

# DUNGEON DRESSING: STAIRS

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Creighton Broadhurst



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# DUNGEON DRESSING: STAIRS

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A Pathfinder Roleplaying Game GM's RESOURCE supplement by Creighton Broadhurst

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



## CREDITS

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Thank you for purchasing *Dungeon Dressing: Stairs*; 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: Stairs* 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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Creighton is a keen gamer who passionately believes in the Open Gaming License and is dedicated to making his games as fun and easy to enjoy as possible for all participants. Reducing or removing entry barriers, simplifying pre-game prep and easing the GM's workload are the key underpinning principles of the products he releases through Raging Swan Press.

Over the last 11 years, Creighton has worked with Expeditious Press, Paizo and Wizards of the Coast. He now releases his own products through Raging Swan Press. You can read his thoughts on game design at [ragingswan.livejournal.com](http://ragingswan.livejournal.com).

Creighton lives in Torquay, England where, apparently, the palm trees are plastic and the weather is warm. He shares a ramshackle old mansion with his two children ("Genghis" and "Khan") and his patient wife. Famed for his unending love affair with booze and pizza he is an enduring GREYHAWK fan.

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FOREWORD

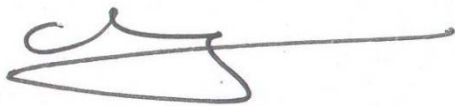
This is the second instalment in a new line of GM Resources designed to help the harried GM add cool and unique features to his dungeons. All such instalments are designed to be used both during session preparation and actual play.

Unsurprisingly, stairs feature in almost every dungeon adventure, but sadly they often receive almost no design time – they are simply a means of getting from one level to another. *Dungeon Dressing: Stairs* seeks to redress this grievous injustice and inject some interesting features into stairs everywhere!

This supplement has three basic sections – as a GM you can take whatever you need from it and ignore the rest. Most of the entries are easily customisable and should be adjusted to suit the current denizens, flavour and overall condition of the dungeon you are designing. The three sections are:

- **Characteristics & Appearance:** This section presents features of the stairs they were designed to have.
- **Dressing & Features:** This section presents 100 pieces of dungeon dressing for stairs.
- **Traps & Tricks:** Three easily customisable traps (along with four variants) to instil a healthy sense of respect in the players for dungeon stairs.

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



## TABLE A: CHARACTERISTICS & APPEARANCE

Stairs come in many different shapes and sizes, including steep, gradual, precipitous and spiral. Stairs in dungeons don't even have to be made of stone – some can be of wood, bone or other magical or fantastical substances.

Staircases are important parts of most dungeons, enabling easy passage between the various levels of the place. In occupied dungeons they are often one of the areas which sees the most traffic as the place's denizens emerge to fight, hunt and trade. They are therefore perfect places for a GM to place hints, clues and other interesting features that highlight what lurks in the connected dungeon levels.

This section presents the basic characteristics of different kinds of stairs; use the information here in conjunction with that in later sections to breathe life into your dungeon's stairs.

### GRADUAL STAIRS

Gradual stairs are easy to move on and have the following noteworthy features:

- **No Running:** Characters cannot run on gradual stairs.
- **Acrobatics:** Gradual stairs increase the DC of Acrobatics checks made on them by 4.
- **Higher Ground:** Characters fighting on gradual stairs gain a +1 bonus on melee attacks made against opponents below them

### NATURAL STAIRS

Natural staircases are just that – the result of natural processes and are not crafted by intelligent creatures. They are rare in dungeons, but relatively common in natural caverns. Natural stairs can be gradual or steep, but are rarely spiral in nature.

### PRECIPITOUS STAIRS

Precipitous stairs are particularly steep and perilous to traverse:

- **Difficult Terrain:** Precipitous stairs are difficult terrain (it costs 3 squares of movement to enter such squares).
- **No Running:** Characters cannot run on precipitous stairs.
- **No charging:** Characters cannot charge on precipitous stairs.
- **Acrobatics:** Precipitous stairs increase the DC of Acrobatics checks made on them by 6.
- **Higher Ground:** Characters fighting on precipitous stairs gain a +1 bonus on melee attacks made against opponents below them.

