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# DUNGEON DRESSING: FLOOR



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# DUNGEON DRESSING: FLOORS

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

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

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TABLE A: CHARACTERISTICS & APPEARANCE

The dungeon's floor is the one feature with which every adventurer will interact.

## COMMON CHARACTERISTICS

Dungeon floors come in many varieties.

**Flagstone:** Flagstone floors (1 ft. thick; hardness 8; hp 90 per 10 ft. by 10 ft. section; DC 35 Break) are made of fitted stones. They are usually cracked and only somewhat level. Slime and mould grows in these cracks. Sometimes water runs in rivulets between the stones or sits in stagnant puddles. Flagstone is the most common dungeon floor.

**Uneven Flagstone:** Rarely over time, some flagstone floors (1 ft. thick; hardness 8; hp 90 per 10 ft. by 10 ft. section; DC 35 Break) become so uneven characters must make a DC 10 Acrobatics check to run or charge across them. Failure means the character can't move that round.

**Hewn Stone Floors:** Rough and uneven, hewn floors (1 ft. thick; hardness 8; hp 540 per 10 ft. by 10 ft. section; DC 50 Break) are usually covered with loose stones, gravel, dirt or other debris. A DC 10 Acrobatics check is required to run or charge across such a floor. Failure means the character can still act, but can't run or charge that round.

**Natural Stone Floors:** The floor of a natural cave (1 ft. thick; hardness 8; hp 900 per 10 ft. by 10 ft. section; DC 65 Break) is normally uneven. Some adjacent floor surfaces might vary in elevation by only a foot, so that moving from one to the other is no more difficult than negotiating a stair step, but in other places the floor might suddenly drop off or rise up several feet or more.

**Grate:** A grate (1 in. thick; hardness 10; hp 60; DC 25 Break) often covers a pit or an area lower than the main floor. Grates are usually made from iron, but large ones can also be made from iron-bound timbers. Many grates have hinges to allow access to what lies below (and can be locked like any door).

## OBSTACLES

Many different kinds of obstacles beyond furniture, boxes, barrels and so on can interdict a PC's progress in a dungeon. A few commonly encountered obstacles appear here:

**Chasm:** The floor suddenly drops away into darkness.

The chasm is 80 ft. deep and 40 ft. wide. Characters can scale the chasm's walls with a DC 15 Climb check. A character falling into the chasm can make a DC 20 Reflex save to grab onto something to stop their fall before they plummet into the chasm proper. A character failing the save suffers 1d6 damage per 10 ft. fallen (to a maximum of 8d6 damage) and lands prone.

**Rubble (Light):** Small rocks or other obstacles such as bones, pieces of broken furniture and so on are strewn across the ground. Light rubble increases the DC of Acrobatics checks by 2.

**Rubble (Dense):** Rocks or significant amounts of other obstacles of all sizes cover the ground. It costs 2 squares of movement, to enter a square containing dense rubble. The DC of Acrobatics checks increases by 5 in such areas and the DC of Stealth checks increases by 2.

## FLOOR DESCRIPTIONS

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

D%	
01-05	This floor is comprised of an eight by eight array of alternating squares of black and white marble; the four centre squares reverse the pattern.
06-10	Two inches of undisturbed, fresh earth cover this rough stone floor.
11-12	A round floor sits in this perfectly square room; the gaps created by the floor's arc reveals another room underneath.
13-14	This stone floor slopes downward to the east; the western side sits one foot higher.
15-16	The cobbled stones comprising this floor seem more at home in a park path.
17-18	This tiered floor has six-inch-tall steps every five feet; the centre square has a shallow circular indentation.
19-20	The marble floor does not meet the wall on any side; the two-inch gap separating the floor from the wall reveals nothing.
21-22	One-inch diameter metal nozzles stick up out of the floor, causing those who move at full speed to make a DC 10 Reflex save or fall prone; the nozzles give off a faint odour of almonds.
23-24	Mahogany slats securely fastened to one another comprise this floor's surface.
25-26	This polished steel floor's mirror-like surface clearly reflects the images of all treading upon it.
27-28	At regular intervals, coffin lids jut from the floor's surface; opening the lids reveals empty coffins or centuries-old corpses.
29-30	A circular seal dominates this marble floor; the seal has a blue edge broken through by a golden roc carrying a bundle of spears.
31-32	The metal floor echoes with a tone, which increases in pitch as a character proceeds toward a distant door.
33-34	This transparent floor has the hardness of stone and reveals another room below with the same dimensions as this room.
35-36	An etched map covers the floor; this map could show another level of this dungeon or another location altogether.

