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DUNGEON DRESSING: TRAPDOORS

A Pathfinder Roleplaying Game GM's RESOURCE supplement by Thomas King

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



CREDITS

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Thank you for purchasing *Dungeon Dressing: Trapdoors*; 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: Trapdoors* 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

Thomas was born in a small town in Ontario, Canada. He has endured many trials in his young life, most significantly a bout with cancer. He has had a lifelong passion for gaming, role-playing games in particular, and has an almost encyclopaedic knowledge of the Pathfinder rules. He enjoys reading, writing, and building and painting models. Many have said he is quite intelligent and possesses a gift with words, despite a less than stellar education and a reputation for acts of idiocy. Thomas likes to think he is living proof that one is capable of being smart and an idiot at the same time. He currently lives with his family in the small town of Georgetown, just outside Toronto.

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Published by Raging Swan Press
1st printing, May 2013

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FOREWORD

Given that the Dungeon Dressing line has already dealt with doors, double doors and secret doors, it seemed pretty logical to devote some attention to trapdoors. Thus, I unleashed Thomas on this subject and he's come up with some wonderful details and dungeon dressings. I strongly suspect that Thomas shares my love of Lovecraft and tentacles as some of his descriptions really brought that mythos to mind (which is never a bad thing!)

As a long-time gamer I've had my fair share of near death experiences with trapdoors. More often than not, opening them has led to either a desperate battle as whatever lurked beneath bursts forth or a saving throw as the GM tries to immolate, poison, crush or blow up my character. (On that subject, check out the traps on page 8 of this supplement – in my opinion, they go far beyond the normal *fire trap* or poison needle trap to present traps the players will remember (but not fondly) for years to come! I hope you, the GM enjoy them!

In other news, it looks like by the time you read this I might be taking a break from running my Borderlands of Adventure campaign to take part in a good old fashioned dungeon bash. (One of my players has decided to have a go at running a game for a change and I'm looking forward to actually exploring a dungeon instead of designing and running one). This has made me think a bit about advice I'd give to my friend – I'm beginning to wonder if it might be fun to write a "running a dungeon bash" advice supplement for GMs. If you'd like to see such a supplement, drop me a line at the below email address.

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.

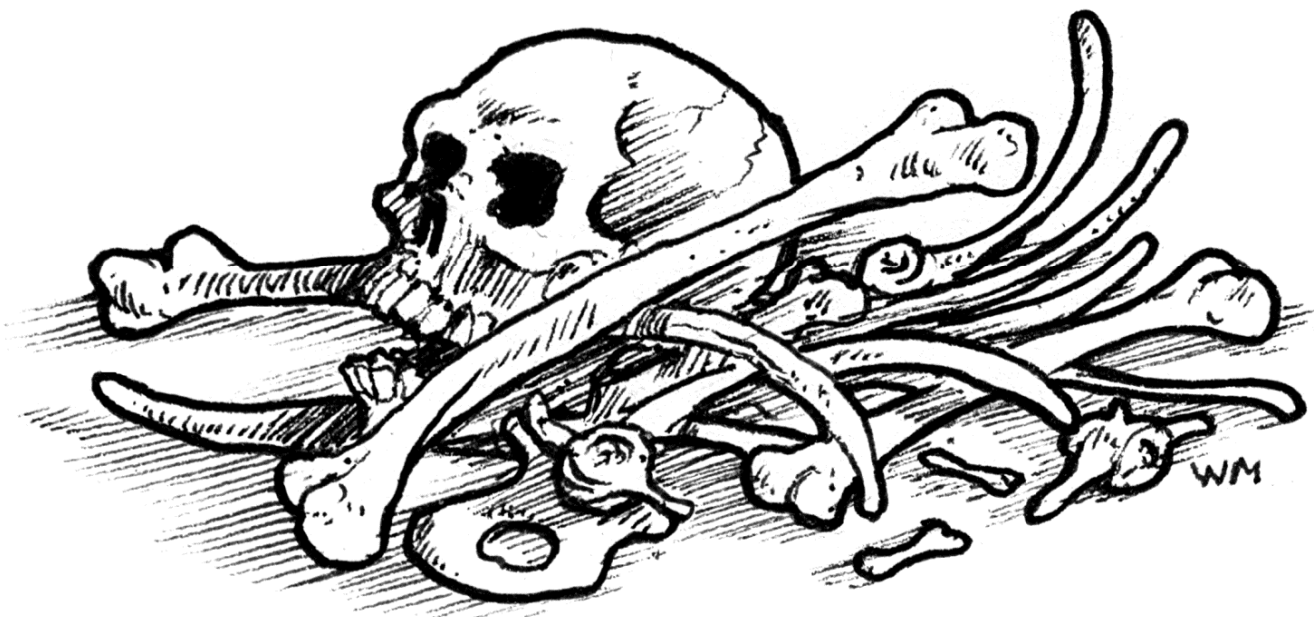


TABLE A: CHARACTERISTICS & APPEARANCE

Trapdoors come in many different shapes and sizes. They are one of the most basic dungeon features and often provide access to hidden chambers, treasure vaults, cellars, prisons and so on.

