

RAGING SWAN PRESS

# DUNGEON DRESSING: CEILINGS



# PREPARE QUICKER, PREPARE BETTER



[ragingswan.com/gmsresource](http://ragingswan.com/gmsresource)

# DUNGEON DRESSING: CEILINGS

*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 details to add to the ceilings in your dungeon. Designed to be used both during preparation or actual play, Dungeon Dressing: Ceilings is an invaluable addition to any GM's armoury!*

**Design:** Aaron Bailey

**Development:** Creighton Broadhurst

**Editing:** Creighton Broadhurst

**Cover Design:** Creighton Broadhurst

**Layout:** Creighton Broadhurst

**Interior Art:** William McAusland. Some artwork copyright William McAusland, used with permission.

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

Published by Raging Swan Press  
March 2014

ragingswan.com  
gatekeeper@ragingswan.com

**Product Identity:** All trademarks, registered trademarks, proper names (characters, deities, artefacts, places and so on), dialogue, plots, storylines, language, incidents, locations, characters, artwork and trade dress are product identity as defined in the Open Game License version 1.0a, Section 1(e) and are not Open Content.

**Open Content:** Except material designated as Product Identity, the contents of *Dungeon Dressing: Ceilings* are Open Game Content as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission. The moral right of Aaron Bailey to be identified as the author of this work has been asserted in accordance with the Copyright Designs and Patents Act 1988. ©Raging Swan Press 2014.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

To learn more about the Open Game License, visit [wizards.com/d20](http://wizards.com/d20).

## CONTENTS

Table A: Characteristics & Appearance.....	2
Table B: Dressing & Features.....	4
Table C: Tricks & Traps.....	6

## TRAPS BY CR

CR		PAGE
2	Falling Blocks	6
8	Cave-In	6
8	Crushing Ceiling	6



TABLE A: CHARACTERISTICS & APPEARANCE

Ceilings can influence the mood of rooms. Their style can vary considerably from very simple plain stone to expansive and elaborate examples with ornate painted frescos depicting grand scenes. The following section outlines common characteristics associated with ceilings

## COMMON CHARACTERISTICS

The dark recesses of a ceiling are an ideal place for a lurking rogue or insidious creature to hide. Ceilings have the following characteristics:

**Cover:** Sheer or near sheer ceilings offer no cover but ceilings supported by rafters or beams offer partial cover (+2 AC, +1 Reflex).

**Climbable:** The nature of ceilings varies as does the ability to traverse it.

CEILING TYPE	CLIMB DC
Ceiling with rafters and beams	15
Ceiling with handholds	30
Smooth, flat ceiling	Cannot be climbed

## CEILING STYLE

**Vault** An arched shape used to provide a space within a ceiling

**Barrel Vault** This is the simplest form of a vault and resembles a barrel or tunnel cut lengthwise in half.

**Groin Vault** When two semi-circular barrel vaults of the same diameter cross one another their intersection (a true ellipse) is known as a groin.

**Rib Vault** The intersection of two or three barrel vaults produces a rib vault or ribbed vault.

**Fan Vault** Curving ribs radiate upward like the ribs of a fan to form concave half cones that meet or nearly meet at the apex.

**Hipped** All sides slope downwards to the walls, usually with a fairly gentle slope.

**Domed** This ceiling resembles the hollow upper half of a sphere.

**Coffers** These are sunken panels in the shape of a square, rectangle or octagon in a ceiling, soffit or vault.

## CEILING TERMS

**Buttress** Vertical member used to stabilize an arch, ceiling or vault.

**Gable** Triangular section between edges of roof and walls.

**Pillars** A vertical structure used as a support for a ceiling.

**Truss/Rafters** A series of sloped structural beams used to support the ceiling and its associated loads

## CONSTRUCTION

Ceilings are most often constructed from the same material as the rest of the room such as stone or wood but it is possible they may be constructed from more exotic materials such as metal, bone and glass.

