routine (2 actions) On its initiative, the stampede uses its first action to move 40 feet and uses its second action to attempt to trample any creatures in its path.

Melee \blacktriangleright trample -14, **Damage** 2d8+5 bludgeoning

Reset If unthreatened for an hour, the wildebeest settle down enough to stop stampeding.



SWAMP GAS

ACID ENVIRONMENTAL

Stealth DC 25 (trained) to smell the distinctive odor of the gas or notice bubbles on the water's surface

Description A 20-foot wide area of swamp is filled with pockets of putrid, acidic gas buildup in the mud, which erupt when disturbed.

Disable Survival DC 19 (trained) to move through a 5-foot area of swamp without causing the gas pockets to burst

Acid Eruption ; **Trigger** A gas pocket is stepped on. **Effect** The pocket bursts, spewing mud and toxic fumes in a 5-foot radius. Creatures in the area of toxic fumes must attempt a DC 22 Fortitude save.

Critical Success The target suffers no ill effects.

Success The target takes 1d8 points of acid damage.

Failure The target takes 2d8 points of acid damage and is sickened 2.

Critical Failure The target takes 2d8 points of acid damage, is sickened 4, and takes an additional 1d8 points of acid damage on the following round.

HAZARD 6

HELLWORM STORM

DISEASE ENVIRONMENTAL

Stealth DC 28 (trained)

Description Desert sand within a 20-by-20-foot area is infested with desiccating hellworm eggs. When the sand is disturbed and caught on the wind, it produces a short-lived dust devil, lacerating and infecting nearby creatures.

Disable Nature or Survival DC 26 (expert) to apply an appropriate antiparasitic herbal remedy, killing the eggs before they hatch. This remedy should be in the form of a powder to sprinkle on the sand if the eggs were spotted in time before the hellworm storm occurs, a poultice to apply to compromised skin if a creature sustained slashing damage, or a tonic to drink if sand was inhaled

AC 27; Fort +19, Ref +13

HP 70; Immunities critical hits, precision damage, swarm mind

Worm Storm ; **Trigger** A creature disturbs the desert sand. **Effect** A dust devil carrying lacerating hellworm eggs spins through the area. Creatures in the area must attempt a DC 28 Reflex save.

Critical Success The creature is unaffected.

Success The creature takes 1d10+5 slashing damage.

Failure The creature takes 2d10+11 slashing damage and is exposed to desiccating hellworm disease.

Critical Failure The creature takes 4d10+22 slashing damage, is exposed to desiccating hellworm disease, and suffers a -2 circumstance penalty on its Fortitude save from inhaling a lungful of sand.

Desiccating Hellworm Disease (disease, inhaled, injury) The moment an egg comes in contact with bodily fluids or mucous membranes, it hatches and immediately begins to siphon water and nutrients from its host. Any drained condition persists after the duration ends:

Saving Throw DC 26 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** enfeebled 1 (1 round); **Stage 2** enfeebled 2 and drained 1 (1 round); **Stage 3** enfeebled 3 and drained 2 (1 round)

MIDAS EFFECT

ENVIRONMENTAL MAGICAL TRANSMUTATION

Stealth DC 27 (expert)

Description A pool of alchemical reagents, naturally formed from a runoff of water from a magic-rich area, turns anything that's put into it into gold. The items become lead if removed from the pool for more than 24 hours.

Disable Thievery DC 27 (master) to drain the pool of its power by inserting enough objects into it, or *dispel magic* (4th level, counteract DC 25) to counteract the pool's magic

Transformation (arcane, transmutation); **Trigger** A creature or object is inserted into the pool. **Effect** The creature is targeted by a spell-like effect that turns them into gold. The target must attempt a DC 25 Fortitude save.

Critical Success The target is unaffected.

Success The target is slowed 1 for 1 round.

Failure The target is slowed 1 (1 minute) and must attempt a DC 25 Fortitude save at the end of each of its turns while slowed; this ongoing save has the incapacitation trait. On a failed save, the slowed condition increases by 1 (or 2 on a critical failure), for 1 additional minute. A successful save reduces the slowed condition by 1. When a creature is unable to act due to the slowed condition from the Midas effect, the creature is permanently petrified.

Critical Failure As failure, but the target is initially slowed 2 (1 minute).

HAZARD 7

SEISMIC TREMOR

EARTH ENVIRONMENTAL

Stealth DC 33 (master)

Description A 50-feet-by-50 feet area in the vicinity of a fault line is prone to fissure-causing tremors.

Disable Nature DC 23 (master) to gauge where a fissure is likely to occur and locate a safe area of ground upon which to stand to avoid the fissure or Stealth DC 23 (master) to move through the area without disturbing the fault

Fissure  **Trigger** A creature moves through the area or creates a loud noise within 20 feet of the area. **Effect** The ground begins to shake and a 10-feet-by-50-feet fissure, 40 feet deep, forms in the earth. Creatures in the area must attempt a DC 28 Reflex save. The shaking continues for 1 minute afterwards. During that time, the area of the seismic tremor is difficult terrain and creatures within the area take a -2 circumstance penalty to attack rolls, AC, and skill checks.

Critical Success The creature is able to maintain its footing and remains standing.

Success The creature falls prone, but does not fall into the fissure.

Failure The creature falls into the fissure and takes 20 bludgeoning damage from the fall. It can use the Grab an Edge reaction to avoid falling.

Critical Failure The creature falls into the fissure, can not use the Grab an Edge reaction, takes 20 bludgeoning damage from the fall, and lands wedged into the fissure, becoming stuck. From its next turn, the creature can use 1 action to attempt to dislodge itself with a DC 25 Strength or Dexterity check.

HAZARD 9

HAZARD 10

WHIRLPOOL

ENVIRONMENTAL

Stealth DC 25 (trained)

Description Opposing currents form a cone of rapidly rotating water, 30 feet in diameter, with its depth equal to its diameter.