37-38	In each corner of this room, a soft light emanates from the floor, illuminating nothing more than the section of floor where it glows.
39-40	Thick, plush carpet covers this floor; the carpet has a strange, almost hypnotic pattern.
41-42	The centre portion of this floor moves of its own accord, carrying passengers from the entrance to the opposite door at a rate of 20 feet per round; moving counter to the floor reduces speed by 10 feet, and a character moving at full speed must make a DC 10 Acrobatics check or fall prone.
43-44	Each five-foot square section of floor lights up with a different colour and sounds a different tone when something weighing more than 50 pounds steps (or lands) on it.
45-46	Glyphs cover the floor's entirety; any attempt to study them reveals them as gibberish.
47-48	Metal grates line this floor; investigation reveals an eight-inch-tall crawlspace underneath.
49-50	The floor seems to be a solid block of ice; occasionally, a thin, one-inch layer of water forms and subsequently refreezes.
51-52	This stone floor rings hollowly when traversed; a hidden panel in the floor reveals an empty eight-inch-tall space below the floor.
53-54	A threadbare carpet covers this stone floor; the carpet shows the most wear in an obvious path.
55-56	This metal floor is magnetized; characters wearing metal armour move at half speed, attacks with metal weapons have a –2 penalty and dropped metal items require a DC 12 Strength check to prize from the floor.
57-58	A DC 17 Knowledge (nature) check reveals this rough floor is actually a chitinous shell.
59-60	This gold-plated floor gleams in the light; a DC 11 Appraisal check reveals the gold as fake.
61-62	This "floor" comprises several wooden planks over a deep pit.
63-64	Someone has painted this stone floor to look like a beach, complete with the illusion of crashing and receding waves.
65-66	The floor is hinged at opposite walls and has a seam at the centre; a winch outside the room allows a character to raise both ends of the floor, revealing a space below the floor.
67-68	This surprisingly sturdy floor appears to be crafted from laminated paper.
69-70	An open silver eye, roughly ten feet in diameter, juts out a few inches from the floor; the eye does not follow any movement, but the next time the party visits the room, it is closed.
71-72	This stone floor is cut such that it spirals downward a total of ten feet before reaching a small hole in the room's centre.
73-74	A mild static discharge accompanies walking on this metal floor; the electricity deals no damage.
75-76	This floor is merely hard-packed dirt with no other remarkable features.

77-78	A hidden switch in this room (DC 19 Perception reveals) reveals a spiral staircase that corkscrews downward into darkness.
79-80	This transparent floor is the only thing that stands between the characters and the apparent endless void below.
81-82	This obsidian floor's centre features a gold sun (worth 4,000 gp if removed intact [DC 25 Disable Device succeeds]) with stylized rays, the longest of which point to the exits.
83-84	This laminated wooden floor has a woven pattern with a different symbol contained within the centre of each diamond in the weave.
85-86	Round serrated blades poke two-inches up from this marble floor; a blade rotates freely when a character attempts to spin it.
87-88	This sturdy wooden floor has a series of springs underneath it that cushion the blows of those landing on it; the floor reduces the effective distance for falling onto it by 10 feet, and Acrobatics checks performed for jumps enjoy a +4 circumstance bonus.
89-90	The floor's maker crafted it to amplify the sounds of those traversing it; it inflicts a –8 penalty to Stealth checks.
91-92	Several small rugs cover this plain wooden floor; one conceals a trapdoor.
93-94	This floor has four identically sized quadrants, each composed of different materials: basalt, granite, sandstone and shale.
95-99	One-foot-square ceramic tiles cover the floor; each tile has a spiral pattern either painted in a different colour or in a different direction from a tile with the same colour.
100	This stone floor has a heavy, round stone cap in one corner of the room, its seam barely noticeable (DC 20 Perception reveals); it requires eight DC 22 Strength checks to fully unscrew from the floor, revealing a dark room below.