MATERIAL	HARDNESS	HIT POINTS <sup>1</sup>	BREAK DC
Wood	5	60	30
Bone	3	50	25
Stone (Hewn)	8	120	35
Stone (Natural)	8	120	50
Glass	2	50	25
Iron	10	200	30

<sup>1</sup> Per 1 ft. of thickness

CONDITION	HARDNESS	HIT POINTS	BREAK DC
Derelict	-4	-20%	-10
Poor	-2	-10%	-5
Average	0	0%	0
Good	+2	+10%	+5
Pristine	+4	+20%	+10

## APPEARANCE

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

D%	
01-05	The ceiling is domed and multi-faceted. A DC 15 Knowledge (nature) check identifies it as the shell of a giant sea turtle.
06-10	An expansive and vivid fresco is expertly painted onto the plaster ceiling. A DC 25 Knowledge (religion) check reveals the figures to be long forgotten deities.
11-12	The bones of a large creature support the curved stone ceiling. A DC 15 Knowledge (arcana) check reveals them to be leg bones from a blue dragon.
13-14	The wooden ceiling is made from tarred boards and tightly ribbed timber truss and rafters. A DC 15 Knowledge (engineering) check reveals it to be an upturned ship's hull.
15-16	The ceiling is conical with a tiny aperture allowing a beam of light to be focused on a dais below.
17-18	The flat, unadorned ceiling has a domed aperture in the centre from which hangs a large, ornate iron pentagram-shaped candelabrum.
19-20	A black background punctuated with shimmering crystals, the ceiling has been decorated to mirror a constellation of stars (DC 15 Knowledge [geography] reveals its location).

21-22	Painted knot work motifs frame an intricate design of concentric fleur-de-lis stone medallions on the ceiling.
23-24	The ceiling has been quartered with intricate plastered mouldings; each section bears a lavish fresco in tribute to one of the four seasons.
25-26	A guilt and enamelled relief of a lion rampant with two heads dominates the white plastered ceiling.
27-28	Intricate and highly detailed, the ceiling and walls are painted with a fresco portraying angels locked in mortal combat with denizens of Hell.
29-30	The thick canopy of a large living tree comprises the ceiling and its thick trunk serves as the sturdy pillar to support it.
31-32	Made from thousands of tiny ivory panels carved with runes and sigils, the ceiling is embellished with a large mosaic depicting a bird rising from flames.
33-34	The panels in the coffered ceiling are shield-shaped and brightly painted. A DC 14 Knowledge (nobility) check identifies the heraldry of several prominent knightly orders and families.
35-36	In the ceiling are four large pools filled with what appears to be a thick black undulating fluid. The pools emanate an overwhelming evil aura throughout the chamber. A DC 14 Knowledge (planes) check reveals them as infernal portals.
37-38	The ceiling portrays a blue sky and wisps of clouds as if a summer's day. A DC 19 Knowledge (arcana) check reveal it to be an illusion.
39-40	A mixture of exquisite sculpture and bas relief cover the ceiling in a beautiful and artistic map of the surrounding kingdoms.
41-42	The ceiling is in the shape of an inverted dome and has been abstractly painted to resemble the world with its continents, seas and kingdoms.
43-44	A helix of tightly wound staircases mirrors one another as they spiral towards a coned shaped ceiling.
45-46	The ceiling has been constructed to look like a scrolled parchment with text chiselled into the stone page. A DC 13 Knowledge (religion) check reveals it to be the psalm of a deity of law.
47-48	Water cascades from a diamond-shaped aperture in the ceiling, creating a waterfall.
49-50	A large stone medallion of an eight-pointed star embellishes the groin-vaulted ceiling.
51-52	Installed onto the ceiling are several complex clockwork mobiles depicting an unknown solar system. The planets are made from spheres of semi-precious stone. The set is worth 400 gp.
53-54	The marble pillars depict warriors with their swords raised towards each other. These crossed swords create the ribs of the vaulted ceiling.
55-56	Numerous large demonic statues embellish the ceiling. Hanging from the tails of each is a large iron gibbeting cage.