These notes present the basic characteristics of trapdoors.

COMMON CHARACTERISTICS

Trapdoors have several common characteristics.

- **Cover:** A raised trapdoor provides partial cover (+2 AC, +1 Reflex).
- **Line of Sight:** A closed trapdoor blocks line of sight.
- **Line of Effect:** A closed trapdoor blocks line of effect.
- **“Detect” spells:** Most “detect” spells can penetrate a normal trapdoor as it takes 3 feet of wood or 1 foot of stone to block the spell’s effect.
- **Hearing-Based Perception checks:** A closed trapdoor adds 5 to the DC to hear sound emanating from beyond.

CONSTRUCTION

Most trapdoors are wooden affairs, but in dungeons where access to wood is limited or nonexistent, stone is often used. They are rarely made of other, more outlandish materials.

- **Simple Wooden Trapdoor:** These trapdoors (AC 3; hardness 5; hit points 10; DC 13 Break [stuck] or 15 [locked]) constructed from stout wooden planks will not keep out determined intruders.
- **Good Wooden Trapdoor:** These sturdy trapdoors (AC 3; hardness 5; hit points 15; DC 16 Break [stuck] or 18 [locked]) can take some punishment before breaking.
- **Strong Wooden Trapdoor:** These wooden trapdoors (AC 3; hardness 5; hit points 20; DC 23 Break [stuck] or 25 [locked]) are bound with iron and often guard important areas.
- **Stone Trapdoor:** Crafted of stone these trapdoors (AC 3; hardness 8; hit points 60; DC 28 Break [stuck] or 28 [locked]) are difficult to break through. They are a feature in dungeons built by deep-dwelling races such as dwarves and drow.
- **Iron Trapdoor:** The toughest of nonmagical trapdoors (AC 3; hardness 10; hit points 60; DC 28 Break [stuck] or 28 [locked]) iron doors often protect vaults, sacred burial chambers and other important areas.

CONCEALED TRAPDOORS

Sometimes, trapdoors are concealed from casual sight. Finding a concealed trapdoor normally requires a DC 15 Perception check. Use the table below to determine what is used to conceal such a trapdoor:

d20	TRAPDOOR IS CONCEALED UNDER
1	An ornate rug.
2	A plain rug.
3	Thick dust.
4	Reeds, rushes, leaves or other vegetation used as a floor covering.
5	A table.
6	A large chair.
7	Water (it is at the bottom of a pool).
8	A barrel or box.
9	Rubbish/detritus.
10	Rubble.
11	A false section of floor.
12	An illusion.
13	An animal pen or bed.
14	A large piece of furniture such as a bed, wardrobe, chest of draws, chest and so on.
15	Discarded clothing.
16	Trade goods.
17	A pile of bodies or bones.
18	A sarcophagus.
19	An altar.
20	A statue.

APPEARANCE

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

D%	
01-05	The door is made of ossified bone and has half a skull embedded into its surface. The skull is worn smooth as if stroked by many hands.
06-10	This rusted brass door oozes a red liquid, as if it was holding back a rising tide of blood. When opened, it reveals nothing but empty space.
11-12	The door and the area surrounding it are carved to resemble a yawning maw filled with sharp, pointed teeth.
13-14	This black iron door has runes written in Abyssal etched into its surface. When translated, they read “Descent into Madness.”
15-16	This trapdoor opens onto a long, darkened shaft. The door triggers a <i>magic mouth</i> that loudly roars and growls from the bottom of the shaft.

