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DUNGEON DRESSING: THRONES

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



CREDITS

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Interior Artists: William McAusland and Matt Morrow. Some artwork copyright William McAusland, used with permission.

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

CONTACT US

Email us at gatekeeper@ragingswan.com.

ERRATA

We like to think *Dungeon Dressing: Thrones* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on 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

Greg Marks is an evil mastermind directing his criminal army of precocious felines from the birthplace of gaming: Lake Geneva, Wisconsin. He and his cat minions have worked on products for multiple editions of Dungeons and Dragons including *Complete Scoundrel*, *City of Stormreach*, *Dragon Magic*, and *Dungeon Delve*. They have written numerous adventures for the RPGA along with administering many of their organized play campaigns with Living Forgotten Realms being the most recent. Greg and his cats have also contributed repeatedly to all incarnations of Dragon and Dungeon Magazine, and co-authored several products for Fantasy Flight Games' Midnight setting including: *Star and Shadow*, *Hammer and Shadow*, *Legends of Shadow*, and *Honor and Shadow*.

He has previously worked for Raging Swan Press on *So What's the Zombie Like, Anyway?* and *Dungeon Dressing: Secret Doors*.

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FOREWORD

Every dungeon needs a master to lord over it and every dungeon master needs a throne upon which to sit while plotting, cackling at the inept attempts of invading adventurers or for delivering their monologues to minions, captives and invading adventurers alike. It was inevitable, therefore, that the *Dungeon Dressing* line would eventually turn to the subject of thrones.

(In fact, the first ever adventure I played included a sinister throne room complete with a throne, rugs covering devilishly fiendish pit traps and a resident Black Prince who once he had delivered his monologue chopped my sister's head off; the adventure didn't go well, but at least I survived!)

In *Dungeon Dressing: Thrones*, Greg Marks has done a cracking job of bringing thrones to life. I particularly like some of

the traps he has designed; some are just clever while others are terrible to behold.

I hope you find this instalment of *Dungeon Dressing* useful. It would be great to hear how you've used it in your game – drop me a line at creighton@ragingswan.com. I'd also be interested to know if there is a subject *Dungeon Dressing* should cover. You can let me know at the above address.



TABLE A: CHARACTERISTICS & APPEARANCE

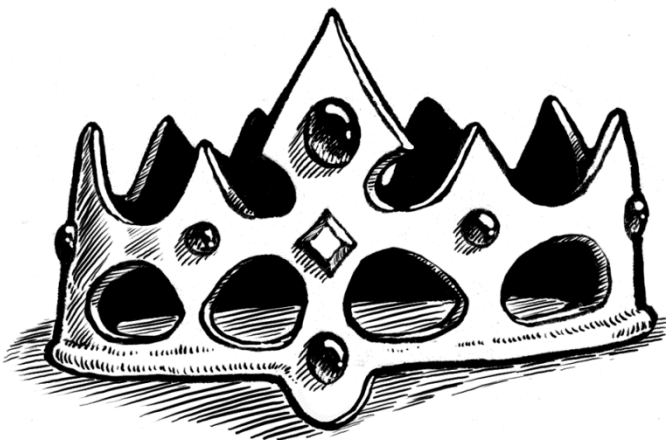
Thrones are meant to present an image of power. The exalted personage occupying a throne is important and sits in style and comfort while others stand in their presence. Reclining in a throne is a symbol of the office the individual occupies. A throne needs to be functional and ceremonial, representing whatever power or religion grants the monarch his authority.

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

COMMON CHARACTERISTICS

Most thrones are made of wood, stone or iron, though exceptions exist; particularly in fantastic settings. Thrones share some common characteristics.