TABLE B: DRESSING &amp; FEATURES

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

D%	
1	Fresh guano coats the floor.
2	The floor shows evidence of a heavy rectangular object dragged from one wall to another; the characters find no secret doors at either end.
3	In a dark corner of this room, a cluster of five-foot-tall purple fungi grow in damp earth exposed by the floor's cracked surface.
4	Charred insect carcasses litter the floor's entirety; a handful of insects reflexively twitch.
5	A 10-foot square section of the floor glows red and becomes warm to the touch, dealing no damage to a character who touches it.
6	A thin coating of grease covers the floor (DC 17 Perception spots). Those moving at full speed must make a DC 12 Reflex save or fall prone.
7	Long grooves mar the floor's surface, as though a large clawed creature pawed at it. The stone is scrapped and splintered.
8	A ten-foot-high ant mound has erupted through the floor; thousands of ants swarm nearby.
9	Crude chalk arrows mark a seemingly random path along this floor.
10	Broken shards of glass, situated so the pointy sides are up, fill the floor; treat them as caltrops.
11	One section of floor gives slightly when a character weighing more than 150 pounds crosses it (DC 16 Perception spots).
12	The floor suddenly ripples as if some large creature moved just below it.
13	The floor constantly cleans itself; blood, dirt and other minor detritus dissolves within 2 rounds.
14	A hole pierces the floor in one corner as if a rodent had chewed through it from underneath.
15	The word "Danger" is scrawled on the floor in relatively fresh blood.
16	A thin layer of pebbles covers the floor, imposing a –4 penalty to Stealth checks.
17	A series of two-foot-tall wooden barricades have been affixed to the floor.
18	The floor suddenly lurches upward 5 feet knocking characters who fail a DC 14 Reflex save prone; 1 round later, the floor resets.
19	Something has removed the top of the floor; the new surface bears indentations indicating the floor was carved into a jigsaw puzzle before removal.
20	Insubstantial tentacles erupt from the floor and grasp ineffectively at the characters.
21	Each five-foot section of this floor holds up until all creatures leave that section, at which point it falls away into a pit of indeterminate depth.

22	Clumps of animal hair (DC 11 Knowledge [nature] reveals it comes from a variety of domestic cats and dogs) cover the floor.
23	Water bubbles up through cracks in the floor.
24	The rotting remains of a partially eaten corpse lie on the floor.
25	A repeated thumping sounds comes from beneath the floor.
26	A two-inch-diameter, four-inch-deep gouge in the floor shows where something extremely heavy hit the floor.
27	The floor had symbols or a pattern on it, but they have been effaced by scratches.
28	"Lose 1 turn" is written in chalk on the floor.
29	Soapy water covers a section of the floor and an abandoned mop lies near the puddle of water.
30	Drying pools of blood cover this floor, and a trail of blood leads out the opposite door.
31	A chunk of floor sits loosely over its former spot, as if something tried to unsuccessfully hide it; a pair of coins lies beneath the loose flooring.
32	Dozens of marbles cover the floor. Characters moving at full speed through them must make a DC 14 Reflex save or fall prone.
33	A thick fog roils up from the floor to a height of five feet; creatures in the fog gain concealment and treat everything else as having concealment.
34	A five-foot wide slime trail coats the floor.
35	A pair of skeletons rest on the floor; both reach out to a door with their right arms.
36	One section of the floor has melted as if some incredibly powerful, but self-contained, fire struck the area.
37	A small campsite occupies one of the room's corners; two bedrolls and the ashen remains of a fire mark the site.
38	A jumble of muddy tracks crisscross the floor.
39	A beaten metal tray rests on the floor; investigation reveals the tray was used to serve meals, and the remnants are days old.
40	A seven-foot diameter hole pierces the floor; earth lies scattered around the hole and a nearby pickaxe is jammed into the floor.
41	The shadows cast by the characters on the floor do not seem to match perfectly with their movements; those on the walls appear correct.
42	Crude chalk drawings of a dragon eating various humanoids adorn the floor.
43	A small tree etched or illustrated on the floor animates, growing taller and blossoming.
44	Scratches, made by a knife or other blade, form a tally sheet on the floor; the count stands at 44.
45	When a particular character treads upon the floor, it seeps blood; there is no apparent source for the blood.