### RANDOM ENCOUNTERS

As areas of particularly heavy traffic, staircases are an excellent place for random encounters. However, take care to design your staircases to enable interesting tactical movement.

### STEEP STAIRS

Steep stairs can be perilous to traverse:

- **Difficult Terrain:** Steep stairs are difficult terrain (it costs 2 squares of movement to enter such squares).
- **No Running:** Characters cannot run on steep stairs.
- **No charging:** Characters cannot charge on steep stairs.
- **Acrobatics:** Steep stairs increase the DC of Acrobatics checks made on them by 4.
- **Higher Ground:** Characters fighting on steep stairs gain a +1 bonus on melee attacks made against opponents below them.

### SPIRAL STAIRCASE

Designed as defensive features, spiral staircases provide cover to defenders against attacks originating either from above or below them (but not both). They can be gradual, steep or precipitous and have the following additional characteristics:

- **No charging:** Characters cannot charge on spiral stairs.
- **Right Spiral:** A staircase spiralling to the right provides cover (+4 to AC, +2 Reflex) from attacks originating below.
- **Left Spiral:** A staircase spiralling to the left provides cover (+4 to AC, +2 Reflex) from attacks originating above.

### CONSTRUCTION

In dungeons, stairs are most commonly constructed of stone but on occasion, adventurers may discover stairs of wood or even bone. In deep dungeons, they may even find stairs constructed of more outlandish materials such as magically hardened glass.

The statistics below represent each step of a stair.

STAIR MATERIAL	HARDNESS	HIT POINTS	BREAK DC
Bone	3	50	20
Glass*	2	50	20
Iron	10	90	30
Stone (Hewn)	8	90	50
Stone (Masonry)	8	90	35
Stone (Natural)	8	90	65
Wood	5	60	20

\*magically treated

### GOING DOWN?

In many dungeons, stairs simply lead between two levels, but there is nothing to stop you designing a staircase that links several different levels. The characteristics and features of such stairways can change between the connected levels; remember to add several different dressings and features into such a stair.

## RANDOM CHARACTERISTICS

As well as their basic features, stairs are often built with other interesting features. Use this table to generate such characteristics for your staircase. Some features listed below may be inappropriate based on your dungeon's setup – ignore or modify such entries as required.

D%	FEATURE
01-02	The staircase has a low roof – characters over 5 ft. tall must duck or bash their head on the ceiling.
03-04	The stairway has a high ceiling.
05-06	One wall has empty torch scones set along its length. Several of the scones are bent as if hit with considerable force; several are missing.
07-08	Small niches in both walls once held candles. The niches are now empty but for dust and small puddles of hardened wax.
09-10	A small niche pierces the ceiling. The niche is the remains of a long-since tripped trap that once contained several vials of alchemist's fire. A DC 20 Perception check reveals the step below it to depress slightly when stood on.
11-12	The stair's risers are different heights. This increases the DC of Acrobatics checks made on the stairs by 1.
13-14	The stair's risers are particularly high. This increases the DC of Acrobatics checks made on the stairs by 1.
15-16	The stair's rises are particularly low. This increases the DC of Acrobatics checks made on the stairs by 1.
17-18	The staircase has a handrail on the left-hand wall.
19-20	The staircase has a handrail on the right-hand wall.
21-22	The staircase has a landing half-way down.
23-24	The staircase has several landings spaced equally along its length.
25-26	A small niche in one wall provided space for a guard. A stone seat is carved into one of its walls.
27-28	Elaborate scrollwork decorates each step.
29-30	A DC 25 Perception check reveals the mark of the master mason's responsible for building the stairs.
31-32	Carvings of ferocious, mythical beasts decorate the stair's ceiling.
33-34	A prayer is carved into one wall.
35-36	At one point, the ceiling drops by several feet; tall characters must duck to traverse safely.
37-38	When built, the staircase intersected with a small natural cavern. The cavern intersects the stair's ceiling. Characters making a DC 20 Climb check can enter the cavern.
39-40	An iron banister runs down the middle of the stairs.
41-42	The remains of an iron banister runs down the middle of the stairs. Occasional corroded posts still stand upright and small holes in the floor show where others once stood.
43-44	Praise to the dungeon's owner decorates the walls.
45-46	The stairway passes through a small chamber.
47-48	Iron lamps hang from the ceiling on slender chains.
49-50	Rusted chains hang from the ceiling.

