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# DUNGEON DRESSING: ARCHWAYS



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# DUNGEON DRESSING: ARCHWAYS

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A Pathfinder Roleplaying Game GM's RESOURCE supplement by Brian Gregory

Tired of dungeons lacking in verisimilitude? Want to add cool little features of interest to your creations but don't have the time to come up with nonessential details? Want to make your dungeons feel more realistic?

Then Dungeon Dressing is for you! Each instalment in the line focuses on a different common dungeon fixture such as stairs, pillars or pools and gives the harried GM the tools to bring such features to life with interesting and cool noteworthy features.

This instalment of Dungeon Dressing presents loads of great features to add to the archways in your dungeon. Designed to be used both during preparation or actual play, *Dungeon Dressing: Archways* is an invaluable addition to any GM's armoury!



## CREDITS

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**Design:** Brian Gregory

**Development:** Creighton Broadhurst

**Editing:** Creighton Broadhurst

**Cover Design:** Creighton Broadhurst

**Layout:** Creighton Broadhurst

**Interior Artists:** Bradley K. McDevitt and William McAusland.

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Thank you for purchasing *Dungeon Dressing: Archways*; we hope you enjoy it and that you check out our other fine print and PDF products.

## CONTACT US

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Email us at [gatekeeper@ragingswan.com](mailto:gatekeeper@ragingswan.com).

## ERRATA

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We like to think *Dungeon Dressing: Archways* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on [ragingswan.com](http://ragingswan.com). We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

## ABOUT THE DESIGNER

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Brian Gregory is an old school gamer returned from the wasteland of real life with a passion to play games and meet people. After looking on while others wrote for publication; he's finally gotten off the sideline. As a model builder, painter and GM he has taken up the mission to add writer and designer to his list of credits. With a passion for setting the scene so that others may tell the story, he has sought out ways for GMs to add flavour and texture to their settings.

New to publication and being a freelancer he has started his long journey. He brings with him 25 years of running and playing role-playing games of various genres. A former professional chef, he turns his ability to mix up various ingredients into a recipe for fun and creativity. Whether on the fly or in a planned session his goal is to make developing the inspirational details more accessible. Brian lives in Saint Louis, Missouri and is grateful to have the four wonderful seasons. His home is shared by his cat, which still cannot help pay the bills. Known for producing good food and brewing good beer; he loves sharing his passion for life and fun with new people.