17-18	This door bears the motif of a coiling snake, with alien runes that refuse translation and make one's head hurt the longer it is examined.
19-20	The trapdoor looks eerily similar to an ordinary door one might find in someone's cellar. It's disturbing blandness gives an unsettling feeling, as if it was merely a façade hiding something truly horrific.
21-22	Unlike normal trapdoors, this door is located in a wall. The odd location and shape means one must climb through it awkwardly.
23-24	This iron door bears the symbol of a giant, unblinking eye. The eye seems to follow one's movement throughout the room.
25-26	When this door is open, it activates a <i>magic mouth</i> , which sings a jaunty, merry tune about the horrible, grisly deaths the adventurers will meet if they descend through the door.
27-28	The door is covered with magically-preserved skin. This flesh-covering is made from discoloured, mismatched pieces, obviously from different creatures, while poorly-done stitches mar its uneven surface.
29-30	This trapdoor is of dwarven construction. It is shaped like a stylized dwarf face, with the key inserted into the dwarf's mouth.
31-32	A brass carving adorns this well-crafted iron door. It depicts a group of elven nobles sitting at an extravagant feast. On closer inspection, sharpened fangs fill the nobles' maws and the fare consists of humanoid remains.
33-34	This door bears a motif of roiling waves, with half a dozen tentacles breaching the water and reaching towards the frame.
35-36	Carved from solid granite, this door bears a bull's head on its surface. The bull's horns form the door's handle.
37-38	This door is adorned with a large, brass symbol depicting an eight-pointed star. A purple hued ruby is embedded in its centre (value 500 gp).
39-40	This door is made from four inches of smoked glass. Indistinct shapes can be made out beyond.
41-42	This door appears to be of extremely shoddy manufacture. A DC 14 Perception check reveals it is only disguised to look that way.
43-44	This door bears the image of a smiling man, but the eyes are mere slits and the smile is stretched to disturbing proportions.
45-46	Sleek marble scales laid out to form the Celestial rune for "dragon" cover this door.
47-48	This door is designed to blend seamlessly with the surrounding floor (DC 20 Perception reveals).
49-50	A pair of crossed scimitars are emblazoned on this door, with a painted diamond-shaped ruby in the centre.
51-52	A six-pointed star-burst, surrounded by a series of smaller ones and carved from purplish marble, are emblazoned on this door.

53-54	This door bears the symbol of a wagon wheel, each spoke ending in a sharpened point.
55-56	A large keyhole lies in the centre of this iron door. At first it appears locked, but a DC 10 Perception check reveals this to be a ruse.
57-58	A stylized goat's skull adorns this door, with words written in Abyssal reading "The prince shall return."
59-60	This door is emblazoned with the image of a beautiful horned winged woman standing in front of an adoring crowd of robed figures.
61-62	This wooden door is painted in a series of garish colours, nearly nauseating in their brightness.
63-64	When opened, this simple door activates a <i>magic mouth</i> , that gives off a blood-curdling, banshee-like scream.
65-66	A painted image of the night sky adorns this trapdoor.
67-68	A large, open hand is emblazoned on this door, with a stylized eye in the centre of the palm.
69-70	A carving of a roaring fire adorns this door. Strangely, it is warm to the touch.
71-72	This simple iron door has the phrase "Never to return" in Gnome carved into it.
73-74	This circular door, emblazoned with strange dwarven runes, opens via a complicated, steam-powered, piston-like mechanism.
75-76	A porthole lies in the centre of this door; a sliding latch allowing one to look through.
77-78	This trapdoor is carved to resemble a snarling wolf's head.
79-80	This iron door is almost unbearably cold. Those touching it must make a DC 10 Fortitude save or suffer 1 non-lethal damage.
81-82	The stylized symbol of a star and a crescent moon decorate this door, with words written in Elven read "Under Moon-and-Star."
83-84	This door has a painted compass upon it pointing to the north.
85-86	This door always seeps a bubbling, disgusting, foul-smelling goo, like rotting pus.
87-88	This trapdoor is almost dome-shaped, jutting out of the floor, and has a release valve on top.
89-90	A portrait of a woodland scene adorns this door, the colours changing and shifting hue when looked at from different angles.
91-92	When this trapdoor opens, it releases an illusory swarm of butterflies that disappear in a pattern of scintillating colour.
93-94	A crest of a lion's head in front of two crossed swords adorns this door.
95-99	When this trapdoor is opened, the faint sound of chimes and whispered chants fill the air.
100	This door bears the alien visage of some twisted monster, vacant blank eyes sitting atop a writhing nest of tentacles.