Disable Survival DC 27 (master) or Sailing Lore DC 27 (expert) to successfully pilot a craft through the whirlpool

Buffeting Funnel  **Trigger** A Huge or smaller creature or object (such as a boat) comes within 15 feet of the outer edge of the vortex. **Effect** A creature must Swim against the pull of the vortex. A creature within 15 feet of the vortex must succeed at a DC 26 Athletics check to Swim, while a creature within the vortex must succeed at a DC 29 Athletics check to Swim.

Critical Success The target moves through the water 5 feet, plus 5 feet per 20 feet of its land speed.

Success The target moves through the water 5 feet per 20 feet of its land speed.

Failure The target moves 5 feet towards the center of the vortex.

Critical Failure The target is pulled 5 feet down and 10 feet towards the center of the vortex. A creature in the center of the vortex takes 2d12+13 bludgeoning damage at the start of its turn. If it is underwater it must hold its breath or begin drowning (see drowning and suffocating for additional details).

Reset The vortex dissipates 10 minutes after being triggered and reforms naturally after 24 hours, when similar tidal situations are present.

Design Note The GM can upgrade this hazard to a Maelstrom by making the following changes: **Hazard 21 Stealth** DC 39 (master) **Description** The vortex is located at a portal near the Elemental Plane of Water and is 500 feet in diameter. **Disable** Survival DC 50 (legendary) or Sailing Lore DC 44 (master) **Trigger** Any size creature or vessel comes within 50 feet of the outer edge of the vortex. **Effect** As above, but the damage taken increases to 4d10+24, and the Athletics check to swim in the area of the vortex is DC 44 (master) while within 50 feet of the edge of the vortex is DC 41 (master). **Reset** The maelstrom at this location is continuous and permanent.

HALLUCINATORY SPORE STRANDS

HAZARD 11

ENVIRONMENTAL FUNGUS

Stealth DC 33 (master) to notice the fine, translucent strands of the spores which are easily overlooked and often mistaken for spider webs

Description Hallucinatory spore strands fill a 5-foot cube of air. They create misfires of the optic nerve, causing creatures to see multiple images of objects and generating severe vertigo.

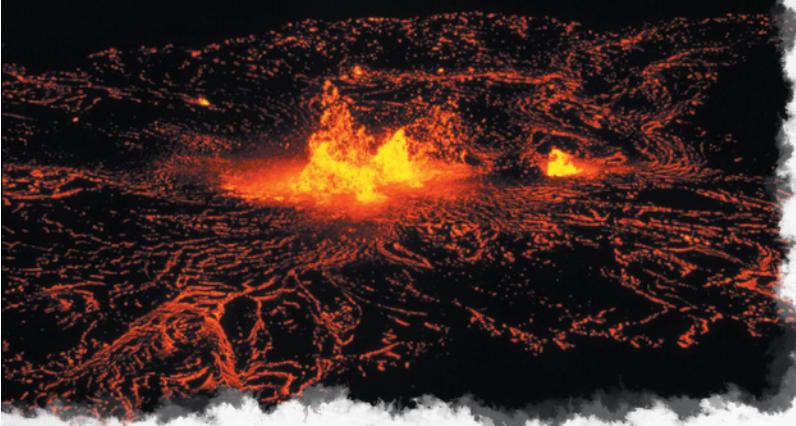
Disable Nature or Survival DC 28 (expert) or Herbalism Lore DC 28 (expert) to flush the eyes with a tonic that counteracts the spore strand's effects

AC 31: Fort +24, Ref +18

HP 48: Immunities critical hits, object immunities, precision damage

Ocular Assault  **Trigger** A creature's skin comes into contact with the spore strands. **Effect** The creature is exposed to hallucinatory spore strands. The creature must attempt a DC 28 Fortitude save.

Hallucinatory Spore Strands (contact, incapacitating, poison): **Saving Throw** DC 28 Fortitude: **Maximum Duration** 1 minute: **Stage 1** sickened 1 and all objects and creatures become hidden to you as a result of the visual distortion you experience (2 rounds); **Stage 2** sickened 2 and all objects and creatures become hidden to you (2 rounds); **Stage 3** sickened 3 and all objects and creatures become hidden to you (2 rounds)



LAVA VENTS

ACID ENVIRONMENTAL FIRE

Stealth DC 27

Description A 45-foot-square field of steam producing lava vents. The volatile surface is considered difficult terrain.

Disable Nature or Survival DC 30 (expert) three times, once per 15 feet traveled, to navigate a safe path, avoiding erupting areas

Toxic Vent **Trigger** A creature walks on the unstable cavern floor.

Effect A lava vent releases a combination of acidic gas, fire, and lava bombs that solidify as they hurtle through the air, shattering on impact, dealing 2d6 acid damage, 6d6 fire damage, and 2d6 bludgeoning damage. Creatures within a 20-foot radius of the eruption make a basic Reflex save DC 30 to avoid the eruption.

Reset The vents trigger no more than 6 times per hour, regardless of how often the field is trodden upon in that time. After an hour, the pressure builds up again, and the trap naturally resets.

MAGICAL CONVERGENCE

ENVIRONMENTAL MAGICAL

Stealth DC 30 (expert) to notice the constantly varying pockets of warmth, cold, and static electricity hanging in the air or *detect magic*

Description An area covering half a square mile is under the influence of a naturally occurring phenomenon in which a plethora of conflicting magical energies are trapped, unable to dissipate. This energy interacts erratically with other magic cast in the vicinity.