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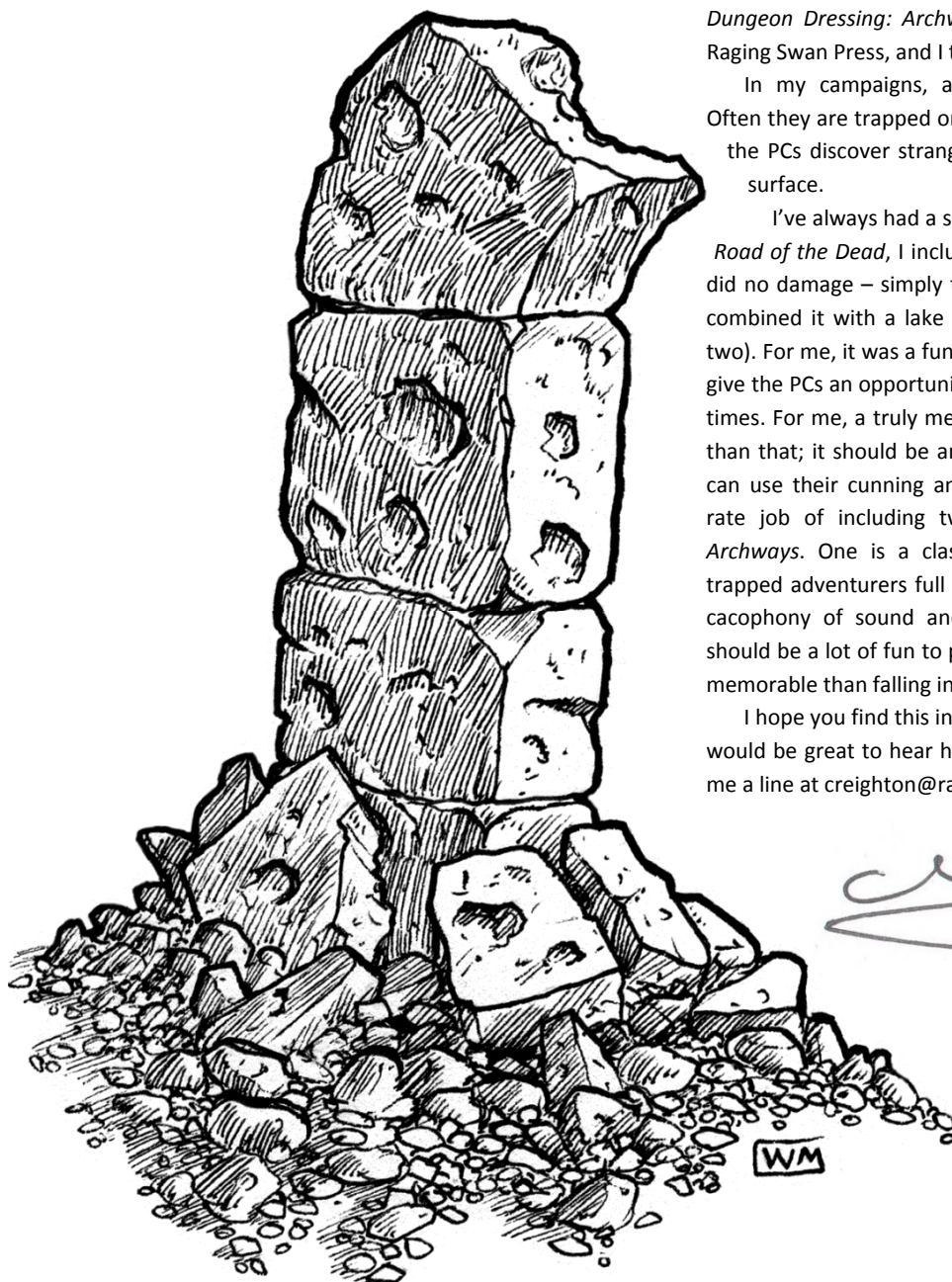
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## FOREWORD

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*Dungeon Dressing: Archways* is Brian's first collaboration with Raging Swan Press, and I think you'll enjoy it!

In my campaigns, archways are often important places. Often they are trapped or warded in some way and just as often the PCs discover strange sigils and symbols carved over their surface.

I've always had a soft spot for archways and when I wrote *Road of the Dead*, I included a trapped archway. The trap itself did no damage – simply terrifying explorers so they fled – but I combined it with a lake in which lurked a water elemental (or two). For me, it was a fun trap because it did so much more than give the PCs an opportunity to cast *cure light wounds* a couple of times. For me, a truly memorable trap should be so much more than that; it should be an encounter all of its own that the PCs can use their cunning and skills to defeat. Brian's done a first rate job of including two such traps in *Dungeon Dressing: Archways*. One is a classic – the old fill a room containing trapped adventurers full of water ploy – while the other uses a cacophony of sound and a *confusion* to deadly effect. Both should be a lot of fun to play through and should be much more memorable than falling into a pit!

I hope you find this instalment of *Dungeon Dressing* useful. It would be great to hear how you've used it in your game – drop me a line at [creighton@ragingswan.com](mailto:creighton@ragingswan.com).

TABLE A: CHARACTERISTICS & APPEARANCE

A marvel of architectural engineering the archway lends itself as much to decoration as it does to functionality. The archway provides an open, unhindered transition from one area to another. Their use can make rooms and buildings feel more open and accessible.

An archway that extends beyond the wall it pierces and continues like a hallway is called a vault. These hallways are natural extensions of the archway and are used when the weight supported is spread out over its peak. A series of archways that run along a wall or around a room separating two areas form an arcade.