46	Soot covers the floor with the exception of a ten-foot-square area, which marks the location of a recently moved object.
47	One section of floor has been removed, revealing earth beneath the floor.
48	A chalk drawing on the floor has an alternating set of single and double squares leading up to a semicircle; two pebbles rest in separate squares.
49	Thick dust covers the floor.
50	Tiny holes cover the floor's entirety; a handful of the worms that bored through still crawl on it.
51	Spikes – a tripped trap – jut up from the floor.
52	A hastily sketched summoning circle covers the floor; a tiny section of the circle has been erased.
53	A slight bulge (DC 21 Perception spots) marks the location of a Colossal creature's skull; further digging reveals the creature's intact skeleton.
54	A roughly circular section of the floor has been bleached and still smells of caustic chemicals.
55	When a character steps on the floor, it crumbles into dust, which results in a six-inch drop; the remainder of the floor behaves the same way.
56	Something has placed a ring crafted from a specific metal (bronze, copper, iron and lead) on the floor in each corner of this room.
57	The words "Go to t..." crudely inscribed in the floor, trail off at the final 't,' as if something had hauled away the inscriber mid-stroke.
58	A crude drill stands upright here; the iron bit has only penetrated the floor by about an inch.
59	A chalk pentagram mars the floor.
60	A section of floor shows pitting and stains that indicate a caustic liquid was spilled on it.
61	A rat-sized black and red spider scurries across the floor and disappears into a gap in a corner.
62	A pipe running beneath the floor bursts, seeping sludge through the floor's surface.
63	Rusted caltrops cover the floor. A character injured by a caltrop may contract filth fever.
64	A chalk cross marks one part of the floor.
65	The floor briefly (for 1 round or less) displays a scene from another location in the dungeon.
66	One at a time, one-foot-square sections of the floor levitate, creating an escalating path, which seems to lead to nothing.
67	A sundial set in the floor tracks something, evidenced by the moving shadow, but it does not follow the normal flow of time.
68	Scattered rice covers the floor; a single set of tracks passes through the mess.
69	A slight tremor cracks the floor; the characters must make a DC 13 Reflex save or fall prone.
70	A single skeletal arm reaches through the floor and attempts to grasp at one of the character's legs; the arm does nothing afterwards.
71	For every step a character takes on the floor, a faint shriek emanates from elsewhere.

72	A crude palisade is set on the floor, spear tips pointing towards the characters' entrance.
73	Pinpricks of violet light appear and disappear on the floor in no discernible pattern.
74	A large canvas map of the world covers the floor; pins stick out of multiple locations on the map.
75	A five-foot square section of the floor has a <i>reverse gravity</i> effect, which cause only slight disorientation unless a character stops there.
76	A pentagram drawn on the floor slowly dissolves into smoke after the characters enter the room.
77	When a character steps on a section of floor, an audible click sounds, but nothing else happens.
78	The floor suddenly drops six inches; this has no adverse effect on the characters standing on it.
79	A chill pervades this area; a thin rime of frost covers the floor.
80	Brambles grow through the floor creating an effect similar to <i>entangle</i> .
81	An explosion has reduced one section of the floor to rubble; a corpse lies beneath the rubble.
82	Mould and mushrooms cover the floor.
83	Rubble fallen from the ceiling covers the floor.
84	An inch of standing water covers the floor.
85	A section of the floor audibly cracks.
86	A pristine tablecloth lies on the floor.
87	A rat emerges from a hole in the floor.
88	Gouts of steam erupt from the floor.
89	Several metal racks rest on the floor; a number of cooling pies sit on the racks.
90	A ten-foot square section of the floor is outlined in a luminescent material.
91	A mild adhesive coats the floor; while sticky, it does not appreciably impact movement.
92	Wind swirls a pile of leaves about the floor.
93	A section of floor suddenly explodes.
94	The floor shines with an intense light, dazzling those nearby for 1d6 minutes (DC 13 Fortitude negates).
95	The smell of rotten eggs rises from the floor; the odour causes mild discomfort to those who can smell it, but otherwise causes no ill effect.
96	The top section of floor slides into a wall; those on the floor fall prone (DC 19 Reflex negates).
97	Nozzles rise up from the floor and spray oil on all characters who fail a DC 17 Reflex save; such characters catch on fire if they take fire damage.
98	Several unflattering chalk caricatures of the PCs cover the floor.
99	Intermittent rust spots dot the floor.
100	The floor briefly liquefies and then solidifies; a character who fails a DC 16 Reflex save must make a subsequent DC 14 Strength check to free his feet from the floor.