Disable Arcana or Nature DC 35 (master) made when casting a spell to obtain the normal result

Magical Misfire (abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy, transmutation): **Trigger** A spell is cast within the boundaries of the affected area without the caster succeeding at an Arcana or Nature check DC 35 (master). **Effect** A random effect occurs. Roll a 1d4 and see below:

1. The number of damage producing dice the spell uses is doubled, but any protective effect (buff to AC, damage resistance, saving throw bonus, etc.) is decreased by 1.
2. Regardless of the spell's normal duration, it lasts only 1 round. Spells with an instantaneous effect fizzles without effect.
3. Immediately upon using the final action necessary to cast the spell, the caster becomes stunned 2.
4. Regardless of the intended target, the target (or center point for an area of effect spell) changes to the caster.

HAZARD 12

CAVE IN

ENVIRONMENTAL

Stealth DC 34 (master)

Description The ceiling of a passage contains a 15-foot radius area of unstable material (stone and dirt in an underground cavern or wood and plaster in an urban building). Once the collapse is triggered, the area is considered difficult terrain and uneven ground, and the passage is blocked.

Disable Arcana DC 40 (expert) to circumvent the hazard with *dimension door* or *teleport* or to mitigate the damage with *wall of stone* (or a similar barrier), or Stealth DC 34 (master) to avoid causing vibrations

Debris Shower **Trigger** Vibrations beneath the unstable area such as those caused by footfalls or talking. **Effect** Debris reigns down causing 6d12-33 bludgeoning damage to all creatures in the area and possibly burying them, each creature in the area must attempt a DC 40 Reflex save.

Critical Success The target takes half damage and moves to a square free of debris. Only targets at the outermost 5-foot squares can achieve a critical success.

Success The target takes full damage.

Failure The target takes full damage and is buried, with a sufficient air pocket (see Burial in chapter 10 of the *Pathfinder Second Edition Core Rulebook*).

Critical Failure The target takes full damage and is buried without a sufficient air pocket.

HAZARD 17

ANCHORED IN STONE

EARTH ENVIRONMENTAL

Stealth DC 43 (legendary)

Description An area of mud is infused with elemental energy from the Plane of Earth, altering its molecular structure and rendering it unstable. Agitation causes the mutated mud to solidify into granite.

Disable Crafting DC 43 (master) or Plane or Earth Lore DC 36 (master) to pour an appropriate alchemical agent onto the mud that interrupts the molecular transformation

AC 40; Fort +32, Ref +26

HP 115; **Hardness** 27; **Immunities** critical hits, object immunities, precision damage

Solidify Mud **Trigger** A small or larger creature enters the mud, creating a disturbance. **Effect** The mud immediately solidifies into granite, encasing the feet of any creature standing in the mud. The creature must attempt a DC 43 Reflex save.

Critical Success The creature leaps to an unaffected area of mud.

Success The creature is slowed 1 (1 round).

Failure The creature is slowed 2 (1 minute) from chunks of stone clinging to its feet.

Critical Failure The creature is immobilized as its feet are completely encased in stone. The creature does not regain its mobility until the stone around its feet has been destroyed.

RIVER OF SOULS

HAZARD 19

ENVIRONMENTAL

Stealth DC 50 (expert)

Description An invisible tributary of the River of Souls, an extraplanar pathway 100 feet wide, runs particularly strongly here, ushering living creatures towards the afterlife.

Disable Religion DC 41 (master) to safeguard the area or Arcana DC 47 (legendary) to determine the boundaries of the river and how to avoid its currents

The River Flows \curvearrowright or \diamond ; **Trigger** A living creature steps into the River of Souls. **Effect** The river attempts to tear the soul of any living creature into the afterlife, and they must attempt a DC 38 Fortitude save.

Critical Success The creature is unaffected.

Success The creature takes $4d10+20$ negative damage and becomes dying 1.

Failure The creature takes $8d10+40$ negative damage and becomes dying 2.

Critical Failure The creature dies instantly.

ELEMENTAL VORTEX

HAZARD 20

ENVIRONMENTAL

MECHANICAL

Stealth DC 42 (legendary)

Description A 100-foot radius magical conjunction of planar matter allows planar energy to suddenly surge out of nowhere into the plane that the victim inhabits, shattering the boundaries of the planes.

Disable Arcana or Plane Lore DC 48 (legendary) to close the vortex without causing it to erupt

Erupt \curvearrowright (primal, conjuration) **Trigger** A creature moves into the area of the vortex. **Effect** the triggering creature is at the center of an elemental vortex that swirls through the boundaries of the planes for a brief moment, causing damage to everyone in the area, before the boundaries close themselves. This causes $4d10$ points of damage each of bludgeoning, cold, fire, and sonic damage, as a vortex connected to the Elemental Planes of Earth, Water, Fire, and Air explodes outwards in a 100-foot radius. Each creature can attempt a DC 42 basic Reflex save.



Chapter 3: Traps

Traps are hazards that have been specifically designed to form a barrier or discourage, harm or kill an intruder, or protect something of value. They can be magical or mechanical in nature, but often have a specific trigger that can be circumvented by those who know what they're doing. For example, a trap might be set to trigger when someone opens a door, which normally involves turning the handle downwards, but the creator could have rigged the door to open when the handle is turned upwards, without it triggering the trap. In such a way, the intended users of the area are safe, but intruders remain in danger of triggering any traps.

BELLIGERENT BROOMS

MECHANICAL TRAP

Stealth +3 or DC 16 (trained) to notice the extra component in the lock
Description A room contains one obvious exit and one hidden, secret door. A small closet containing two animated brooms is behind the secret door (Perception DC 19). The lock on the obvious door is set to spring a release mechanism in the secret door.

Disable Thievery DC 16 (trained) to unlock the obvious door without also triggering the spring release mechanism in the secret door

AC 16 (14 when broken); **Fort** +9, **Ref** +6

Trigger **Hardness** 2, **Trigger HP** 6; **Immunities** critical hits, object immunities, precision damage

Open \triangleright ; **Trigger** The obvious door is attacked or unlocked, springing open the secret door. **Effect** The two animated brooms^{Bestiary} animate and roll initiative.