Though often constructed from carved stone, other materials can be used. Wood can be shaped, metals can be poured and bones of large creatures could all be used in an archway's construction.

Their decoration can be simple or ornate. Adorned with carvings, paint or tile archways may announce the transition from common areas to those of greater importance. This is often done with imposing designs or bas relief's depicting the importance of the next location. As a method of transition, an archway can be the physical or arcane entrance to somewhere beyond the mundane.

## COMMON CHARACTERISTICS

Cunning explorers can use archways to their advantage. Archways have the following basic characteristics:

- **Cover:** Archways provide cover (+4 AC, +2 Reflex).
- **Climbable:** Archways, due to carvings and other details, are fairly easy to scale (DC 15 Climb check).

## CONSTRUCTION

Archways can be constructed from a variety of materials and in a wide range of styles.

MATERIAL	HARDNESS	HIT POINT	BREAK DC
Bone	3	50	20
Glass*	2	50	20
Iron	10	90	30
Crystal	6	70	40
Stone (Hewn)	8	90	50
Stone (Mason)	8	90	35
Stone (Natural)	8	90	65
Wood	5	60	20

\*Magically treated

Knowledge (engineering) can enable a character to learn more about an archway:

- **Dangerous Construction:** DC 10 Knowledge (engineering).
- **Determine Style or Age:** DC 15 Knowledge (engineering).

## ARCHWAY STYLES

Archways come in many styles. Other than the standard round top archway, some other commonly encountered styles include:

- **Inflexed Archway:** Inflexed archways have a convex quarter circle mirrored left to right at their apex.
- **Lancet Archway:** The simplest style of archway. It has tall uprights and a steeply pointed peak; often set in a series.
- **Ogee Archway:** A top style defined by an "S" curve shape (mirrored left to right) at its apex.
- **Shouldered Archway:** The top of the archway is defined by a quarter, inward rounded corner above which is set a flat top.

## DECORATION

Archways are rarely plain and unadorned. Often the master stonemason or the dungeon's design lavish care and attention decorating them. Use this table to randomly determine the basic kind of decoration present, adding flavour as necessary.

d20	DECORATION
1	Marching warriors
2	Kneeling priests
3	Elaborate scrollwork
4	Dragons
5	Wild beasts
6	Holy symbols
7	Religiously significant images
8	Warriors fighting racial enemies
9	Wilderness scene
10	Prayer or hymn
11	Otherworldly scene
12	A dire warning or curse
13	Magical sigils or runes
14	Bones
15	Clouds
16	Obviously otherworldly scene
17	Tentacles or other ancient, unknowable symbols
18	Famous personalities
19	Carvings are defaced; roll again to determine the kind of decoration featured.
20	Carving is partially finished; roll to determine the kind of decoration featured.

Use this table to generate interesting characteristics for your archways. Some features listed below may be inappropriate based on your dungeon's setup – ignore or modify such entries as appropriate.

D%	
01-05	A simple, yet elegant archway is set into the wall. DC 20 Knowledge (engineering) check denotes its superior construction.
06-10	A rounded archway made of haphazardly, though thickly mortared, evenly cut stones.
11-12	The archway is wide enough for four men to stand side by side and is much higher and more ornate than other nearby features.
13-14	A complex mosaic forms the border of the archway. Tiny glass tiles form a rampant griffin.
15-16	This stacked bone archway is formed from large rib bones, whose tips extend out like overlapping fingers. A DC 20 Knowledge (arcana) reveals them to be dragons' ribs.
17-18	A single block of carved obsidian forms the archway. Its massive size dominates the wall.
19-20	The archway is vaulted for 2d10 feet. The walls are smooth and of exceptional craftsmanship.
21-22	One stone is hollow (DC 25 Perception locates). Inside lies a brass key to a nearby door.
23-24	A riot of painted colours decorates the archway.
25-26	A series of sharp basalt stones protrude from the archway; their edges chipped to a razor edge.
27-28	Black and white streaks colour the archway's mirror smooth granite blocks.
29-30	A rosette carved into the archway's keystone contains a tapered garnet (100 gp).
31-32	Elaborate carvings of tentacles emerging from the floor decorate the archway.
33-34	A portcullis (hardness 10, hp 60, DC 25 Break) blocks the archway. A DC 20 Perception check reveals its hidden lever.
35-36	Carved demonic faces compose the blocks of the archway. Their leering faces laugh and grimace.
37-38	The archway is freestanding in the middle of a chamber or wide passageway.
39-40	The stones of this archway are cut into a bas relief that tells an ancient, but well known, tale.
41-42	An archway set into the middle of a wall forms the frame for a mural of miners or stonemasons.
43-44	Two iron torch sconces flank the archway; both are tilted to the left.
45-46	The stones of tiger eye are inlaid with silver. Their shape forms a floral filigree pattern.
47-48	A carven lidless eye surrounded by a writhing mass of tentacles decorates the arch's keystone.
49-50	A relief of an open mouth forms the archway. Stones are cut into fangs ringing its mouth.
51-52	An inflexed archway built from two quarter circle stones pieces the wall. Each stone is cut from a single, sodalite block.