51-52	A stair has a secret compartment (DC 20 Perception check locates) cut into its riser. It is empty.
53-54	A stair has a secret compartment (DC 20 Perception check locates) cut into its riser. It contains a mouldering map of the area surrounding the stair.
55-56	The staircase is poorly made; several of the stairs shift alarmingly underfoot.
57-58	Several small ventilation shafts pierce the ceiling.
59-60	Sounds echo alarmingly on the staircase, increasing the DC of Stealth checks made to move quietly by 2.
61-62	A carving of a gigantic mouth covers the wall at the head of the staircase.
63-64	The staircase widens as it descends.
65-66	The staircase narrows as it descends.
67-68	Minerals in the walls glimmer if exposed to light.
69-70	The ceiling is vaulted.
71-72	The stairs are poorly made.
73-74	The stairs split at one point passing either side of an area of very hard stone before rejoining further down.
75-76	Small niches have been cut into the stair's walls. Once used for holding trophies, they are now empty.
77-78	Each stair is engraved with a different letter (DC 20 Perception check locates). When put together the letters spell out a message from the original designer of the place.
79-80	The stairs descend directly over a natural cave. A Large creature (or a particularly heavy Medium creature) causes a portion of the stairs to collapse into the cavern below. Characters in the collapsing area must make a DC 20 Reflex save or suffer 2d6 falling damage.
81-82	The stair's ceiling is studded with many irregular holes and small outcrops of hanging rock. Lights in the stairway cast areas of deep shadow onto the steps.
83-84	A bas relief cut into the walls depicts a legendary figure or deity.
85-86	A large carving on one wall depicts a legendary event. It is incredibly detailed.
87-88	The stairs have a narrow drainage channel cut into one wall. It is filled with sludge.
89-90	Every second stair is of a darker stone, creating a striped pattern. While not valuable, considerable effort went into bringing the stone here.
91-92	The stairs are of a dark stone (see 89-90 for details).
93-94	Crude wind chimes hang from the ceiling. Characters over 5 ft. tall strike them (DC 10 Acrobatics check avoids).
95-96	A secret compartment in one stair contains a lever (DC 20 Perception check locates). Pulling it drops a portcullis at the top or bottom of the stairs.
97-98	The stairway is unadorned.
99-100	The stairway is trapped. Refer to Table C to determine what wards the stairs.

TABLE B: DRESSING & FEATURES

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

D%	
1	The staircase smells musty.
2	A faint breeze issues up or down the stairs.
3	A strong wind issues up or down the stairs. The wind has a 50% chance of extinguishing unprotected light sources and increases the DC of Perception checks made to hear by 2.
4	The middle portion of each step is noticeably worn as if countless feet have used the stairs in the past.
5	Water drips onto several stairs creating a slippery section; the DC of Acrobatics checks made in this section of stairs increases by 2.
6	Phosphorescent lichen grows on the walls providing illumination as a candle.
7	Dust covers the steps; footprints can easily (DC 10 Perception) be seen within.
8	A smear of charcoal shows where a previous explorer extinguished a torch.
9	A torn and slashed belt pouch lies on the floor. It is old, mouldering and empty.
10	Splatters of blood decorate the stairs. The blood is old and dried.
11	A smear of chalk indicates where a message has been rubbed out.
12	A broken spear shaft (without its point) lies on the stairs.
13	A previous explorer has scratched into the ceiling, the message "Beware the corridor of columns."
14	An old spray of arterial blood "decorates" part of one wall and the ceiling. From the size of the stain something probably died here.
15	One of the stairs is badly chipped as if something had repeatedly struck it with a heavy object.
16	A torch sconce juts out from the wall at a drunken angle.
17	Part of the stairs is scorched and bits of stone are melted as if subjected to intense heat.
18	Light rubble from the ceiling or walls covers some of the stairs.
19	Heavy rubble from the ceiling or walls covers some of the stairs.
20	Great cracks pierce the walls and ceiling.
21	Cobwebs cover the ceiling; many small insects are caught within.
22	Brownish-green mould grows along one wall.
23	Phosphorescent fungus grows in clumps on the stairs; it gives off a faint light equal to a torch.