57-58	The shape of the ceiling undulates and has been painted with blue and green paint and embellished with glass tiles to resembles the surface of the sea.
59-60	The plain white plaster ceiling is decorated by red handprints made by many different individuals.
61-62	Seemingly crafted from a single pane of tinted glass the ceiling is nearly opaque offering a dim view of the room above.
63-64	The ceiling has been constructed with a mechanical trapdoor. A hidden lever (DC 25 Perception spots) operates the door and drops a wooden ladder into the chamber.
65-66	The ceiling is dodecahedral with a single point. Each side is painted with a fresco depicting a different hellish realm and its devilish lord.
67-68	A dais when stood upon levitates up to the ceiling (a segment of which retracts enabling access to the section above).
69-70	The ceiling appears to be of a mottled stone of unknown origin. A DC 15 Knowledge (nature) check reveals it as the underside and gills of a giant mushroom.
71-72	The ceiling is not solid but is instead an ironwork grille made from diagonal bars.
73-74	The highly polished ceiling mirrors the room below.
75-78	The rough ceiling glitters with a metallic hue. A DC 15 Knowledge (arcana) check reveals it to be the stretched hide of an adult copper dragon.
79-82	The ceiling is a dense forest of stalactites which have grown until they touch stalagmites growing up from below.
83-86	The ceiling is made from magically toughened glass and is transparent. Several skeletons sprawl in the area above.
87-88	A large inverted dome dominates much of the ceiling. When commanded (DC 30 Knowledge [arcana] or [history] check reveals command word), the dome appears to open like a gigantic eye which moves and blinks. The eye can cast <i>scry</i> once a week.
89-90	The pillars supporting the ceiling are life-like statues of devils holding wickedly curved swords.
91-92	The chamber and ceiling have been daubed in purple paint.
93-99	The ribs of the domed ceiling splay out like the web of a large spider. Investigation reveals they are of magically hardened spider web.
100	Roll again to determine the ceiling's appearance. The ceiling is also trapped. Refer to pages 6-7.

TABLE B: DRESSING & FEATURES

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

D%	
1	A section of the ceiling appears to have melted; molten rock has dripped onto the floor below.
2	A fresco of a ruling noble has been vandalised with the words "Power to the rebellion."
3	Dark green moss and lichen has grown across the moist stone ceiling.
4	The prints of wet bare feet are visible across the ceiling.
5	A haze of green flame wreaths the ceiling. A DC 15 Knowledge (dungeoneering) check reveals it as highly combustible natural gas.
6	Long, thick viscous globules of a dark brown slime hang down from the rough stone ceiling.
7	Stuck upon the ceiling is a long white funeral gown which flutters in an unseen draught.
8	A long, thin ladder leans against the wall. A pot of whitewash balances on the top rung.
9	The mouldering corpse of a dungeon denizen lies partially buried by the rubble of the collapsed ceiling.
10	The vaulted ceiling is decorated with numerous pennants and banners.
11	A profusion of javelins, crossbow bolts, arrows and axes are imbedded in the ceiling.
12	A tatty canvas has been strung up as a hammock between two rafters.
13	Silk streamers in a multitude of colours hang from the ceiling.
14	Of shattered plaster and charred stone, the ceiling is crackling with arcs of red lightning.
15	The buttresses supporting the vaulted ceiling have been sabotaged. A DC 15 Knowledge (engineering) check reveals a loud noise could trigger collapse.
16	A crimson pool collects as blood drips from the rafters. A DC 12 Perception spots a corpse slumped among the trusses.
17	Soft glowing runes mark the eaves of this high, vaulted ceiling.
18	The ceiling is cold. This causes condensation to form and water to drip down into the room.
19	The vivid illusion of a beautiful sunrise on the ceiling is flickering and failing.
20	Several blocks of stone have been removed from the ceiling to reveal a small storage niche.
21	A small black cat is meowing softly as it perches among the rafters and trusses.
22	Glowering eyes peer at you from the shadowed ceiling. Light reveals no lurking creatures.