Reset If an animated broom is not destroyed, it returns to the closet. The spring mechanism automatically resets 10 minutes after being triggered.



HAZARD 0

ROLLING DEATH

MECHANICAL TRAP

HAZARD 1

FILTH-COVERED CALTROPS

MECHANICAL TRAP

HAZARD 1

Stealth DC 17

Description These caltrops have been covered in filth and excrement, and spread out in a 5-foot square, in a pattern designed to maximize the chances of an enemy stepping on them.

Disable Survival DC 17 (trained) to safely gather up the caltrops (which can be reused) or a DC 15 Acrobatics check to safely move through the area

AC 13; **Fort** +10, **Ref** +4

Hardness 7, **HP** 24 (BT 12); **Immunities** critical hits, object immunities, precision damage

Pierce \triangleright ; **Trigger** A creature moves through the square. **Effect** The target must succeed on a DC 15 Acrobatics check or take 1d4 piercing damage, 1 persistent bleed damage, and succeed on a DC 15 Fortitude save or contract filth fever. A creature taking persistent bleed damage from caltrops takes a 5-foot penalty to its Speed. Spending an Interact action to pluck the caltrops free reduces the DC to stop the bleeding by 5.

Filth Fever (disease) The sickened and unconscious conditions from virulent filth fever don't improve on their own until the disease is cured.

Saving Throw DC 15 Fortitude; **Stage 1** carrier with no ill effect (1d4 hours), **Stage 2** sickened 1 (1 day), **Stage 3** sickened 1 and slowed 1 (1 day), **Stage 4** unconscious (1 day), **Stage 5** dead

SPIDER SNARE

COMPLEX MECHANICAL POISON TRAP

Stealth +4 (trained), or DC 14 to notice either the hidden rope snare or the camouflaged knife and suspended sack

Description A rope snare is hidden among the leaves on the ground. The snare is connected to a knife and a sack filled with a swarm of spiders camouflaged in the tree branches above.

Disable Thievery or Survival DC 13 (trained) to dismantle the trap without triggering the snare

AC 16: Fort +4, Ref +11

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

Suspend and Slash **Trigger** A foot or similar appendage is placed in the snare. **Effect** The triggering creature's foot is ensnared by the rope. **Hardness** 2, **HP** 8 (BT 4) and the creature is suspended 10 feet in the air directly beneath the sack, while the knife is simultaneously triggered to slash open the sack, releasing the spider swarm. The spider swarm Bestiary rolls initiative.

Routine (2 actions) The swarm attacks the nearest creature for two rounds and then disperses.

Speed 20 feet, climb 20 feet

Swarming Bites Damage 1d4 piercing with a DC 14 basic Reflex save (A creature dangling from the snare suffers a -4 circumstance penalty on its Reflex saves and is also denied its Dexterity bonus on Reflex saves.) A creature that fails its save is exposed to spider swarm venom.

Spider Swarm Venom (poison); **Saving Throw** Fortitude DC 14; **Maximum Duration** 4 rounds; **Stage 1** 1 poison damage and enfeebled 1 (1 round); **Stage 2** 1d4 poison damage and enfeebled 1 (1 round)

Reset The trap must be reset manually with undamaged rope and a freshly filled sack of spiders.

HAZARD 1

BATTLE CHESS

MECHANICAL TRAP

Stealth 18 (trained)

Description A complete, life-sized chess set fills a stone room with no obvious exit other than the doorway through which the PCs entered. Engraved on the floor at the entrance is the following message in common: "Play to learn the way." The chess pieces are intricately designed with life-like detail, including embroidered robes on the bishops, embossed barding on the knights, and exquisite armor and weaponry on the kings. Each piece rests on one 5-foot square. A creature with a Strength of 9 or more can move any piece. The exit is a hidden, handleless door barred from the other side. The bar is connected to a pressure plate beneath each of the king pieces. Moving the king off its square or knocking it over releases the bar and causes the door to swing open.

Disable Thievery DC 21 (expert) to use a tool to shift the weight of either king piece just enough to trigger the bar to release the hidden door, while avoiding touching it directly or causing it damage

AC 17 (I3 when broken): Fort +10, Ref +3

Hardness 9, **HP** 20 (BT 10); **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Animated Armor Attack **Trigger** The hidden door is attacked or either king piece is touched or damaged. **Effect** The animated armor Bestiary on both king pieces animates and rolls initiative.

Reset If the animated armor is not destroyed, it settles back into place on a king piece after killing all creatures in the room. Any moved chess pieces must be put back in place manually and the pressure plates below the king pieces require a manual reset.

HAZARD 3

VELOCIRAPTOR ATTACK

MAGICAL TRAP

Stealth 16 (trained)

Description Cave drawings of two-legged dinosaurs illuminate and animate on the wall when approached. These pictographs are the key to freeing a troop of velociraptors that are trapped in time.

Disable Thievery DC 20 (trained) to safely chisel away the cave drawings, permanently trapping the velociraptors, or *dispel magic* (1st level; counteract DC 17) to counteract the pictographs.

AC 16: Fort +12, Ref +6

Pictograph Hardness 12, **Pictograph HP** 42 (BT 24); **Immunities** critical hits, object immunities, precision damage

Pack Attack **Trigger** A humanoid creature remains within 5 feet of the cave drawings for longer than 1 round. **Effect** The troop of velociraptors Bestiary (3-5 depending upon party size) is released into the cave and immediately rolls initiative. The troop attacks, concentrating attacks on one creature at a time, until no other creatures are left alive.



BEAR TRAP

HAZARD 4

MECHANICAL

TRAP

Stealth DC 22 (trained)

Description a metallic set of jaws, with long teeth, a pressure plate between the jaws, and a chain for anchoring it is concealed in the undergrowth outside or among rubble indoors.