24	The partial skeleton of a humanoid lies amid its moulding equipment.
25	A torn and empty backpack has been upended over a torch sconce.
26	Obscene graffiti daubs one wall. The graffiti shows humanoids of an appropriate type for the dungeon killing and mutilating their racial enemies (or humans if the race has no traditional foes).
27	A puddle of water covers one badly set step.
28	A small pile of excrement sits atop one step.
29	A single mottled black and red mushroom almost 2 ft. tall grows on a step.
30	Several steps are badly cracked. A DC 20 Perception check reveals an improvised secret cavity hidden below. It could be empty or hold some hastily hidden minor treasure.
31	A rock fall blocks part of the stairs. Someone has cleared part of the debris and it is possible to squeeze past the fallen stones.
32	Small niches cut into the walls to hold trophies now display decomposing severed heads collected by the most powerful monster or group dwelling below.
33	A single bloody handprint mars one wall.
34	The sound of dripping water echoes through the stairway.
35	A broken chair lies at a crazy angle across several stairs.
36	Moss-like fungus grows on several steps.
37	Small insects infest a small section of stairway; they lair deep in several cracks cutting across several steps. They are harmless.
38	A thin cloud of smoke – similar to that given off by a torch – hugs the ceiling.
39	A sudden strong gust of wind fills the staircase. The wind has a 50% chance of extinguishing unprotected light sources.
40	Small bits of stone fall from the ceiling as the PCs traverse the stairs.
41	A piece of blooded rag lies on the floor.
42	The stairs are dusty; the tracks of those living nearby are faintly visible (DC 18 Perception check).
43	The sudden bang of a far-off door slamming fills the stairway.
44	Water oozes out from cracks in one stair.
45	The rotting body of a rat lies on a step; its back is clearly broken.
46	"Kerav came this way" is etched into the ceiling.
47	One of the steps is crumbling away. A character standing on the step must make a DC 15 Reflex save or fall 1d2x5 ft. and land prone. A character tumbling 10 ft. suffers 1d3 damage.



48	A bent dagger lies precariously balanced on the edge of a step.
49	Shards of a broken silver mirror lie scattered about. The remains are worth 12 sp.
50	A wet blood trail leads down the centre of the steps. A DC 15 Survival check reveals the dragged creature was man-sized and a DC 15 Heal check reveals that (due to the amount of blood on the stairs) it is almost certainly dead.
51	As 50, but the blood is dried.
52	Bats roost on the stair's ceiling. Bright lights or loud noise startle them. The flock's flight up the stairs has a 75% of extinguishing any unprotected flames.
53	Beautiful frescos once decorated the ceiling; they have suffered extensive water damage.
54	Spider webs cover the ceiling; many small spiders lair within, but there are not enough of the beasts to form a swarm.
55	Very thin stalactites hang from the ceiling.
56	Gray sludge – a mixture of water and dust – covers the stairs.
57	Gray sludge – a mixture of water and dust – covers portions of the stairs.
58	Muddy footprints – ascending and descending the stairs – are clearly visible.
59	Rubbish and trash cover a few stairs.
60	The remains of a small campfire on a particularly wide step are clearly visible.
61	A humanoid's jawbone rests in a torch sconce.
62	Water oozes out of the wall before sluggishly flowing down the stairs. This increases the DC of Acrobatics checks by 2.
63	There are signs of old flooding – stains on the walls and so on.
64	"Forgive me" is faintly carved into one wall. Smears of dried blood cover the carving.
65	A ripped sack containing crumbs of food lies on the stairs.
66	The faint smell of decay fills the staircase.
67	A single mushroom grows on one step. It is almost 1 ft. high and is completely white in colour.
68	Animal droppings cover some of the stairs. A DC 10 Knowledge (nature) check reveals them to probably be rat droppings.
69	The faint smell of smoke lingers in the air.
70	The shards of a broken glass potion vial cover one stair.
71	A small collapse has partially blocked a short section of stair. It costs an extra square of movement to enter each such square.
72	The decomposing, headless corpse of a goblin or other humanoid appropriate to the dungeon lies on the stairs.
73	Stubs of candles stand against the wall on every third stair.