23	A bucking and swaying sack hangs from the ceiling. Inside is an irritated and angry cat.
24	A rope hangs from the ceiling above a huge chasm which has swallowed a large section of the floor.
25	The skeletons of unlucky individuals are impaled on spikes protruding from the ceiling.
26	The boards which make up the ceiling have become swollen leaving several unsightly bulges.
27	The impaled body of a humanoid lies on the floor grasping a stalactite which has broken off from the ceiling above.
28	Thick roots of several trees have grown through the ceiling forcing several blocks of stone to fall.
29	A russet-coloured mould is growing in thick clumps across the ceiling and walls.
30	Bloodied and lifeless, a body lies next to scrawled words written in blood "Look above....for we are all lost."
31	A lit lantern sits on the floor. A trail of gore and ichor splatters the floor, one wall and ceiling.
32	A beautiful dream catcher hangs from the ceiling.
33	An inexpertly hidden net hangs from the ceiling.
34	Dark green algae covers the trusses of the ceiling as if the chamber had been submerged in water.
35	A dark black tar-like substance is dripping from the ceiling. It sizzles when it hits the floor.
36	Deep gouging claw marks are visible in the stone ceiling.
37	An owl hoots and tilts his head to watch the party from its perch among the rafters.
38	A huge humanoid-shaped dent has been made in the metal ceiling.
39	Two chains attached to iron rings in the ceiling swing gently. Broken manacles lie on the floor.
40	Several large hewn logs are being used to brace the ceiling.
41	A thick caustic smell fills the chamber as white vapours emerges from the chamber's ceiling, rafters and pillars.
42	Nailed across the ceiling is a banner with the word "Welcome" in large bright green letters.
43	The ceiling appears in a state of mid-collapse; fractured stone hangs impossibly in midair.
44	Thick curling tendrils of steam sprays into the room through small holes in the stone ceiling.
45	The faint sound of grinding from above is accompanied by falling sawdust. A DC 12 Knowledge (nature) check identifies termites as the source.
46	A rough and teetering scaffold tower has been built to repaint a section of the ceiling.
47	A red tinted light glimmers on the ceiling.
48	Soot covers the ceiling.

49	A section of plaster has cracked and fallen to smash on the floor; thick dust covers everything.
50	The coffered ceiling has had several panels vandalised; one once protected a secret niche.
51	The ceiling has a subtle mauve glow. A DC 13 Knowledge (arcana) check identifies it as similar to <i>faerie fire</i> .
52	Hundreds of dark but luscious green vines have crept up the pillars and now blanket the ceiling.
53	A multitude of furniture is stacked precariously in one corner. The tower reaches the ceiling.
54	The wooden buttresses supporting the ceiling have begun to bow; signs of cracking are evident.
55	Many cracks run through the ceiling.
56	Many of the glass panes comprising the ceiling have been smashed; glass litters the floor.
57	The unadorned rafters and ceiling has been hung with macabre trophies of skulls and bones of humanoids.
58	A once elaborate fresco, the ceiling has been vandalised and several portraits removed.
59	The lifeless body of an unfortunate rogue hangs from his malfunctioned climbing harness.
60	The lifeless body of a knight in full plate is stuck to the metal ceiling with his sword skewered through his chest. Beneath him is a pressure pad slick with blood.
61	Several small holes pierce the ceiling. They are spy holes.
62	The ceiling is suspiciously low. A DC 15 Knowledge (dungeoneering) check reveals it as a suspended ceiling.
63	An 'X' has been marked on the ground beneath a large stone medallion on the ceiling.
64	The ceiling is thick with a frost which glows with a bright crystal-like shimmer.
65	The plain plaster walls are covered in pencil work in preparation for being painted. It depicts the outlines of a flight of dragons.
66	A section of one of the pillars has broken and a metal strong box is wedged in the gap to support the ceiling.
67	The ceiling is a forest of stalactites; among it lives a bat colony that swarms if disturbed.
68	The imprint of a large gauntleted fist in the stone ceiling is easily visible.
69	A perfectly round hole pierces the glass ceiling; shattered glass lies beneath the hole.
70	The paint and plaster on the ceiling has thinned enough to make out the sigil of a deity beneath. A DC 14 Knowledge (religion) check reveals it as the symbol of the goddess of ill fortune.
71	The metal ceiling is stretching and rivets are breaking; water is spurting through the gaps.
72	The stalactites have been removed from the ceiling. They have been stacked nearby.
73	A sign says, "Ceiling unsafe."