Disable Thievery DC 22 (trained) to disable the jaws of the trap, or a Strength check DC 17 once triggered to open them

AC 21: Saving Throws Fort +14, Ref +8

Hardness 11, **HP** 46 (BT 23); **Immunities** critical hits, object immunities, precision damage

Snap Shut \triangleright (attack): **Trigger** someone steps on the pressure plate in the middle of the trap **Effect** the jaws close, attacking the creature and potentially immobilizing them.

Melee trap jaws +17 (trip) **Damage** 4d8-10 slashing

Reset the trap must be manually reset by opening the jaws and clicking them into place, using brute strength. This requires the same checks as disabling the trap.

PERPLEXING PORTAL

HAZARD 4

MECHANICAL TRAP

Stealth DC 22 (trained)

Description A riddle is inscribed over an archway. Hidden amongst the riddle's text is a glyph that tries to befuddle trespassers.

Disable Thievery DC 25 (trained) to harmlessly drain the glyph's power, or *dispel magic* (4th level: counteract DC 23) to counteract the glyph

Confusion \triangleright (emotion, enchantment, mental): **Trigger** A creature crosses the archway's threshold without speaking the correct answer to the riddle. **Effect** The creature is targeted by *confusion* (DC 23 Will save).

FROSTY RECEPTION

HAZARD 5

COLD MAGICAL MECHANICAL TRAP

Stealth DC 26 (expert)

Description A stone room contains a stylized statue with six arms and an open mouth. This statue is stationed by a stone slab which blocks the room's exit. The arms, jointed at the shoulders, can be depressed. One of the arms is connected to a hidden mechanism in the ceiling that retracts the stone slab, while the other five trigger *cone of cold*.

Disable Thievery DC 23 (expert) to remove an arm without triggering a *cone of cold* (once an arm is removed, it is easy to see if the arm is connected to the retracting mechanism or not), or *dispel magic* (5th level: counteract DC 26) to counteract *cone of cold*

Cone of Cold \triangleright (cold, evocation): **Trigger** A spell-triggering arm is depressed. **Effect** A *cone of cold* originates from the statue's mouth, targeting the triggering creature.

Reset The statue automatically resets after 1 hour.



IRON MAIDEN

HAZARD 5

MECHANICAL TRAP

Stealth DC 20 (trained)

Description A room contains many implements of torture, one of which is an iron maiden standing open and inscribed with a *glyph of warding*. The iron maiden is made of metal, with spikes inside.

Disable Thievery DC 23 (expert) to remove the glyph from the iron maiden without activating it, or *dispel magic* (3rd level: counteract DC 22) to counteract the glyph

AC 25: Fort +17, Ref +0

Iron Maiden Hardness 14, HP 72 (BT 36); **Immunities** critical hits, object immunities, precision damage

Telekinetic Shove \triangleright (enchantment, mental): **Trigger** A creature enters or touches the iron maiden without speaking the password. **Effect** The creature is targeted with *telekinetic shove* which moves the creature into the iron maiden with a +15 spell attack roll. If the shove is successful, the iron maiden shuts, dealing 2d8+7 piercing damage to the target. A creature takes 1d8+3 piercing damage at the start of each of its turns until it escapes from the iron maiden. A successful DC19 Strength check is required to open the heavy iron door.

SPRINGBOARD CATAPELUT

HAZARD 5

MECHANICAL POISON TRAP

Stealth DC 20 (trained)

Description An invisible tripwire connects to a modified floorboard and a hidden panel lined with poisoned needles on the opposing wall.

Disable Thievery DC 20 (trained) to disconnect the tripwire without triggering the catapult mechanism

AC 25; Fort +10, Ref -5

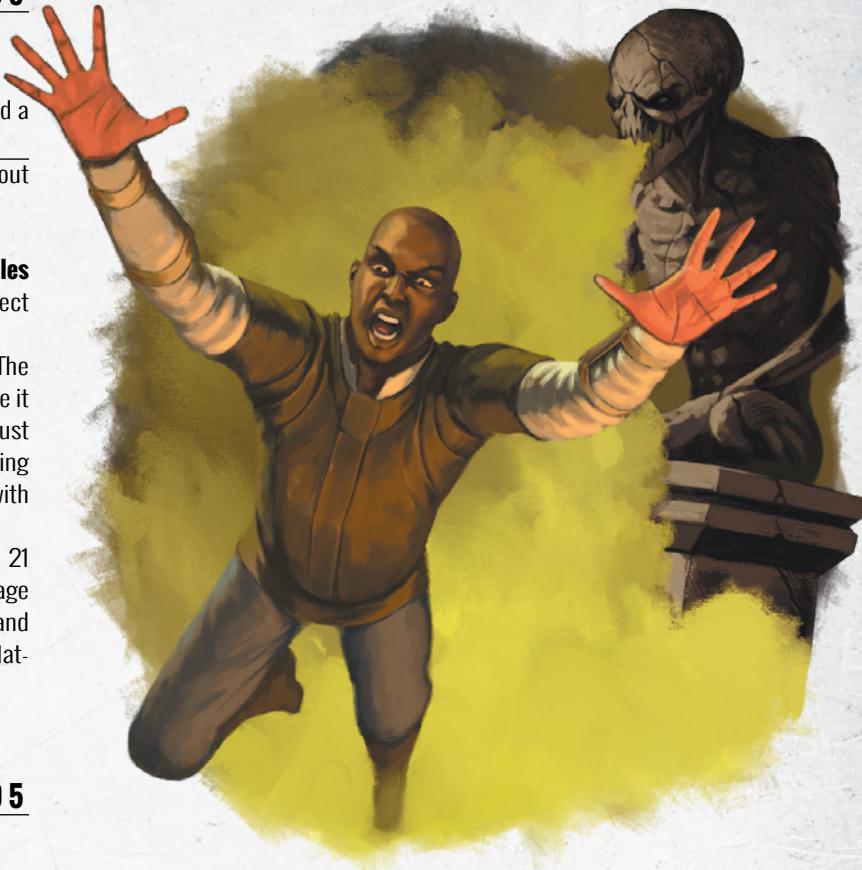
Springboard Hardness 2, Springboard HP 8 (BT 4); Poisoned Needles