74	The ceiling sags in places; A DC 10 Knowledge (engineering) reveals it to be safe.
75	A section of the wall or ceiling shows signs of water damage and subsequent repair.
76	The steps are worn and uneven. It costs an extra square of movement to enter such squares.
77	Slightly damp moss grows against the walls of this staircase; the middle of the staircase is clear of such growth.
78	Cracked and broken tiles cover each step.
79	A single stone has fallen from one wall and cracked the step beneath.
80	A small pyramid of flat, white stones stands on one step.
81	The stairway smells of urine.
82	The stairs are in pristine condition.
83	The dusty steps show signs of being hurriedly swept.
84	Cobwebs cover the ceiling. Several dead insects rest within, but of the spiders there is no sign.
85	Orange slime covers the ceiling; it occasionally drips onto the stairs below.
86	A single slime-covered platinum piece lies against one wall (DC 20 Perception check reveals).
87	A few pieces of dried wood – perhaps dropped fire wood – lie along the stairway's length.
88	A pentagram decorates the ceiling.
89	An iron spike has been hammered into one wall; a short piece of frayed hemp rope is yet attached.
90	A rusting, dented gauntlet lies on one step; its twin rests several steps away.
91	A field of mushrooms grows over a long length of stairway; water drips down from above. Some mushrooms are crushed and broken.
92	"Forgive Me" (in Common) is smeared in dried blood on one step.
93	Deliberately misleading graffiti is daubed on the walls.
94	A crude representation of a lidless eye or other arcane symbol covers one wall.
95	The splintered shaft of a longspire lies across several stairs; one end appears to have been gnawed by something.
96	A crude symbol of an inverted pyramid surmounted by three lidless eyes decorates one step; a DC 25 Perception check reveals.
97	A crude symbol of a sundered crown dripping blood decorates one step (DC 25 Perception check reveals).
98	Obvious drag marks – created by something large like a heavy chest – mar the steps.
99	Roll twice on this table, ignoring results of 99 - 100.
100	Roll thrice on this table, ignoring results of 99 - 100.

## TABLE C: TRAPS & TRICKS

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Staircases are not always safe. Occasionally, the dungeon's designer hides clever traps and tricks in key locations throughout the complex. As natural bottlenecks and high traffic areas stairs are the perfect place to trap. Remember, though, that trapped stairs must have some means of bypass so that the dungeon's denizens can safely go about their business.

### SLIDING STAIRS

This classic trap is designed to get intruders to the bottom of the stairs as quickly as possible (where no doubt something nasty like a pit trap, pool of acid or other hazard awaits them). Alternatively, this trap can be used to dump the intruders into a much deeper dungeon level than they wished to explore. This last version of the trap works particularly well if it does not reset for several hours or days; this forces the trapped adventurers to seek another way out.

#### SLIDING STAIRS CR 3 (800 XP)

*As you put your weight onto a step, there is an audible click.*

**Search** DC 25 Perception; **Type** mechanical

**Disarm** DC 20 Disable Device (2d4 rounds); activates on DC 15 or less; **Bypass** DC 25 Perception (a small switch at the top and bottom of the stairs).