53-54	A thick wooden door (hardness 5, hp 15, DC 18 Break) blocks the door.
55-56	A lancet archway constructed from rhodochrosite stones of equal dimensions fits flush with the wall.
57-58	The stone of the archway is pitted with holes; a multitude of insects swarms over it.
59-60	An epidote column divides this archway. Small or larger creatures must squeeze to get through.
61-62	This shoulder archway has roughly cut stones. Its sides are straight with a single large stone at each base.
63-64	The deep archway is vaulted for 10 feet. The vault's walls are of crudely cut stones.
65-66	A set of carved small figures support the archway. They stand on each other's shoulders.
67-68	Two statues facing one another support the archway.
69-70	The sandstone forms a jagged archway. Red and orange colours sparkle from quartz trapped in its surface.
71-72	Bent wooden staves form the archway. Their colour is a deep, rich mahogany.
73-74	This triangular style archway is of alternating sizes of calcite. The pattern is offset with long flat stones extending into the walls.
75-76	Every other stone in the archway is of a different colour.
77-78	The atlantide of the archway is carved into a triangular shape. The tips of the stones point inside the archway.
79-80	Corroded steel axes are mounted above the archway. Their condition makes them useless.
81-82	Cut blocks of calcite filter any light. The area glows slightly orange as a result, when light is brought within.
83-84	A carved skull keystone decorates the archway. Darkly coloured dust heightens its features.
85-86	This reverse ogee archway is flanked by cyclopean half-columns. Its design makes it difficult to look at.
87-88	Extravagant carvings of mythical beasts decorate the archway. A rearing dragon decorates the keystone.
89-90	A set of manacles hang down from either side of the archway. Horribly mutilated corpses hang from both.
91-92	This archway has vivianite supports. Its spiral appearance is that of a staircase.
93-94	A set of stairs ascends/descends on the other side of the archway.
95-99	An ogee archway built from tall, thick stones sits atop a small flight of stairs.
100	The archway is freestanding. It is filled with an iridescent blue mist.

TABLE B: DRESSING & FEATURES

Use this table to generate interesting features for your archways. Some features listed below may be inappropriate based on your dungeon's setup – ignore or modify such entries as appropriate.