- Sitting on or standing from a throne is a move action. It is possible that some thrones can be designed for the user to be reclined requiring a full-round action to stand, particularly common in more decadent settings. A throne can also be pitched forward or equipped with mechanical aids to allow the user to stand as a swift action. These sorts of thrones are more likely to be found among paranoid monarchs or those prone to battle in their own throne rooms.
- **AC:** Thrones for a Medium-sized creature are usually large and have an AC of 4.
- **Cover:** Thrones are often quite large and can usually be used as cover (+4 AC, +2 Reflex); though some constructions may make this impossible.
- **Higher Ground:** A character standing on a throne gains the benefit of higher ground (+1 on melee attacks) against characters on the ground.



PLACING TRAPS

Trapping a throne may seem like an unusual thing to do, but some paranoid rulers trap their throne with hidden switches or buttons that disarm the trap when they sit in it. The GM is encouraged to consider hiding such secret disarming switches in cunning ways. Such switches are likely hidden in complicated scrollwork, under armrests, underneath cushions or on the throne's backrest; anywhere the monarch could casually touch the throne as they sit or stand. These hidden switches generally have a Perception DC that is 5 or more higher than that for finding the trap itself.

In addition to traps placed directly on the throne, it is more likely that traps are placed around the throne to protect the individual sitting in the throne. Like those traps placed on a throne, unless the throne is entire ornamental, it is likely these traps have a secret switch or button that can be used to disarm them so those that come before the throne can approach safely. Of course, the ruler needs the switch within reach in case he or she must reactivate a trap when face with an unruly petitioner.

Another option to consider is devices that protect the individual on the throne from others in the room. Rather than damage a foe, the throne might erect a defensive wall, sound an alarm, drop the monarch into a secret escape tunnel or otherwise grant them a quick escape. Of course, these sorts of defenses are most interesting on thrones adventurers encounter only if the throne is occupied. Thrones that are entirely ceremonial or long since abandoned are likely to be more interesting when trapped in more traditional ways.

CONSTRUCTION

In temples, dungeons or castles thrones can be constructed out of just about anything, though metal, stone or wood examples are most commonly encountered. The statistics below represent the average Medium-sized throne that takes up a five-foot square. If the throne has been damaged and reduced to half hit points or lower, it is considered broken and its Break DC is reduced by 2.

| DOOR MATERIAL | HARDNESS | HIT POINTS | BREAK DC |
|---------------|----------|------------|----------|
| Adamantine | 20 | 120 | 35 |
| Bone | 3 | 50 | 13 |
| Glass | 1 | 5 | 8 |
| Ice* | 1 | 10 | 15 |
| Iron | 10 | 90 | 28 |
| Mithral | 15 | 90 | 30 |
| Stone | 8 | 45 | 28 |
| Wood | 5 | 30 | 18 |

*Enchanted to not melt

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

| D% | |
|-------|--|
| 01-03 | The throne is simply a large rock with a worn spot where the monarch once sat. Faded stains suggest symbols were once painted on it. |
| 04-06 | The throne is made of glass. Light shining on it from above, creates a cascade of sparkling light throughout the room. |
| 07-09 | The throne is unusually sized and comfortably fits a Large creature. |
| 10-12 | The throne is unusually sized and comfortably fits a Small creature. |
| 13-15 | The throne is made from a living tree, its branches grown to form a seat. |
| 16-17 | The throne is made of different weapons melted together. None of them remain useable. |
| 18-20 | If empty, when a humanoid enters the room the throne creates a <i>silent image</i> (CL 3) of a seated robed and masked man. |
| 21-23 | The throne has blue quilted padding on the seat and back, making it quite comfortable. |
| 24-25 | The throne is bolted to the floor. |
| 26-28 | The throne is on casters so it can be wheeled about. |
| 29-31 | The back of the throne has an intricate map of the land in which it is found. The map is many years old, but provides a +2 circumstance to Knowledge (geography) made in the area. |
| 32-33 | The throne has taxidermied bear claws affixed to the arms and the head of a bear on the back. |
| 34-36 | Stag's horns chased in silver are affixed to the top of the throne's back. They can be removed without damaging them with a DC 10 Craft (carpentry) check and sold for 125 gp. |
| 37-39 | The left arm has a hidden keyhole (DC 20 Perception) that unlocks (DC 30 Disable Device) a hidden cache in the right arm. The cache is empty unless the GM desires otherwise. |
| 40-41 | The throne is trapped (see Table C). |
| 42-44 | The throne is shaped like a bench with high sides and has no back. |
| 45-47 | The throne has an unusually tall back that is shaped like a wailing woman with long hair flowing into the seat. |
| 48-49 | The arms of the throne have planters embedded in them. GM's choice as to whether there are still flowers or other plants within them. |
| 50-52 | The throne lies in neat piles, completely disassembled. In this form, a hidden space is clearly visible in one leg, but it is now empty. |
| 53-55 | The throne is carved with depictions of devils tormenting lost souls and is ablaze with an impressive <i>continual flame</i> (CL 5). |