**Destroy** Destroying the pressure plate (AC 11, hardness 8, hp 20, DC 20 Break) defeats the trap.

**Trigger** location (one pressure plate 30 ft. down the stairs); **Reset** automatic (10 minutes) or manual

**Effect (Round 1)** When the trap is activated, the stairs flatten forming a chute down which any character on them slides. Roll initiative for the characters and track their progress down the stairs in the order they act (as this might be important depending on what lurks at the bottom). A character sliding down the chute can arrest its progress with a DC 25 Reflex save. Scaling the stairs when they are in this configuration requires DC 25 Climb checks.

**Effect (Subsequent Rounds)** A sliding character travels 30 ft. downwards on his go and can attempt a new DC 25 Reflex saving throw to arrest its progress. A character failing this check by 4 or less does not arrest its descent, but slows its speed by 10 ft. that round. This reduces the DC of the Reflex save to stop sliding by 5.

**Effect (Exiting the Stairs)** When a character slides to the bottom of the stairs it lands prone in the area beyond.

**Variant (CR var.)** Some versions of this trap force the intruders to slide over specially sharpened stairs. Such unfortunates suffer deep lacerations as a result. Increase the DC of this trap by 1 for every 20 ft. the characters slide while taking damage. Characters sliding down a sharpened stair suffer 1d6 damage per 10 ft. travelled (DC 20 Reflex save halves).

**Long Fall Variant (CR var.)** Some versions of this trap end in a long drop into a deep dungeon level, pit or other isolated

place. Characters reaching the bottom of the stairs can make a DC 20 Reflex save to grab the lip of the stairs as they fall. Increase the CR of this trap by 1 for every 20 ft. the characters fall after exiting the stairway. Characters falling from the stair suffer 1d6 damage per 10 ft. fallen.

**Water Fall Variant (CR var.)** Treat this variant of the sliding stair trap as the Long Fall Variant except the PCs plunge into a deep body of water after exiting the stairway. Characters falling into water take no damage for the first 20 ft. fallen, suffer nonlethal damage for the next 20 ft. fallen (1d3 per 10 ft. increment) and lethal damage (1d6 per 10 ft. increment) for the remainder of the fall. Increase the CR by 1 for every 2d6 falling damage the PCs suffer. Once the PCs are in the water, they must make Swim checks or begin to sink (and possibly drown). Some Water Fall variants have ferocious, carnivorous monsters dwelling in the water, adding to the hapless intruders' problems.

### COLLAPSING STAIRS

These stairs, whether by accident or design, collapse as the PCs traverse their length. If these stairs are deliberately trapped to collapse they have the bypass method listed below. If their collapse is accidental, they have no bypass method.

#### COLLAPSING STAIR CR 4 (1,200 XP)

*As you put your weight onto a step, it falls away beneath you.*

**Search** DC 25 Perception; **Type** mechanical

**Disarm** DC 20 Disable Device (2d4 rounds); activates on DC 15 or less; **Bypass** DC 25 Perception (a small switch at the top and bottom of the stairs) or none.

**Destroy** Destroying the stairs (AC 3, hardness 8, hp 90, DC 35 Break) activates the trap.

**Trigger** location (pressure plate on the stairs); **Reset** no reset

**Effect (Round 1)** When the stairs collapse, characters traversing them tumble 50 ft. into a pit below (suffering 5d6 falling damage) and land prone. A DC 20 Reflex check indicates they manage to negate the fall by grabbing a wall or leaping to a stable fragment of the stairs.

**Effect (Subsequent Rounds)** Characters are trapped in the pit until they climb out or are rescued. Characters can scale the pit's walls with DC 25 Climb checks.

**Variant (CR 6)** As above, but characters falling into the pit are also struck by pieces of falling masonry and other debris. The falling debris inflicts 4d6 damage (DC 20 Reflex halves). Characters failing this saving throw are buried by falling rubble. Buried characters take 1d6 nonlethal damage per minute. If a buried character falls unconscious, he must make a DC 15 Constitution check each minute or take 1d6 lethal damage until freed or dead. Characters who are not buried can dig out a friend in 1 minute. Armed with an appropriate tool, a digger can free a buried character in half that time. A buried character can free itself with a DC 25 Strength check.