Hardness 12, Poisoned Needles HP 50; Immunities critical hits, object immunities, precision damage

Catapult Toss  **Trigger** The tripwire is cut or tugged upon. **Effect** The floorboard snaps up, hurling the target 15 feet across the room where it slams into the now exposed panel of poisoned needles. The target must succeed on a DC 22 (expert) Acrobatics check or take 1d4+7 piercing damage and must attempt a DC 21 Fortitude save or be infected with hunting spider venom.

Hunting Spider Venom (alchemical, injury, poison) **Saving Throw** DC 21 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d10 poison damage and flat-footed (1 round); **Stage 2** 1d12 poison damage, clumsy 1, and flat-footed (1 round); **Stage 3** 2d6 poison damage, clumsy 2, and flat-footed (1 round)

Reset The trap resets after 1 round.



SWINGING LOG TRAP

HAZARD 5

MECHANICAL TRAP

Stealth 23 (trained) or DC 26 expert to notice the tripwire

Description A tripwire spread across the ground at ankle height connects to a heavy wooden log, which is suspended above and in front of the wire, on ropes.

Disable Thievery DC 23 (trained) to disable the tripwire without activating the trap, or cutting the ropes.

AC 22; Saving Throws Fort +15, Ref -9

Rope Hardness 2, Rope HP 8 (BT 4); Log Hardness 6, Log HP 30 (BT 15);

Immunities critical hits, object immunities, precision damage

Swing  **Trigger** A small or larger creature walks into, or breaks the tripwire. **Effect** The trap releases the log, which swings down, making a Strike against everyone in a 10-foot square centered on the center of the tripwire. The log then reaches the top of its swing and returns to make a second Strike. The log continues swinging but without enough force to cause damage thereafter.

Melee swinging log +15 (backswing) **Damage** 2d8+7 bludgeoning on the first action, 2d6+5 on the second action (no multiple attack penalty).

Reset The trap must be reset manually, which takes 5 minutes with a successful DC 20 Strength check.

MINER'S MISFORTUNE

HAZARD 6

MECHANICAL TRAP

Stealth DC 25 (expert)

Description A barrel, full of flammable, explosive material labeled "Supplies" is rigged with a fuse that causes it to explode when opened.

Disable Thievery DC 28 (expert) to disable the fuse inside the lid

AC 21; Fort +17, Ref +3

Hardness 14, HP 54 (BT 27); Immunities critical hits, object immunities, precision damage; **Weaknesses** fire

Explode  **Trigger** The barrel's lid is lifted, or the barrel is exposed to fire for more than 1 round. **Effect** The barrel explodes, dealing 4d8+9 fire damage and 2 persistent fire damage to anyone within 20 feet (DC 23 basic Reflex save).

TEMPTING ALTAR

HAZARD 7

MAGICAL TRAP

Stealth DC 23 (trained)

Description An altar's surface displays a jeweled chalice, a silver holy symbol, and an ornate dagger. Pressure plates under the items are connected to a switch, which in turn connects to slots in the ceiling that, when opened, release long metal bars and gaseous fumes.

Disable Thievery DC 27 (expert) three times, once for each item on the table, to remove the item while replacing it with an object of equal weight.

AC 25; Fort +15, Ref +12

Hardness 16, **HP** 62 (31); **Immunities** critical hits, object immunities, precision damage **Lift or Bend Bars** Athletics DC 30

Caged and Gassed  **Trigger** The amount of weight on the altar is changed. **Effect** The switch flips, releasing poison gas and the metal bars which descend from the ceiling to form a cage around the altar. Creatures in the room must make a DC 23 Fortitude save against the gas, which dissipates after 1 round.

Critical Success The creature is unaffected.

Success The creature takes 1d10 poison damage.

Failure The creature takes 2d10 poison damage and is clumsy 1.

Critical Failure The creature takes 4d10 poison damage and is clumsy 2. Creatures within 10 feet of the altar must also make a DC 23 Reflex save to avoid being caged.

Success The creature leaps out of the way, landing outside the cage.

Failure The creature is caught within the cage.

Critical Failure The creature is pinned to the floor by one of the bars and suffers 1d8 piercing damage each round until the bar is lifted off or destroyed.

Reset The trap must be manually reset.

STONE COFFIN

HAZARD 9

MAGICAL MECHANICAL TRAP

Stealth DC 30 or detect magic

Description An illusory floor covers a pit that is 10 feet square and 20 feet deep. A stone slab falls from the ceiling to entomb anyone in the pit when the trap is triggered.

Disable Thievery DC 30 (expert) to disable the stone slab, or *dispel magic* (3rd level, counteract DC 28) to counteract the illusory floor.

AC 25; Fort +23, Ref +15

Stone Slab Hardness 18, **Stone Slab HP** 66 (BT 33); **Immunities** critical hits, object immunities, precision damage;

Entomb  **Trigger** A creature walks onto the illusory floor. **Effect** The triggering creature falls in and takes falling damage (typically 10 bludgeoning damage) and the slab falls down, sealing the pit. A creature can use the Grab an Edge reaction to avoid falling, but if successful takes 4d10+26 bludgeoning damage and must make a DC 20 Reflex save or still fall into the pit.

The stone slab does not form a perfect seal, so there is no risk of suffocating and there is enough space underneath the slab so that anyone caught within the pit will not be crushed to death.