D%	
1	Empty vials lie on the ground. Some are broken while others still leak fluids.
2	A slight draft flows up from the tiles within the archway.
3	A twisted gate blocks the passage. If not moved (DC 20 Strength check) it is difficult terrain.
4	A DC 25 Perception check reveals seemingly random chips and nicks in the archway's walls.
5	Reddish-blue fungi grows along the archway and hangs down from above forming a sodden curtain of vegetation.
6	A broad-headed axe protrudes from one wall. Its handle is nowhere to be found.
7	Thick cobwebs fill the archway. A halfling skeleton (in rotting clothes) hangs within a cocoon.
8	Faintly glowing green moss covers the stones and floor.
9	Clothing is scattered around the archway. The smell of decomposition is thick in the air.
10	A broken torch lies on the floor. A DC 25 Survival check reveals faint scuff marks on the floor.
11	Brown slime coats the floor (adding 2 to the DC of Acrobatics checks).
12	A broken lute is smashed to pieces on the floor. Its parts lie on both sides of the archway.
13	A dented shield emblazoned with a rampant wyvern lies on the floor.
14	Pale yellow puff balls of mould cover the archway.
15	Several bedrolls lie on the floor. Their disarray denotes a hasty departure.
16	A pile of bones partially blocks the opening. Piled haphazardly they are etched with many tiny teeth marks.
17	A spider had begun spinning its web in the archway.
18	Drag marks of heavy objects mar the floor. The gouges are deep and wide.
19	Claw marks rake one or both sides of the archway. They are deep and rough.
20	The smell of vomit fills the air. The mortar around the archway pulses like blood vessels.
21	Roots dangle around the archway. The tangled mass must be moved before proceeding.
22	The sound of settling weight emanates from the arch. A DC 10 Knowledge (engineering) check reveals the archway is dangerously unstable.

23	A body lies on the floor, a blowgun dart in its arm. The surrounding wound is discoloured.
24	Thick, pale lichen grows over the archway stones. Small bumps dot its surface.
25	A broken key attached to a length of frayed string lies to the side of the archway.
26	The archway is bricked up. A DC 15 Knowledge (engineering) check reveals the work to be hasty and shoddy.
27	Powdery mildew coats the stones of the archway. Golden dust motes drift in the air.
28	The stones sweat foul-smelling liquid; a thick cloud of flies buzzes about. The cloud blocks vision for 10 ft. around the archway.
29	An obvious tripwire, one end attached to a 10-foot pole and the other tied to a balanced shield, crosses the archway.
30	An arcane pattern is set into the floor in the archway. A DC 25 knowledge (arcana) reveals it is a <i>circle of protection from good/evil</i> .
31	Sickly green ooze seeps from the base stones of the archway. They run in rivulets over the floor.
32	A charred rope lies on the floor. An iron spike hammered into the arch's keystone is attached to a similar length of rope.
33	Spiny crystal growths protrude from the archway's peak.
34	Glowing ichor covers the floor. It appears to be the blood of some creature.
35	A large wooden table, standing on its end, blocks the archway. "Keep out" in blood marks its top.
36	Small albino plants grow from the mortar of the archway. They end in a cluster of sticky hairs.
37	The smell of earthy rot fills the air. Muddy footprints proceed through the archway.
38	Feathers are strewn about the hallway close to the archway. Blood is spattered around it.
39	Runic markings are scrawled on one side of the archway. A DC 16 Knowledge (arcana) check or <i>read magic</i> identifies them as an <i>alarm</i> spell that can be activated once per day.
40	A torn map is scattered on the floor.
41	An eviscerated goblin lies partly exposed in the archway. Curled up, it clutches at its stomach.
42	A copper piece is wedged between two stones. The next stone to the left is marked with an "X."
43	A broken keg has spilled oil in the archway, covering 2d3 squares to either side of the arch; sconces containing lit torches are on the wall.
44	A stone from the archway has fallen, weakening the structure. A DC 10 Knowledge (engineering) check reveals it is yet safe.
45	Tufts of thin pale white grass grow around the archway. The grass is short and springy; perhaps unnaturally so.