74	A bloodied notepad of sketches and notes about hundreds of frescos and vaulted ceilings lies on the floor.
75	The chamber is thick with viscous spider web. A DC 13 Perception check reveals five cocooned corpses secreted into a dark corner of the ceiling.
76	The ceiling has small magical lights; several have gone out while others blink intermittently.
77	Screaming emanates through the iron grill ceiling. Blood rains down and the screams cease.
78	Several climbing pitons have been driven into the stone ceiling. A long rope connects each pin allowing easier climbing (+5 bonus to Climb).
79	Ornamental gargoyles decorate each corner of the ceiling
80	A shoeless body lies broken on the floor. A DC 13 Perception check spots shoes stuck to the ceiling.
81	Several pillars lie smashed over the segmented body of a gargantuan centipede.
82	Sections of the ceiling have been repaired with permanent <i>walls of force</i> .
83	The ceiling has been covered with a layer of slippery orange ooze (+5 to Climb DC).
84	Several horse bridles are tied to a thick chain wrapped around the ceiling's thickest rafter.
85	Several sheets of parchment are stuck against the ceiling from a strong draught.
86	A set of platemail-covered legs protrude through several broken boards in the ceiling.
87	A huge boulder has shattered the ceiling and now rests precariously on three pillars.
88	Hundreds of candles flicker on the ceiling's rafters. Wax covers the rafters.
89	A large block of stone hangs in a primitive crane ready to be hoisted into a gap in the ceiling.
90	Dust and dirt falls from the ceiling as a small tremor shakes the ground.
91	Refuse and sewage drains through a large opening in the ceiling.
92	The ceiling is teeming with thousands of shiny scarab beetles.
93	A noose looped over the rafters hangs around the neck of a mouldering corpse.
94	A stone block has fallen from the ceiling. Blood splatter surrounds it.
95	The painted depicts a summer sky.
96	A grinning skull painting decorates the ceiling.
97	A mass of rusted chains hang from the ceiling.
98	A damp patch mars the ceiling. Cold water drips from it onto the floor.
99	Thick, wet cobwebs cover the ceiling. They are so damp they resist natural fire; only magic can burn them away.
100	Roll again to determine the ceiling's dressing. The ceiling is also trapped. Refer to pages 6 – 7.

## TABLE C: TRICKS & TRAPS

Of course, ceilings are not always safe. Occasionally, a 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 installed in ceilings.

### FALLING BLOCK

The falling block trap is a staple of dungeon design. Such traps feature blocks falling from the ceiling onto the hapless intruder. These blocks can be of any size; larger blocks can block passageways, provide cover in combat and so on.

#### FALLING BLOCK CR 2 (600 XP)

*Without warning, a stone block falls from the ceiling.*

**Search** DC 20 Perception; **Type** Mechanical

**Disarm** DC 20 Disable Device (2d4 rounds); activates on DC 15 or less; **Bypass** DC 25 Perception (a small switch next to the pressure plate).

**Destroy** Destroying the stone block (hardness 8, hp 900, DC 50 Break) or the chain (hardness 10, hp 5, DC 26 Break) defeats the trap.

**Trigger** Location (pressure plate) **Reset** Manual (a chain attached to the block pulls it back into position)

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

**Effect** A Medium sized stone block falls from the ceiling (+10 ranged touch, 5d6 damage).

**Variant (CR 6)** A Huge-sized stone block (DC 25 Perception, DC 25 Disable Device) falls from the ceiling (+15 ranged touch against all in the area, 8d6 damage)

### CAVE-INS

Cave-ins are incredibly dangerous. Whether caused by happenstance or design, a cave-in can bury an entire adventuring party. Unless deliberately set as a trap, a cave-in does not normally occur without warning. Warning signs of imminent collapse could include:

- A fine network of cracks running throughout the ceiling.
- Dust and small stones falling from the ceiling.
- Warning sigils carved or daubed on the walls of passageways leading to the area.

#### CAVE-IN CR 8 (XP 4,800)

*Dust and grit covers the floor of this chamber.*

**DC 20 Craft (stonemasonry), DC 23 Knowledge (dungeoneering) or DC 20 Knowledge (engineering)** The character realises the affected area is dangerously unstable. This check can be made trained or untrained.

**DC 20 Perception** The character identifies the affected area as dangerously unstable; **Stonecunning** A dwarf using stonecunning can make a check just by passing within 10 ft. of a weakened area.

**Trigger** Location (removing half the pillars in an area or a major impact or explosion triggers a cave-in); **Reset** No

**Bury Zone (15 ft. radius)** A cave-in buries anyone in the middle of the collapsing area. Characters in the bury zone take 8d6 damage (DC 15 Reflex save halves) and are buried.

**Slide Zone (10 ft. radius)** A cave-in's slide zone is roughly equal to the bury zone but extends outwards in all directions. Characters in the slide zone take 3d6 damage (DC 15 Reflex save negates). Characters failing their saving throw are buried.