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| 56-57 | The throne has a raised seat so that a shorter monarch can better look down upon his subjects. |
| 58-60 | The throne is covered in black feathers, with a large pair of wings outstretched from the back. |
| 61-63 | Finger and rib bones decorate the throne and a human skull is affixed to the top of it. |
| 64-65 | Stacks of fake coins are fused together to make the legs and armrests of this throne. Symbols of money and prosperity are cast into the metal backrest. |
| 66-68 | The throne is made entirely from the skull of some immense beast, with the seat swaddled in red silks in the jaw bone and the back rest formed into the roof of the mouth. Monstrous tusks as tall as a man rise from the floor and fangs protrude from the upper jaw. |
| 69-71 | Black arched spikes protrude from the top and bottom of the throne with red velvet stretched between them, providing a canopy above the seat and a skirt below. The velvet cushions are studded with brass buttons (worth 5 sp). |
| 72-73 | The throne is made of crudely piled stones, many of which are sharply angled. A DC 15 Strength check knocks the stones over. |
| 74-76 | A depiction of a large hooded snake forms the back of the throne, its fanged mouth wide in a silent hiss. The armrests end in angry carved viper heads. |
| 77-79 | The throne is egg shaped, with a notch removed and filled with pillows. |
| 80-81 | The throne is vaguely anthropomorphic resting on booted legs with mailed arms forming the armrests. A stylized mailed helm emerges from the back rest. |
| 82-84 | The throne is made of tomes that have been piled and glued together in a chair shape and then painted gold. If pried apart, many of the tomes are blank or damaged beyond use but if the GM wishes, this is an excellent place for a spellbook or journal containing a plot hook. |
| 85-87 | The throne has been carved from a single piece of wood and is covered in geometric designs. |
| 88-90 | The throne is filled with lead and unusually heavy. |
| 91-93 | The throne is hollow and unusually light. |
| 94-96 | A holy symbol is worked into the design of the throne and a small foot rest is in front of the throne with the same symbol embroidered into its pillow top. |
| 97-98 | The throne has four metal rings on the sides of it so that poles may be slide into it and the monarch carried. |
| 99-100 | The throne has a metal wire wraparound screen built into it so that anyone sitting in it has concealment from the room. The throne is entered through a panel in the right side which can be locked (DC 30 Disable Device). |