46	Oak supports hold up the archway. A DC 10 Knowledge (engineering) check reveals the archway is dangerously unsafe.
47	A DC 20 Perception check notices an archway hidden behind a thick growth of mould.
48	A hasty chalk map is drawn on the floor. It shows the location of a secret door nearby.
49	The archway has partially collapsed. A DC 10 Knowledge (engineering) check shows it is safe.
50	A locket (worth 20 gp) on a silver chain lies on the floor. It contains a portrait of a small child.
51	Cobwebs fill the archway. The cobwebs are actually a <i>permanent image</i> (CL 11; DC 18 Will).
52	Streaks of bloody handprints mar the arch.
53	A swarm of wasps have built a nest at the arch's peak. They buzz about the archway but ignore intruders who do not attack their nest.
54	Partially chipped away, an image of a gaping maw adorns the arch's keystone
55	Some construction is blasted away. Scorch marks remain on what is left of the archway.
56	The archway is cracked badly. Dust falls from its broken keystone at the top of the archway.
57	Random painted hand prints cover the archway.
58	Corroded bands of steel are riveted to each of the stones. The bands reinforce the archway.
59	A heavy curtain is drawn across the archway. Muffled sounds can be heard through it.
60	A broken and splintered door partially blocks the archway. It hangs precariously on one hinge.
61	Sickly blue/white smoke wafts through the arch.
62	A crushed scroll case lies on the floor. Mouldy velum pokes from within.
63	Thick boards of pine spiked in place with climbing pitons block the archway.
64	The archway bleeds a thick, glossy fluid.
65	"Doom" (written in Orc) appears in chalk next to the archway.
66	A spiral of charcoal marks the stones near the base of the archway.
67	Soot covers the ceiling and archway. Two blackened and crushed skulls lie on the floor.
68	A trail of blood and intestines passes through the archway. Wide footprints mark a creature passing.
69	A row of pebbles lines the floor at the archway's base. One pebble is jet black in hue.
70	Decay has taken its toll on the archway stones. Their surface crumbles, if touched.
71	Broken furniture is piled up blocking the archway. Arrows protrude from the barricade.
72	Beetles swarm over a meat covered bone. They are harmless.
73	The stench of the sewer percolates through the archway. The smell drowns out all others.
74	Inky blackness (a <i>deeper darkness</i> spell) obscures the archway.

75	The stink of reptiles pervades the air. Small dried scales lie on the floor.
76	A broken crate lies on the floor, filled with broken bottles. The smell of alcohol fills the air.
77	Frost coats the archway. A cold, moist wind blows through it.
78	The smell of brimstone pervades the area. Flickering light shines through the archway.
79	A DC 25 Perception check notices the outline of an archway on the opposite wall. This marks the outline of a secret archway.
80	Mouldy grain forms a trail through the archway. Its end in a small pile.
81	The stone of the archway is melted to slag. Its shape is malformed and sagging.
82	The archway and nearby walls are water stained up to the ceiling.
83	Small stalactites hang from the peak. Thin, glossy strands dangle down.
84	Small patches of soot and scorch marks mar the peak of the archway.
85	A tattered brown curtain flaps in the archway.
86	Semi-circular parts of the archway are missing. The smoothness of the marks is unnatural.
87	All the decoration of the archway has been defaced. Dust and gravel litter the floor.
88	Small, round holes appear in each stone of the archway. A DC 20 Appraise suggests each once held a gemstone.
89	Shadows dance oddly over the archway, in torchlight.
90	A thick coat of dust covers the area.
91	Six hash marks are carved on the wall next to the archway. The last mark is an arrow pointing up.
92	A small mirror is propped up next to the archway. It reflects an image from the other side of the archway.
93	Water pools on a flagstone in the centre of the archway. Small drops fall from the keystone.
94	A stack of carved stones sits next to the archway. A scroll is hidden within and contains the last desperate message of a doomed adventurer.
95	Dwarven runes mark the archway as safe. Booted footprints can be seen in the dust.
96	The archway, unlike the surrounding stone, has been turned to flesh.
97	The smell of roasted meat hangs in the hot air. The sound of fire and clinking metal come from ahead.
98	Sparkling dust coats the floor. Footprints continue to the next room.
99	Sporadically, strong gusts of wind issue from the archway. They have a 75% chance of extinguishing unprotected flames.
100	The floor is marked with soot and scorch marks. The outline of a figure is on the opposite wall.

TABLE C: TRAPS & TRICKS

Of course, archways are not always safe. Occasionally, the dungeon's designer hides clever traps and tricks in key locations throughout the complex. The traps and tricks here are examples of such features that can be used to protect archways.