**Buried Characters** A buried character takes 1d6 nonlethal damage per minute. A character falling unconscious must make a DC 15 Fortitude saving throw each minute or take 1d6 lethal damage. Characters who are not buried can dig out those buried.

**Freeing Buried Characters** In one minute, a character using only his hands can clear debris equal to five times his heavy load limit (or twice that amount if armed with appropriate tools). Loose stone filling a 5-foot by 5-foot cube weighs 1 ton (2,000 pounds). A buried character can free itself with a DC 25 Strength check.

**Variant Cave-Ins** Not all cave-ins are created equally. When using these variant cave-ins consider increasing or decreasing the size of the bury and slide zones to take into account the party's capabilities.

**Minor Cave-In (CR 5; XP 1,600)** This cave-in deals 5d6 damage to characters in the bury zone and 2d6 damage to those in the slide zone.

**Major Cave In (CR 12, XP 19,200)** This cave-in deals 12d6 damage to characters in the bury zone and 5d6 damage to those in the slide zone. A DC 20 Reflex save halves or negates the effects as appropriate.

### CRUSHING CEILING

This classic trap utilises a chamber's ceiling to crush intruders to a bloody pulp.

#### CRUSHING CEILING CR 8 (4,800 XP)

*A grinding sound emanating from the ceiling 25 ft. above your head heralds your doom. Slowly and surely, it begins to descend toward you.*

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

**Disarm** DC 25 Disable Device (2d4 rounds); activates on DC 20 or less; **Bypass** DC 30 Perception (a small switch at floor level by the door).

**Destroy** Destroying the ceiling (hardness 8, hp 180, DC 45 Break per 1 ft. of thickness) creates a niche (see below).

**Trigger** Proximity (a pressure pad in the centre of the chamber); **Reset** Automatic (1 hour)

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

**Effect (Round 1)** The chamber's stone door (hardness 8, hp 60, DC 28 Break, DC 30 Disable Device unlocks) slams shut and the crushing ceiling activates.

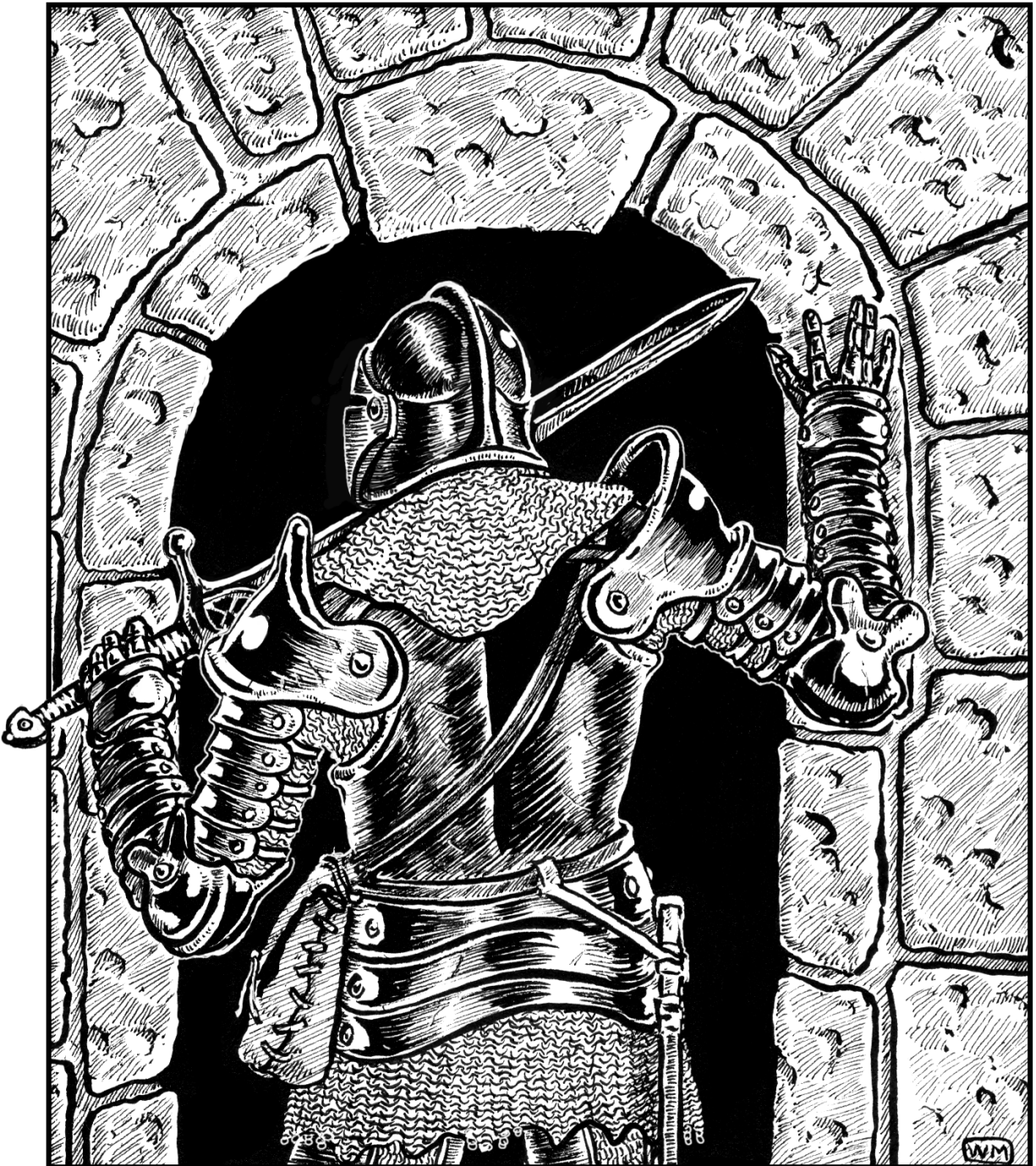
**Effect (Round 2-5)** The crushing ceiling descends 5 ft. each round. When it reaches the floor it inflicts 12d6 damage on