TABLE B: DRESSING & FEATURES

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

| D% | |
|-------|---|
| 1 | The throne is knocked over. |
| 2 | The throne is knocked over, and a noose hangs from the rafter above. |
| 3 | The throne is badly rotted, rusted or otherwise surrendered to time. |
| 4-5 | The throne clearly once had gold leaf over its surface and gems embedded in it, but some previous explorer has pried the gems out and scrapped the gold off. |
| 6 | A handaxe is embedded in the back. |
| 7 | The throne is badly burned. |
| 8 | The throne is covered in blood. GM's choice on how fresh. |
| 9-10 | A human male's head is impaled upon an iron spike on the back of the throne. It is badly rotted and the individual is no longer recognizable. |
| 11 | A dead goblin (or other appropriate humanoid for the dungeon) sits in the throne. |
| 12 | The words "Rajin sat hear" is crudely carved into the seat. |
| 13 | A large pile of dung has dried on the seat of the throne. |
| 14-15 | A family of rats have nested within the throne's cushion. |
| 16 | Termites infest the legs of the throne. |
| 17 | The cushions on the throne are badly sweat stained. |
| 18 | A bouquet of dried flowers lies at the feet of the throne, held together with a strip of black ribbon. |
| 19-20 | A dead rat has been nailed to the back of the throne; blood has pooled on the seat. |
| 21 | The remains of a meal are scattered about the throne. A gnawed chicken leg is on the ground, and an empty bottle rests on the seat. Breadcrumbs are scattered liberally around. |
| 22 | A warm blanket has been left, draped across the arms of the throne. |
| 23 | The throne is in pristine condition as if someone cleaned it recently. |
| 24-25 | The throne was trapped, but the trap has been triggered and the trap is obvious. |
| 26 | Scratches in the floor show that the throne has been dragged from a previous position. |
| 27 | The throne has been smashed and broken. No piece larger than a human hand remains intact. Marks on the throne suggest an axe was used. |
| 28 | A dusty white sheet covers the throne. Underneath the throne is intact. |

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| 29-30 | The throne has been modified to fit someone of a wider carriage than it was originally designed for. The throne was sawed in half and planks have been bolted to the two halves to stretch it another foot. The work is shoddy at best. |
| 31 | Dusty cobwebs cover the throne, joining it to the floor and the wall behind it. |
| 32 | A small metal box has been placed under the throne. Inside, journals and maps of the dungeon or castle where the throne is located. They detail a failed expedition to explore the area and in the last entry the sole survivor is considering ending it all before "they" catch him. He never refers to what "they" are. |
| 33 | The throne has been hidden behind a pile of suits of armour and old tapestries. |
| 34-35 | A children's toy made from an air-filled animal bladder that emits a crude noise when compressed has been placed under the seat cushion. |
| 36 | Scratch marks, possibly from restraints worried back and forth, and a thin trickle of blood mar the armrests of the throne where a seated humanoid's wrists would rest. |
| 37 | A large banner depicting a knightly order hangs directly over the throne. It is worth 20 gp to the right collector. |
| 38 | A large mirror has been broken over the throne. Glass shards lie everywhere. |
| 39-40 | A stuffed bear sits in the throne. It is no larger than a human infant. |
| 41 | Pieces of hemp rope, now cleanly cut, hang limply around the legs, arms and back of the throne. |
| 42 | A bloody trail smears along the floor towards the throne, but stops just two steps from it where a large puddle has formed, and dried. |
| 43 | Something has been scrapped off the throne; flecks of purple paint and deep scratches remain. |
| 44-45 | Melted wax and dried ink cover the right armrest. |
| 46 | Through some quirk of the room's construction, a cold breeze wafts in the face of anyone seated in the throne. |
| 47 | A trace of flowery perfume lingers in the throne's upholstery. |
| 48 | A lace veil is hanging from the throne's backrest. |
| 49-50 | The throne has been flipped upside down, but otherwise sits in its proper position. |
| 51 | The back of the throne has been broken off and lies nearby. |
| 52 | Age and moisture have warped the throne badly and it is quite rickety. A DC 5 Acrobatics check is needed to sit in the throne without falling over backwards. |