Lifting the slab requires a successful DC 30 Athletics check.

PETRIFYING KEYHOLE

MAGICAL MECHANICAL TRAP

Stealth DC 36 (master)

Description A spring-loaded basilisk's tooth (magically imbued with the spell flesh to stone) is hidden in the keyhole of a lock.

Disable Thievery DC 33 to disable the spring mechanism, or *dispel magic* (6th level: counteract DC 30) to counteract the spell

AC 28; Fort +18, Ref +18

Hardness 6, **HP** 24 (BT 12); **Immunities** critical hits, object immunities, precision damage

Flesh to Stone (transmutation); **Trigger** A creature tries to unlock or Pick the Lock. **Effect** The spring triggers, providing the somatic component to release the magical energy, targeting the creature with *flesh to stone* (DC 30 Fortitude save).



BODY SLAM

MAGICAL TRAP

Stealth DC 35 (master)

Description A 5-feet-wide by 30-feet-deep pit is set in a 5-feet wide corridor. A rune (craftily imprinted on the floor to blend with the natural patterns in the stone) is located on the first 5-foot square after the pit, and creates an area of *reverse gravity* when stepped on.

Disable Thievery DC 30 (master) to destroy the rune without setting it off, or *dispel magic* (7th level: counteract DC 32) to counteract the spell

Reverse Gravity  (evocation); **Trigger** A creature steps on the 5-foot square the rune occupies. **Effect** The area is targeted by reverse gravity. The ceiling is 20 feet high.

TANGLING FOREST

HAZARD 12

MAGICAL TRAP

Stealth DC 38 (master)

Description A druidic glyph inscribed on a tree trunk tries to discourage trespassers by transforming normal vegetation into attacking vines.

Disable Thievery DC 35 (master) to remove the glyph harmlessly, or *dispel magic* (6th level: counteract DC 32) to counteract the glyph

Tangling Creepers  **Trigger** A non-animal creature moves within 10 feet of the glyph without carrying a sprig of mistletoe on itself. **Effect** The glyph casts *tangling creepers*, centered on the tree it occupies. A vine uses +20 for its unarmed melee attack modifier, and the DC for creatures attempting an Escape check is 28.

RUNESTONE PATH

MECHANICAL MAGICAL TRAP

Stealth DC 0 (the trap is plainly visible)

Description Clay tiles inscribed with letters in an archaic language cover a 50-foot-long corridor. Underneath the corridor is a 100-foot drop onto spikes. An inscription above the corridor reads "Speak the name of our lord, and live. Speak wrongly and die."

Disable Thievery DC 37 (master) to jam the tiles to prevent them from dropping down, or *dispel magic* (7th level; counteract DC 33) to counteract a magical letter, or DC 30 Religion check to Decipher Writing to reveals the correct spelling of the deity's name

AC 37; Saving Throws Fort +26, Ref +20

Tile Hardness 3, **Tile HP** 12 (BT 6); **Floor Hardness** 22, **Floor HP** 86 (BT 43); **Immunities** critical hits, fire, object immunities, precision damage

Destroy Heretic ♦; **Trigger** A creature steps on the wrong letter. **Effect** The triggering creature is hit by a *lightning bolt* (5th level, 6d12 electricity damage, DC 29 basic Reflex save) that breaks the tile underneath it, sending it tumbling into the pit underneath. The triggering creature can try to Grab an Edge to avoid falling. Failure to do so causes them to fall into the pit, taking falling damage (typically 50 bludgeoning) damage, and land on the spikes, for another 2d8 piercing damage.

Reset The tiles magically reappear 24 hours after they are destroyed.

Design Note The GM should decide the name of the deity the inscribed letters spell out. Variants can be created that use Arcane or Occult skill checks, and the name should be adjusted accordingly.

HAZARD 13

COMPLEX MECHANICAL TRAP

Stealth +26 (master) to notice the scrape marks along the floor

Description Two 30-foot-long segments of wall, on either side for a 5-foot wide corridor, crush together repeatedly, shortly after multiple creatures enter the area. Two triggers are located in the corridor and both must be depressed to activate the trap.

Disable Thievery DC 40 (master) to disable the floor triggers.

AC 37; Fort +29, **Ref** +23

Wall Hardness 25, **Wall HP** 98 (BT 49); **Immunities** critical hits, object immunities, precision damage

Slam ♦; **Trigger** The two triggers are stepped on within 30 seconds of each other. The triggers do not depress until both have been activated. The trap then rolls initiative.

Routine (1 action) The walls slam together making a Strike against each creature between the walls.

Melee Slam +30, Damage 3d12+17 bludgeoning, no multiple attack penalty

Action The trap resets after one round.

It's a Trap

HAZARD 13

REFUSE ROOM

COMPLEX MECHANICAL TRAP

Stealth +32 (master), Medicine DC 33 (master) to recognize the potential for disease, Perception DC 42 (master) to notice the trapdoor in the ceiling, or Perception DC 35 (master) to notice slight scratch marks on the walls where the floor has scraped against them on its ascent to the ceiling

Description A 20-feet high room has a floor rigged to compact the 3-feet deep trash pile that fills it. There is a locked trapdoor in the ceiling, and the trash is infested with festering sores disease.

Disable Thievery DC 45 (legendary) to jam the floor, or Thievery DC 30 (master) to pick the lock (good quality, requires 5 successful checks to unlock) on the trapdoor, allowing the PCs to exit the room before being crushed

AC 36; Fort +33, **Ref** +27

Floor Hardness 25, **Floor HP** 100 (BT 50); **Immunities** critical hits, object immunities, precision damage

Ascend ♦; **Trigger** 50 pounds or more is added to the weight on the floor. The trap then rolls initiative.