## ILLUSIONARY BOULDERS

A twist on a classic trap, this lurking danger utilises illusion magic to force intruders to rapidly descend the stairs. This trap is particularly effective, if paired with another trap further down the stairs or in the area beyond, as those fleeing the falling boulders probably won't have time to search for additional dangers.

Alternatively, guardians in the area at the bottom of the stairs are automatically alerted to the presence of intruders by the crash of the boulder falling and the probable subsequent sounds of frantically fleeing intruders.

### ILLUSIONARY BOULDERS CR 7 (3,200 XP)

*With a crash, a huge boulder falls from the ceiling behind you and begins to slowly roll down the stairs.*

**Search** DC 31 Perception (the trap is protected by a *nondetection* spell; characters attempting *detect magic* must make a DC 22 caster level check to spot its magical emanations); **Type** magic

**Disarm** DC 31 Disable Device (2d4 rounds); activates on DC 26 or less; **Bypass** DC 25 Perception (hidden iron lock; requires a DC 30 Disable Device check to open).

**Destroy** Destroying the hidden lock (AC 11, hardness 10, hp 10, DC 28 Break) defeats the trap.

**Trigger** Proximity (halfway down the stairs); **Reset** automatic (1 hour)

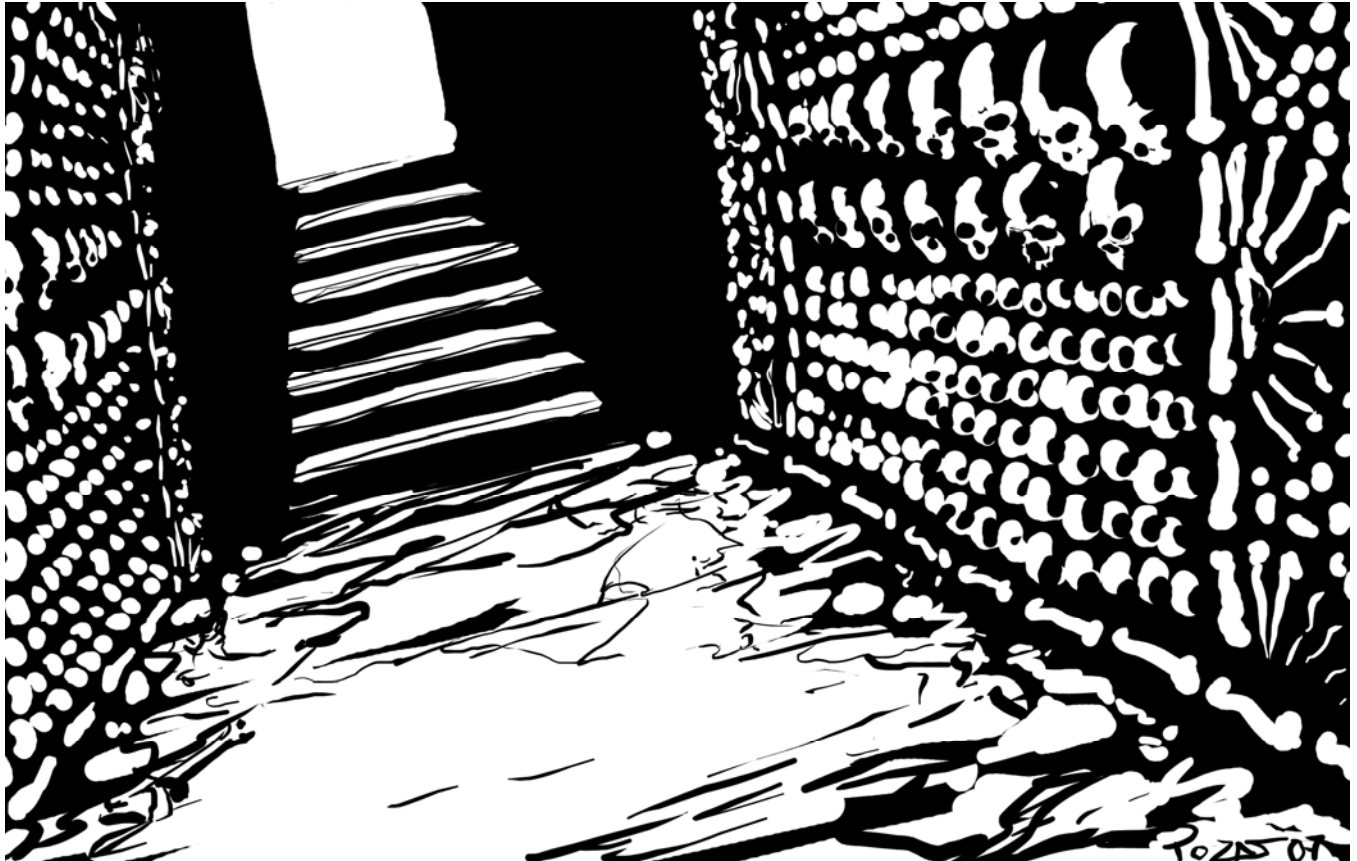
**Effect** When activated, this trap creates the illusion of a huge boulder falling from a hidden trapdoor in the ceiling. The spell includes visual and auditory components but as a figment cannot cause actual damage to a character struck by the illusory boulder. Any character in a square the boulder rolls through can make a DC 24 Will save to realise it is an illusion. Characters that fail this save fall prone and believe they suffer 6d6 damage. (This damage is illusory and disappears once the illusion ends).