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| 53 | An unlit lantern hangs from a hook screwed into the right side of the throne's backrest. |
| 54-55 | A pie has been left on the throne. It is still warm. |
| 56 | A muddy pair of boots has been placed neatly next to the throne. |
| 57 | The throne has been sloppily repainted with a garish red colour and the paint has been splattered on the floor and the throne's cushions. |
| 58 | Adventuring gear hangs off the throne, including a 30-foot coil of silk rope, a backpack, a weapons belt with scabbard for a sword and a set of manacles. |
| 59-60 | A detailed statue of a horrified elven woman sits in the throne, her arms crossed across her face as if to ward off some blow or block out a horrible sight. She may be the victim of petrification or just an unusual piece of artwork. |
| 61 | A DC 15 Perception check notices the legs of the throne have been tampered with. They will give way if any weight greater than 2 pounds is placed on the throne, dropping anyone sitting in it to the floor. |
| 62 | There are a few stone chips and some loose dirt around the throne. A DC 10 Perception check determines the stone block the throne rests on has been removed and then replaced. A bag of mixed coins (worth 75 gp) lies beneath. |
| 63 | The throne has been used as an archery butt. The backrest has suffered severe scarring and there are three arrows still in the throne, one of which has splintered and broken. |
| 64-65 | Yellow mould grows over the throne and surrounding ground. A DC 10 Knowledge (dungeoneering) check confirms the mould is harmless. Underneath the throne (and the mould), are the bones of a small humanoid hand. |
| 66 | The throne has been placed on a 5 ft. high wooden crate. |
| 67 | The throne has been moved so that it faces a nearby wall. |
| 68 | The throne is badly dented and a nearby wall bares marks from when the throne was used to batter it. |
| 69-70 | Under the seat, the throne bears a marker's mark that resembles a bird in flight. |
| 71 | The legs are deformed, bowed outward as if a great weight had been placed on the throne. |
| 72 | The legs of the throne have been broken off and it now sits directly on the floor. |
| 73 | A stout length of hemp rope has been tied around the throne and looped over a rafter. The throne hangs 10 ft. in the air from the rope. |
| 74-75 | The throne is missing. All that remains of it is a blast shadow on the wall behind where it once stood. |
| 76 | Two dust shrouded thrones stand next to each other. |

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| 77 | Plush pink and red silk pillows have been arranged on the floor around the throne. |
| 78 | The padded cushions of this throne have been cut open and the feather stuffing pulled out. They now lie on the floor near the throne. |
| 79-80 | The throne is drenched with water. There is no obvious source for the origin of the water. |
| 81 | The right armrest has been picked at with several fingernail scratches impressed into its surface. |
| 82 | A dirty limerick has been scratched into the throne's left armrest. |
| 83 | The throne shows signs of weathering and exposure to the elements; regardless of whether it is inside or not. |
| 84-85 | A small animal (cat, mouse, squirrel etc.) is sleeping on the throne. |
| 86 | One of the throne's legs has been gnawed upon by an animal. |
| 87 | A poorly written, velvet covered romance novel lies on the throne. A thin, gold-plated bookmark decorated with three acorns (5 gp) can be found just within the back cover. |
| 88 | The blood soaked sleeve of a green shirt, ripped at the shoulder and used as an impromptu bandage, has been discarded on the back of the throne. |
| 89-90 | A DC 5 Perception check notes there is an upright nail in the centre of the seat. |
| 91 | A folded piece of parchment rests on the throne. In dwarven it reads, "Waited, but you didn't appear. Will return tomorrow; same time." |
| 92 | A board has been laid across the armrests. Scratches in the wood suggest that it has been used as a makeshift writing desk. |
| 93 | A dented brass locket without the chain is on the ground next to the throne. Inside is a faded miniature portrait of a waif of a human girl with large, sad eyes and long dark hair. The portrait on the other side has been ripped out and only a small corner of unmarked parchment remains. |
| 94-95 | The ceiling above the throne has collapsed, burying the throne in brick and timber. |
| 96 | A masterwork violin and bow are laid on the throne. The instrument is covered in detailed scrollwork and is finely made, but one of the strings is broken. If repaired, the instrument is worth 300 gp. |
| 97 | Soot covers the throne and surrounding floor. Charred bones lie scattered about. |
| 98 | A dented, rusting iron sceptre lies upon the throne. |
| 99-100 | A bloodied dagger lies in front of the throne. The throne itself is marred by a large, dried bloodstain that suggests whoever sat upon it suffered a fatal wound. |

TABLE C: TRAPS & TRICKS

Of course, thrones are not always safe. Occasionally, the dungeon's designer hides clever traps and tricks in key locations on or near the throne. Some are intended to punish those who dare sit the throne; while others are meant to protect those on it. The traps and tricks here are examples of such features.