## ARCHWAY OF ECHOES

This fiendish trap uses a modified *confusion* effect tied to an *alarm* spell to sow confusion and chaos in an invading party's ranks. This is a great trap to place near a guard post – the noise it creates when activated is guaranteed to attract any nearby creatures' attention which means the PCs could end up dealing both with the trap and hordes of angry guards!

### ARCHWAY OF ECHOES CR 5 (1,600 XP)

*As you pass through the archway, a soft echoing sound begins to resonate through the nearby stones. Quickly, the sound grows to a throbbing cacophonous wail.*

**Search** DC 30 Perception; **Type** Magic

**Disarm** DC 30 Disable Device (2d4 rounds); activates on DC 25 or less; **Bypass** DC 25 Perception (touch a circular pattern of tiles on an archway stone to deactivate or reset the trap).

**Destroy** Destroying the stone with the tile pattern (AC 8, hardness 10, hp 20, DC 25 Break) defeats the trap.

**Trigger** Proximity (*alarm*; any creature passing through the archway); **Reset** Manual

**Effect** When triggered, this trap has the following effects:

**Effect (Round 1)** A quiet echoing sound coming from the archway's stones begins. A DC 20 Perception check reveals the sound is coming from the archway.

**Effect (Round 2)** The noise gets louder. Character within 40 ft. of the archway increase the DC of hearing-based Perception checks by 2 per 10 ft., not 1. There is no other noticeable effect this round. Characters in nearby rooms automatically hear the noise created by the trap.

**Effect (Round 3)** Each character within a 40 ft. spread of the archway must make a DC 16 Will save as the walls, floor and ceiling of the area begin to throb in tandem with the thunderous cacophony. This is an mind-affecting effect. Deaf characters do not need to make this saving throw and are immune to this trap's effects.

**Effect (Round 4 – 10 [Affected Characters])** Characters who failed their save suffer one of the following effects for the

next six rounds. Roll d% every round to determine how each affected character acts.

D%	MADDENED BEHAVIOUR
01-25	Act normally.
26-40	Character does nothing but babble incoherently.
41-50	Character is stunned by the noise. He drops anything held, cannot take any actions, takes -2 penalty to AC and loses his Dexterity bonus to AC.
51-60	Character is maddened by the noise and strikes self with item in hand, or head butts wall etc. (dealing 1d8+2 Strength modifier damage).
61-75	Character is dazed. He is unable to act normally, may take no actions but suffers no penalty to AC.
76-100	Character is driven into a homicidal frenzy. He attacks the nearest creature (except a familiar, animal companion or mount) to the best of his ability.

Affected characters may attempt a new Will save (DC 16 +1 per previous save) each round at the start of their turn to throw off the trap's effects.

**Effect (Round 4 – 10 [Unaffected Characters])** At the start of their turn, a character unaffected by the trap's effects but within the area of affect must make a DC 16 Will save or become maddened. Refer to the Maddened Behaviour table to determine their actions.

**Variant** Some of these traps also comprise creatures immune to the strange effects of the archway. Undead and constructs make excellent additions to this trap as they can prey on confused and disabled intruders. Refer to the "Variant" sidebar for more suggestions.

**Variant (CR var.)** At higher levels of play, this trap can be augmented with a heightened *confusion* affect. The DC of the trap is 10 + the minimum ability modifier needed to cast the spell + the spell's level; the Perception DC and Disable Device DC are 25 + the modified spell level.

## VARIANTS

Combining this trap with undead or constructs makes it even deadlier and gives the PCs more to do than simply make saving throws and avoid their maddened comrades:

- **EL 6 (Constructs):** Medium animated object (1)
- **EL 6 (Undead):** Ghouls (2)
- **EL 7 (Constructs):** Medium animated object (1)
- **EL 7 (Undead):** Ghosts (2), ghoul (1)

## DROWNING

A character can hold his breath for a number of rounds equal to twice his Constitution score. If a character takes a standard or full-round action, the remaining duration is reduced by 1 round.