**Effect (Round 1)** The boulder falls from the ceiling and rolls 10 ft. downwards. Roll initiative for the boulder and the PCs.

**Effect (Subsequent Rounds)** The boulder speeds up, rolling 20 ft. down the stairs until it enters the area at the bottom of the stairs. Until the spell ends, treat the boulder as a column that fills four squares and grants cover (+4 AC, +2 reflex).

**Effect (End; Round 11)** The boulder (and all illusory damage it caused) disappears.

**Note** This trap works best on a long and or precipitous stair as the extra movement cost forces the PCs to make difficult decisions; do they move carefully and avoid the chance of falling, move quickly away and risk tumbling down the stairs or expend magical resources to escape the danger?

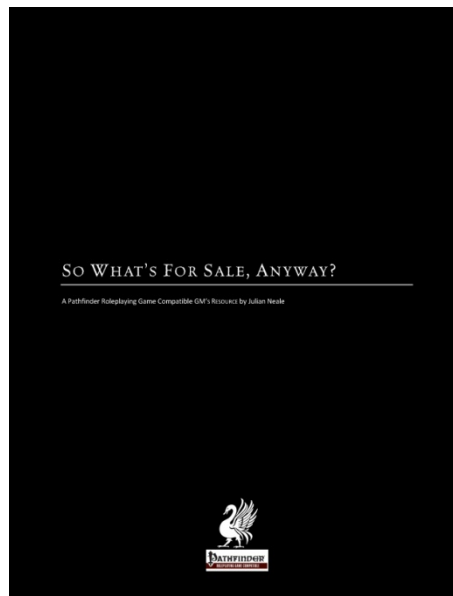


## SO WHAT'S FOR SALE, ANYWAY?

Your PCs have finally emerged from the dungeon laden with loot prised from the clutches of their slain foes. Heroically returning to civilisation, they divide up the choicest items, sell the dross and other unwanted treasures and gleefully count their share.

Then, they ask "So what's for sale in this town, anyway?" At that point, likely or not, the game grinds to a halt as the GM frantically generates what items are available for purchase or he simply says "anything up to the gp cap." (After all, most GMs have better things to do with their prep time than generate what the PCs might want to buy on the off chance they return to town after a successful foray).

*So What's For Sale, Anyway?* banishes these problems by providing over 150 pre-generated, ready-to-use lists for the busy GM to immediately use in his campaign.



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