Note that most of the thrones described below assume a throne made out of iron. The GM should adjust their statistics if another material is desired.

SAFE ROOM

This trap is not really a trap, but a defence built into the throne to protect the individual seated thereon. The safe room can be designed with pressure plates on the floor to activate whenever anyone approaches or to be triggered by a button on the throne. When activated a hollow stone block, whose bottom is painted paper, drops from the ceiling and encapsulates the throne and anyone sitting in it to protect them from attack.

This trick has a number of variants, including dropping the throne and its occupant into a secret tunnel when the block falls, or mounting fake bladders filled with fake blood so the block splatters gore when it lands, faking a suicide. More lethal variants include mounting an acid reservoir above the block to splash acid around the block or releasing a previously caged monster that was housed above the block.

SAFE ROOM CR 1/2 (200 XP)

A stone block plummets from the ceiling, crushing the throne and its occupant!

Search DC 20 Perception; **Type** Mechanical

Disarm DC 20 Disable Device (1d4 rounds); activates on DC 15 or less; **Bypass** DC 30 Perception find the hidden switch on the throne.

Destroy Destroying the hollow block (AC 4, hardness 8, hp 45, DC 28 Break) allows access to the safe room.

Trigger Location or triggered; **Reset** Automatic (1 hour)

Effect When triggered, a hollow stone block falls from the ceiling; placing a barrier between the throne's occupant and any foes.

Variant (CR 1/2) Bladders filled with fake blood splatter the area with gore. A DC 20 Heal or Perception check sees through the ruse.

Variant (CR 4) The area above the block is filled with acid which splashes in a 10 ft. radius around the block; 6d6 acid damage; DC 20 Reflex halves; multiple targets (all targets in a 10-ft.-wide area around the throne)

Variant (CR varies) The area above the throne is home to some sort of creature that is loosed when the block falls. Creatures such as undead, constructs or oozes that do not need to be fed, or fed rarely, are good choices for the creature that emerges.

DROP CAGE

This trap is designed to be nonlethal and catch thieves or hostile foes. Approaching the throne trips a pressure plate which in turn causes iron bars to drop from the ceiling and encage the victim. These traps are generally accompanied by a bell that rings when the cage drops to alert guards to the intruder's presence.

DROP CAGE CR 1 (400 XP)

A slight click from the floor below you is followed by metal grinding on stone as iron bars fall from the ceiling, encircling you. You are trapped and somewhere distant an alarm bell rings!

Search DC 20 Perception; **Type** Mechanical

Disarm DC 20 Disable Device (2d4 rounds); activates on DC 15 or less.

Destroy Destroying the iron bars (AC 4, hardness 10, hp 45, DC 28 Break) allows the target to escape.

Trigger Location; **Reset** Manual (4 rounds; raise and lock the cage back into place)

Effect When triggered, iron bars fall from the ceiling trapping the victim; DC 20 Reflex avoids; multiple targets (all targets in the 10-ft. square area around the throne).

SPIKED BACKREST

Monarchs concerned that others may sit in their throne and usurp their office can rig their throne with a deadly set of spikes hidden in the padding of the backrest cushion. If the hidden switch is not activated, anyone sitting in the throne is attacked from behind by a set of vicious spikes.

SPIKED BACKREST CR 1 (400 XP)

Leaning back into the comfortable throne, you feel a slight shifting in the backrest. With a click and the sound of tearing fabric, iron spikes pierce your back.