## TABLE C: TRAPS & TRICKS

Of course, floors 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 floors.

### CANTILEVERED FLOOR

This cleverly engineered trap drops intruders into a pit from which escape is difficult. Once they are in the pit, they are at the mercy of the dungeon's master.

#### CANTILEVERED FLOOR CR 5 (1,600 XP)

*This engineering marvel gives the illusion of a freestanding floor that gently arcs upward toward a door on the opposite side of the room. Gaps on either side of the floor reveal a 20-foot drop to an earthen pit below.*

**Search** DC 22 Perception; **Type** Mechanical

**Disarm** DC 22 Disable Device (1d4+1 rounds); activates on DC 17 or less; **Bypass** DC 20 Perception check in previous room finds a switch that locks the floor in place; DC 17 Knowledge (engineering) check reveals that stepping on the 10 ft. by 10 ft. section in front of the opposite door causes the trap to activate.

**Destroy** Destroying the fulcrum holding the floor in place (AC 2; hardness 20; hp 40; DC 27 Break) defeats the trap; however, this also causes the floor to fall into the room below, triggering the initial effect for those still on the floor and the variant effect for those in the room below.

**Trigger** location (10-foot square in front of the opposite door); **Reset** Manual

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

**Effect (Round 1)** When a character triggers the trap, the floor dislodges those on it into the pit below (2d6 damage; DC 22 Reflex avoids; multiple targets (all targets on the floor). Scaling the pit's walls is hard as they are made of packed earth (DC 25 Climb check).

**Effect (Round 2)** A vial of alchemist's fire falls into the 10 ft. square directly below the trigger section of the floor (+10 ranged touch; 1d6 fire damage/1 fire splash damage); multiple targets (all targets in a 10-ft.-square area).

**Variant (CR 7)** This version of the trap adds injury to injury as the floor falls into the room below after the first two effects resolve.

**Variant Effect (Round 3):** The floor falls into the pit, crushing all within (+15 melee; 4d6 damage).

### MUSICAL KEYS

This trap uses music to damage its victims. Before placing it, the GM must determine the correct notes to bypass the trap. This could be the favourite tune of the person setting the trap, a password spelled out by stepping on certain tiles or the opening bars of a hymn dedicated to some dark, foul power. Whatever the passcode, the PCs should have had a chance to learn it in

previous encounters; otherwise the trap devolves to a couple of skill checks and possibly a bit of damage.

#### MUSICAL KEYS CR 4 (1,200 XP)

*This 10-foot-square room features a tiled floor; each tile is 2-foot-square and has a different colouration and patterning to the others. A locked bronze door stands on the other side of the room.*

**Search** DC 29 Perception; **Type** Magic (*shout*)

**Disarm** DC 29 Disable Device (2d6 rounds); activates on DC 24 or less; **Bypass** DC 34 Disable Device on the opposite door (provided the characters have not tripped 20 tiles), DC 24 Perform (any music-related) figures out the tile pattern. *Silence*, or similar spell, defeats the trap, but does not unlock the door.