Routine (1 action) The floor ascends 5 feet each round, for 4 consecutive rounds. It stops moving for 1 round once it meets the ceiling. As soon as the floor has ascended the first 5 feet, the door becomes blocked and can no longer be used as an exit until the floor returns to its starting position. The floor then descends 5 feet each round for the next 4 rounds until it arrives at its starting position. On rounds 4 and 5, the floor makes a Strike against each Small or larger creature in the room.

Melee ♦; **Crush** +32, **Damage** 6d6+18 bludgeoning

Creatures in contact with the trash for three rounds or more must attempt a Fortitude save against festering sores disease.

Festering Sores Disease (contact, disease); Level 16. **Saving Throw** DC

40 Fortitude; **Maximum Duration** 12 hours; Rats are immune. **Stage 1**

sickened 1 (1 round); **Stage 2** sickened 2 and flat-footed 2 (1 round);

Stage 3 sickened 3 and flat-footed 3 and the creature can't reduce its sickened value below 1 (1 day)

Reset The trap automatically resets 1 round after returning to its starting position.



REVOLVING FLOOR

ACID MECHANICAL TRAP

Stealth DC 48 (master)

Description A 20-foot by 20-foot room's floor is set on a hinge at its center, allowing the floor to pivot. An acid-filled pit, with the same dimensions as the room above, sits 15-feet below floor level. There is 1-foot of acid at the bottom of the pit.

Disable Thievery DC 45 (legendary) at both sides of the room to jam the pivot points or Strength DC 48 to hold the floor in place

AC 42; Fort +33, Ref +27

Hardness 30, **HP** 120 (BT 60); **Immunities** critical hits, object immunities, precision damage

Floor Pivot  **Trigger** One side of the floor is subjected to more weight than the other. **Effect** The floor pivots, dispensing everything on the floor into the pit. The floor immediately snaps back into place, sealing off the pit below. The pit below is of sufficient size that the risk of suffocation is not an issue. Each creature in the room must attempt a DC 38 Reflex save.

Critical Success The target is able to jump off the rotating floor and takes no damage.

Success The target falls into the pit and takes 7 bludgeoning damage and 3d6 acid damage.

Failure The target falls into the pit and takes 7 bludgeoning damage and 6d6 acid damage.

Critical Failure As Failure above, and acid splashes into its eyes. The creature is blind until it receives magical healing or two successful DC 15 Medicine (trained) checks.

For every subsequent round that a target remains in contact with the acid, it takes 3d6 points of acid damage (basic Fortitude save DC 40).

Reset The floor resets at the end of the round.

HAZARD 18

WELL OF SLIME

COMPLEX MAGICAL MECHANICAL TRAP

Stealth +38

Description A frightening dragon skull rests on a jagged stone base underneath a 50-foot-tall and 30-foot-wide archway. A stone well with a noxious yellow substance inside stands before the skull. When triggered, a fearsome claw rises out of the well to grab the triggering creature. The skull then opens its mouth wide, and from between the jagged teeth a thick, yellow slime boils forth, which over time transforms the victim into an ochre jelly.BESTIARY

Disable Thievery DC 48 (legendary) to disable the claw without causing it to attack or Craft Alchemy DC 51 (master) to counteract the transformative power of the slime in the well

AC 45; Fort +39, Ref +36

Hardness 35, **HP** 140 (BT 70); **Immunities** critical hits, object immunities, precision damage

Grab  **Trigger** A Huge or smaller creature walks within 20 feet of the Well of Slime. **Effect** The well of slime attempts to Grapple the creature (+40 Athletics check modifier). It then rolls initiative if it hasn't already.

Routine  On its initiative the well of slime attempts to maintain the grapple. If the target has not escaped the well of slime pours yellow slime onto the target. The target must attempt a DC 40 Fortitude save.

Critical Success The target is unaffected.

Success The target is slowed 1 for 1 round.

Failure The target is slowed 1 (1 minute) and must attempt a Fortitude save at the end of each of its turns; this ongoing save has the incapacitation trait. On a failed save, the slowed condition increases by 1 (or 2 on a critical failure), for an additional minute. A successful save reduces the slowed condition by 1. When a creature is unable to act due to the slowed condition from the well of slime, they are transformed into an ochre jelly.BESTIARY. Once the first save is failed, the creature must continue to attempt saves until the slowed condition is either removed or they succumb to the effect of the slime.

Critical Failure As failure, but the target is initially slowed 2 (1 minute).

Reset The well of slime is driven be a malicious semi-intelligence and attacks a single creature until it succumbs to the effect of the slime, or moves more than 20 feet away. At that point the well of slime resets after one round.



ELEMENTAL JUGGERNAUT

MAGICAL TRAP

Stealth 55 (legendary)

Description A 30-foot-long corridor with a door at both ends contains an invisible elemental force. When either door closes, both doors lock (superior lock: 6 successes, DC 40 Thievery to unlock) and the invisible elemental force hurtles down the corridor to smash any intruder against the locked door.

Disable Thievery DC 52 (legendary) to disable the door before it is closed or *dispel magic* (9th level; counteract DC 45) to dispel the elemental force

AC 40; Fort +40, Ref +40

Hardness 40, **HP** 200 (BT 100); **Immunities** critical hits, object immunities, precision damage

Hurtling Destruction  **Trigger** Either door is closed while a living creature is in the corridor. **Effect** An invisible elemental force hurtles down the corridor. Each creature in the corridor must succeed on a basic DC 42 Reflex save or take $8d10+52$ force damage and be knocked prone.

Reset The trap resets after 1 round.

HAZARD 22



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CHALLENGE YOUR PLAYERS

Haunts, environmental hazards, and traps provide three distinct ways to challenge your players.

Within these pages, we have gathered more than 40 years of gaming and design experience to give you the greatest variety of haunts, environmental hazards, and traps that our devious minds could think up, presented in such a manner as to make it as easy for you as possible to run them in your game.