Search DC 20 Perception; **Type** Mechanical

Disarm DC 16 Disable Device (1d4 rounds); activates on DC 11 or less **Bypass** DC 25 Perception (a hidden switch locks the spikes from deploying).

Destroy Removing the throne's backrest (AC 4, hardness 10, hp 45, DC 28 Break) defeats the trap.

Trigger Touch (anyone sitting in the throne); **Reset** Repair (DC 16); standing resets the spikes, but the torn cushion fabric makes them plainly obvious and the throne must be reupholstered.

Effect Atk +10 melee (spikes; 2d8+1)

Variant (CR 2) The spikes inject black adder venom into their victims (DC 11 Fortitude [1 save]; 1 rd./6 rds.; 1d2 Con damage).

Variant (CR 3) A split second after the spikes deploy, an iron band snaps cross the victim's waist and wrists, locking them to the chair (Reflex DC 20 avoids; AC 4, hardness 10, hp 20, DC 28 Break). The spikes then retract and redeploy attacking a second time at the beginning of the next round.

SEAT MOUNTED CROSSBOW

Similar to the spiked backrest, this trap is designed to target those who dare sit in the throne. A small crossbow is mounted under the seat, and hidden by a decorative apron; usually totally concealed. A small hole is cut into the seat and covered with a cushion, allowing the bolt to fire directly into the trespassing posterior.

DOOR MOUNTED CROSSBOW CR 2 (600 XP)

A twang from below, followed by the sound of ripping fabric sounds as you sit into the throne.

Search DC 25 Perception; **Type** Mechanical

Disarm DC 20 Disable Device (1d4 rounds); activates on DC 15 or less; **Bypass** DC 25 Perception (a hidden button employs a safety switch on the crossbow so it does not fire).

Destroy Destroying the crossbow (AC 7, hardness 5, hp 5) defeats the trap.

Trigger Touch (anyone sitting in the throne); **Reset** Manual (2 rounds; reload the crossbow)

Effect Atk +15 ranged (bolt; 1d10+4/19-20)

HIDDEN PIT OR MOAT

As a defence, this throne is surrounded by a false floor that drops any who approach from the front or sides into a pit, or in some cases a water-filled moat filled with some sort of dangerous creature. Frequently, this trapped floor can be disabled by the monarch using a hidden switch to allow trusted allies to approach.

HIDDEN PIT CR 3 (800 XP)

As you approach the throne, the floor suddenly gives way revealing a horseshoe-shaped pit surrounding the throne on three sides.

Search DC 25 Perception; **Type** Mechanical

Disarm DC 25 Disable Device (2d4 rounds); activates on DC 20 or less; **Bypass** DC 30 Perception finds the hidden switch on the throne to deactivate the pit.

Destroy Destroying the false floor (AC 4, hardness 8, hp 30, DC 25 Break) reveals the trap, but the pit remains

Trigger Location; **Reset** Manual (1 round)

Effect 20 ft. deep pit (2d6 falling damage; DC 20 Reflex avoids); multiple targets (all targets in a 10-ft.-wide area to the front, right, and left of the throne)

Variants (CR 4) The pit is lined with spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 damage each).

Variants (CR varies) The pit is filled with 10 ft. deep water within which lurk deadly aquatic creatures such as piranhas or sharks. Treat the monster(s) as a separate encounter (possibly including a modifier of +1 to take into account the disadvantageous terrain. The fall into a water filled pit deals only 1d6 nonlethal damage and the victim(s) must make a DC 10 Acrobatics check or sink.

BITING THRONE

This trap is typically installed in unnerving thrones constructed out of giant animal skulls or crafted to look as though the seat is inside the mouth of some great beast. Sitting in the throne without disarming the trap causes the trap to arm and trigger one round later. The fanged mouth collapses on the creature sitting on the throne impaling it upon its fangs and pinning it to the seat.