**Trigger** Location (after 20 tiles have sounded); **Reset** Automatic (after the *shout* effect, the 20-tile grace period restarts)

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

**Effect (Tiles 1-20)** A musical note intones, but has no adverse effect on the character. A character with ranks in Perform can make a DC 10 Perform check to recognise the note; bards succeed on this check automatically.

**Effect (Incorrect tile after 20-tile grace period)** Spell effect (*shout*, 5d6 sonic damage, deafened for 2d6 rounds; DC 16 Fortitude save negates deafness and halves damage; multiple targets (30-ft.-cone centred on character stepping on erroneous tile).

**Effect (Correct sequence of tiles):** Door unlocks.

**Variant (CR 9)** This more punitive version of the trap allows only a 10-tile grace period and affects targets with *greater shout* (10d6 sonic damage, stunned for 1 round, deafened for 4d6 rounds; DC 19 Fortitude save negates stunning and halves damage).

### SPINNING FLOOR

This clever mechanical trap works well when used with flying creatures. Alternatively, a dungeon's master might stock the pit below with constructs or undead that lurk ready to slay any who fall into their realm.

#### SPINNING FLOOR CR 3 (800 XP)

*This circular room has a floor painted with a spiral pattern that seems to twist of its own accord, giving it a hypnotic quality.*

**Search** DC 19 Perception; **Type** Mechanical

**Disarm** DC 19 Disable Device (3d4 rounds); activates on DC 14 or less; **Bypass** DC 23 Perception or DC 18 Knowledge (engineering) notes the floor flips with some effort (DC 19 Strength check).

**Destroy** Destroying the mechanism under the floor (AC 4, hardness 12, hp 40, DC 22 Break) defeats the trap.

**Trigger** Proximity (10 ft. of the door) and location; **Reset** Manual

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

**Effect (Round 1)** The floor begins to spin slowly, giving the spiral pattern a hypnotic quality. Treat this effect as *hypnotism* (DC



12 Will negates (mind-affecting, compulsion effect) but remember it is not a spell. It affects all targets in the room)

**Effect (Rounds 2-6)** The spinning floor speeds up knocking all creatures on the floor prone (DC 19 Reflex avoids). Additionally, characters on the spinning floor become nauseated as the condition (DC 19 Fortitude negates; duration 1d4 rounds after the floor stops spinning).

**Effect (Round 7)** The floor flips over dumping anyone on it into a 30-ft. deep pit (3d6 falling damage; DC 19 Reflex avoids. Characters in the pit are trapped until the trap is disarmed or the floor is broken open (hardness 8; hp 90 per 10 ft. by 10 ft. section; DC 35 Break).

## VENUS FLOOR TRAP

This clever mechanical trap uses an explorer's greed and lust for treasure to ensnare him. The treasure left in each cavity is fake – a DC 20 Appraise check reveals this fact.

### VENUS FLOOR TRAP CR 14 (38,400 XP)

*Several oblong cavities, filled with coins and other small metal objects, parallel each other along this floor toward the opposite door. Six-inch long, rounded iron beams,*

*reminiscent of door hinges sit in the floor's centre, each ten feet from a door.*

**Search** DC 27 Perception; **Type** Mechanical

**Disarm** DC 27 Disable Device (2d6 rounds); activates on DC 22 or less; **Bypass** DC 32 Perception or DC 27 Survival to notice a circuitous path among the cavities to avoid triggering the trap.