all individuals in the chamber. Damaged characters are pinned until round 6.

- **Create a Niche** A PC can smash a niche in the floor or ceiling (hardness 8, hp 180, DC 45 Break per 1 ft. of thickness). One Small or larger creature can hide in such a niche.
- **Brace the Ceiling** A character reaching the ceiling and making a DC 25 Strength check arrests the ceiling's progress for one round.

**Effect (Round 6)** The ceiling retreats to its original starting position at a speed of 5 ft. per round.

**Variant (CR 4)** This version of the trap has the following modified statistics: DC 20 Perception; DC 20 Disable Device; 6d6 damage. The chamber's door is of wood (hardness 5, hp 15, DC 18 Break, DC 25 Disable Device unlocks).



## DID YOU KNOW?

---

If you enjoyed this product, please consider leaving a review.

If you didn't enjoy this product, did you know Raging Swan Press offers a money back guarantee?

### OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

**1. Definitions:** (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

**2. The License:** This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

**3. Offer and Acceptance:** By Using the Open Game Content You indicate Your acceptance of the terms of this License.

**4. Grant and Consideration:** In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

**5. Representation of Authority to Contribute:** If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

**6. Notice of License Copyright:** You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are

copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

**7. Use of Product Identity:** You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

**8. Identification:** If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

**9. Updating the License:** Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

**10 Copy of this License:** You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

**11. Use of Contributor Credits:** You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

**12 Inability to Comply:** If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

**13 Termination:** This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

**14 Reformation:** If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

**15 COPYRIGHT NOTICE:** Open Game License v 1.0 ©2000, Wizards of the Coast, Inc.

**Open Game License v1.0a.** Copyright 2000, Wizards of the Coast Inc.

**System Reference Document:** ©2000, Wizards of the Coast, Inc. Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

**Pathfinder Roleplaying Game.** ©2008, 2009, Paizo Publishing, LLC; Author: Jason Bulmahn.

**Pathfinder RPG Bestiary.** ©2009 Paizo Publishing LC; Author Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook and Sip Williams.

**The Book of Experimental Might.** ©2008, Malhavoc Press; Author: Monte Cook.

**Tomb of Horrors.** ©2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content by TSR.

**The Lonely Coast.** ©Raging Swan Press 2010; Author: Creighton Broadhurst.

**Dungeon Dressing: Ceilings.** ©Raging Swan Press 2014; Author: Aaron Bailey.

---

Visit us at [ragingswan.com](http://ragingswan.com)