BITING THRONE CR 6 (2,400 XP)

Reclining into the comfortable throne you cannot help but notice the cruel, fanged maw that you sit within. Just as you are comfortable, the fangs descend piercing your skin and the great weight of the monstrosity holds you in place.

Search DC 25 Perception; **Type** Mechanical

Disarm DC 25 Disable Device (2d4 rounds); activates on DC 20 or less; **Bypass** DC 30 Perception locates the hidden switch that deactivates the trap.

Destroy Destroying the throne (AC 4, hardness 3, hp 50, DC 13 Break) defeats the trap.

Trigger Location; **Reset** Manual (2 rounds)

Effect (1 round delay) Atk +20 melee (bite; 4d8+2/20) plus +15 CMB grapple.

Variants (CR 7) The fangs are designed to rip and tear flesh. The traps inflict 2d6 bleed damage as well as the above effects.

Variants (CR 8) The fangs inject large scorpion venom into the trap's victim, making the grapple all the more effective (DC 17 Fortitude; 1/round for 6 rounds; 1d2 Str damage; cure 1 save).

WAIL OF LAST RESORT

Unwilling to be taken alive, some rulers choose to build a trap of last resort into their throne that they can activate when all is lost. Thrones that depict screaming faces, hissing snakes or snarling monsters have a ward inscribed inside their mouths that triggers a *wail of the banshee* spell targeting up to seventeen creatures, starting with any creature sitting in the throne and spreading outward affecting those closest first.

WAIL OF LAST RESORT CR 17 (102,400 XP)

A dreadful scream echoes from the open mouth of the angry face carved into the throne's back.

Search DC 34 Perception; **Type** Magic

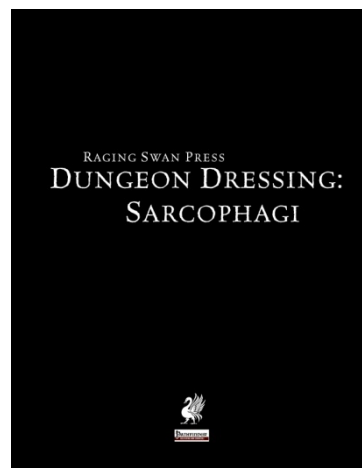
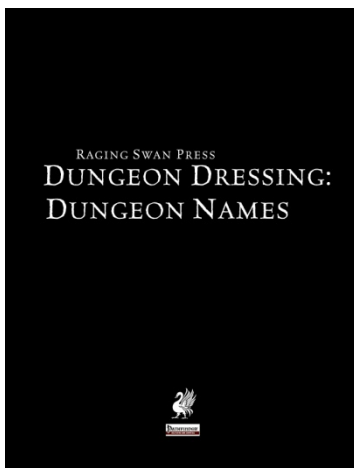
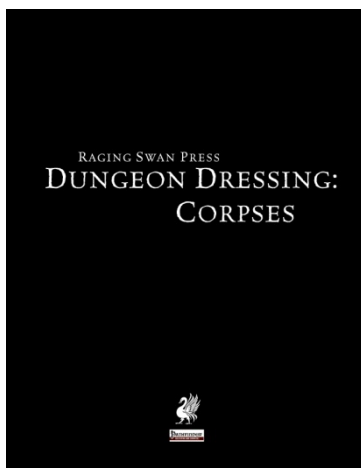
Disarm DC 34 Disable Device (2d4 rounds); activates on DC 29 or less; **Bypass** DC 39 Perception (the trap is off by default, but can be activated by touching a hidden button).

Destroy Destroying the throne (AC 4, hardness 10, hp 90, DC 28 Break) defeats the trap.

Trigger Proximity (*alarm*; a creature that isn't sitting in the throne approaches within 15 ft. of the throne); **Reset** —

Effect Spell effect (*wail of the banshee*, 170 damage, DC 23 Fortitude negates).

OTHER DUNGEON DRESSINGS



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