**Destroy** Destroying the hinges (AC 6; hardness 10; hp 20; DC 22 Break) defeats the trap.

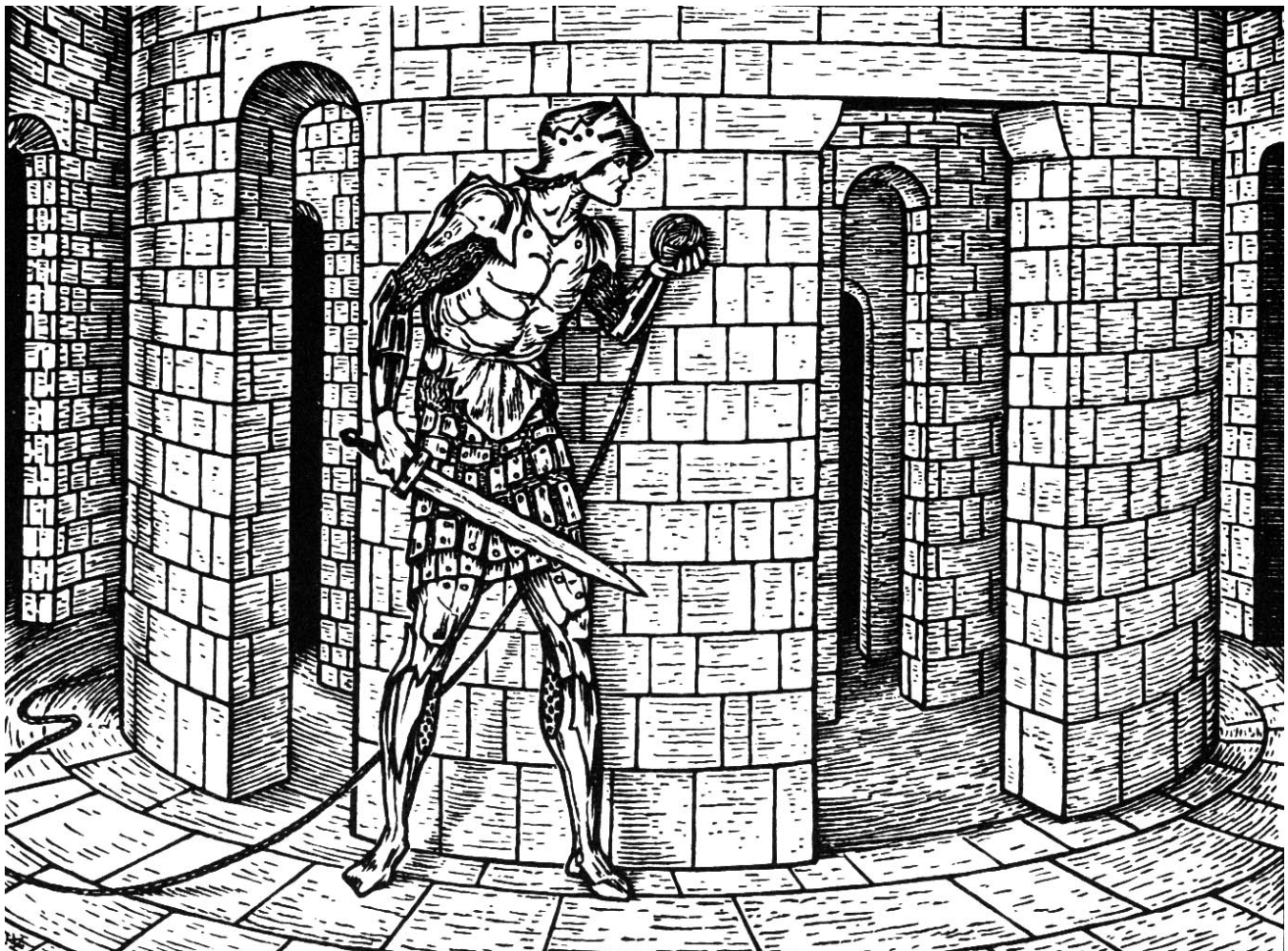
**Trigger** Location (at least 50 pounds near the first hinge); **Reset** Automatic (30 minutes)

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

**Effect (Round 1)** The floor snaps shut around each cavity (10d6 bludgeoning damage; DC 17 Reflex halves [DC 22 Reflex avoids]); multiple targets (all targets in the room); those taking damage are trapped within a cavity (hardness 15; hp 40; DC 27 Break).

**Effect (Rounds 2-9)** Cavities fill with acid (2d6 acid damage; DC 22 Reflex halves); multiple targets (all targets taking damage from the first effect).

**Effect (Round 10)** Small holes open in the cavities and the acid drains away; Trapped targets who have died are dissolved and disappear down the drain).



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