- **After This Period:** The character must make a DC 10 (+1 per previous check) Constitution check, every round.
- **Drowning:** When the character fails this check, he begins to drown. In the first round, he falls unconscious (0 hp). In the following round, he drops to -1 hp and is dying. In the third round, he drowns.
- **Unconscious Characters:** An unconscious character must make Constitution checks as soon as he is submerged. Once he fails a check he drops to -1 hp; the next round he drowns.

## WATERY GRAVE

This trap seals the unfortunate explorers in a chamber before flooding it with water. Particularly nasty versions of this trap also incorporate bound water elementals or other (hungry) aquatic creatures.

The circular chamber has four archways each set at a cardinal compass point and its ceiling is 15 ft. high. A blue wavelike mosaic decorates the floor. To escape, the PCs must either disarm or destroy the trap or break their way through one of the chamber's iron doors.

### WATERY GRAVE

CR 9 (6,400 XP)

*As you touch the light blue wavelike mosaic set into the floor of this circular chamber, heavy iron doors slam down from the archways blocking all four exits.*

**Search** DC 25 Perception; **Type** Mechanical

**Disarm** DC 25 Disable Device (2d4 rounds); activates on DC 20 or less; **Bypass** DC 25 Perception (a bas relief of the water element positioned on the opposite side of each archway controls the archway's water jet).

**Destroy** Destroying the mechanism in each archway (AC 4, hardness 8, hp 60, DC 25 Break) defeats the trap atop that arch. Alternatively, a DC 25 Disable Device check (2d4 rounds) disarms each pillar.

- **Scaling an Archway:** Characters intent on disarming a trap or destroying a mouth must scale the archway (DC 15 Climb check or wait for the water level to rise sufficiently).

**Trigger** Location (touching the mosaic); **Reset** Automatic (1 hour)

**Effect** When triggered, this trap has the following effects:

**Effect (Round 1)** An iron door (AC 2, hardness 10, hp 20, DC 28 Break) slams down to block each archway.

**Effect (Round 2)** Mouths carved into each archway's keystone swivel downwards (DC 20 Perception notices). An ominous gurgling sound emanates from each archway.

**Effect (Rounds 3-10)** Powerful jets of water erupt from the mouth atop each archway. The room begins to flood; every round each mouth increases the water level by half a foot. Water levels in the chamber have the following effects:

- **Depth 1 ft. – 3 ft.:** Small or larger creatures treat the floor as difficult terrain (it costs 2 squares of movement to enter each square).
- **Depth 4 ft. – 6 ft.:** Small or smaller creatures must swim (DC 15 Swim) in the chamber. Medium or larger creatures treat the floor as difficult terrain (it costs 2 squares of movement to enter each square).
- **Depth 6 ft. and Deeper:** All characters in the chamber must Swim (DC 15 Swim) or go under the surface. (Refer to the "Drowning" sidebar for more information).

**Effect (1 hour)** The room drains slowly through tiny holes in the base of the four archways.

**Variant (CR 9)** This version of the trap uses sand. In all other regards, it has the same statistics, but the GM should change the trap's flavour text as appropriate.

**Variant (CR 10)** As the normal trap, but four Medium water elementals enter the chamber through the water jets and attack any living creatures within.

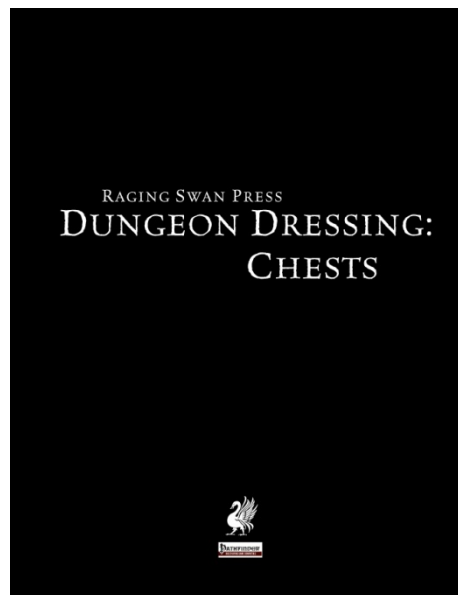


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