TABLE B: DRESSING & FEATURES

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

D%	
1	Two keyholes adorn each side of this double trapdoor, but time has long since corroded its locking mechanism.
2	This trapdoor, of once fine craftsmanship, has of late been used as a privy by some foul creature with even fouler hygiene.
3	This door's hinges are so thoroughly rusted the slightest nudge snaps them.
4	A thick coating of charred ash coats this door, perhaps from some long ago explosion.
5	The words "Where is the dragon's hoard, anyway?" are daubed just above the door in what appears to be dried blood.
6	This wooden trapdoor is rotten to the point that the door sags under its own weight.
7	A patch of sickly and disgusting brownish mould encrusts this trapdoor.
8	This wooden door appears to have buckled upwards, the wood splintered as if some tremendous force hit it from below.
9	A series of deep, jagged gashes mar the surface of this door, giving the appearance of horrifically scarred flesh.
10	The wood of this trapdoor is charred and burnt, yet its structure remains sound.
11	The stonework surrounding this door is chipped and cracked, ready to give way at any moment.
12	A swirling pattern is daubed on this door with a foul-smelling, yellowish paste.
13	A deep, jagged cleft runs across this door, as if someone had slashed it with a heavy weapon.
14	This metal door is covered with shallow pockmarks, as if something caused the very metal to boil and bubble.
15	Dozens of claw marks mar the surface of this door, the patterns reminiscent of the frantic pawing of a frightened animal.
16	Nearly endless gibberish written in Abyssal is scribbled in blood on this door.
17	The patterns of caked-on rust on this door are reminiscent of the Infernal rune for fire.
18	This shoddily built door is jammed (DC 20 Strength opens).
19	Clearly centuries old, numerous cracks and fissures mar this stone door.
20	Where a trapdoor used to be, lies nothing more than a plank of splintered wood attached to a pair of hinges.
21	Several humanoid teeth have been hammered into this wooden door.

22	An inebriated orc has carved a rude limerick into this door in his native tongue.
23	Several bloody hand prints cover this door, some of them distinctly non-human.
24	This metal door is more rust than metal.
25	Some demonic taint has caused this door to sprout several blinking eyes and a fanged mouth, complete with tentacled tongue.
26	The wood of this trapdoor appears to be infested with some horrible parasite.
27	The mould covering this door grows in weird, disturbing patterns of obviously unnatural origin.
28	There is a hole in the centre of this metal door, deformed as if something immensely hot lanced straight through it.
29	A filthy-minded cretin has carved a crude caricature of two "well" proportioned women engaged in amorous activity into the door.
30	This trapdoor is charred black, save for a single hand print in the centre.
31	The wood of this door has grown so moist it supports several colonies of mushrooms.
32	Several iron pitons have been rammed through this door (DC 25 Strength opens).
33	The unholy symbol of some dark god has been scorched directly onto this door.
34	The bones of some diminutive creature lie half-crushed under this doors.
35	A throwing axe lies embedded in this door, old blood encrusted on its blade.
36	A plank of wood has been wedged between this door's hinges, preventing it from closing.
37	The metal of this trapdoor has become warped, resembling a rippling wave. Whatever caused this was obviously unnatural.
38	A giant, nauseating mushroom has grown out of this door, its cap resembling a skull.
39	Three severed hands are nailed to this door.
40	This rotten wooden door is more fungus than wood.
41	For some inexplicable reason, someone has carved "Very Safe" into the door.
42	The metal of this door has formed into a horrific parody of a humanoid face, it's visage twisted into a silent scream.
43	This trapdoor appears to have been chewed on by some great beast.
44	A long, thin burn mark snakes its way across the door, as if made by some flaming serpent.
45	This door once bore engraved writing, but deliberate vandalism has rendered it illegible.
46	Someone has deliberately scratched away the insignia on this door.
47	The underside of this trapdoor has several daggers embedded in it.

48	Someone has daubed a long streak of red paint over the finely varnished coat of arms adorning this door.
49	The lacquer coating this wooden door has long since cracked with age.
50	This metal door bears several dents, as if struck repeatedly with a hammer.
51	A long and deep perfectly straight crack runs diagonally across this door (-50% hp).
52	Several throwing stars are embedded in this door in a star shaped pattern.
53	This wooden door has sprouted a thorny vine.
54	Some simpleton has painted a rather large smiley face on this door in yellow paint.
55	A crudely painted sign hangs above this door. It reads "Free Meat." An arrow points downwards.
56	Massive blood stains cover this door, splattered as if by some terrible act of violence.
57	Written in chalk above this door are the troubling words "Don't Go! Stay Away!"
58	The floor around this trapdoor has crumbled away, causing it to fall inwards.
59	A withered skeleton lies on the ground here, it's arm trapped underneath this heavy iron door.
60	Someone has placed several humanoid skulls in a circle around this door.
61	A dozen blood red candles surround this trapdoor, their flames still lit, casting flickering light over the area.
62	A pile of burnt, used torches lie discarded next to this door.
63	A piece of masonry has fallen from the ceiling and crashed straight through the trapdoor.
64	A water leak has sprung in the nearby ceiling, forming a puddle that trickles down and through this trapdoor.
65	A rusted dagger pins a skull firmly to this door.
66	Dozens of bone charms and trinkets on strings hang from the ceiling above this trapdoor.
67	Many yellowed animal teeth are embedded in this door, in a pattern akin to something biting it and wrenching their teeth out.
68	Someone has nailed a wolf's hide to this door, meat and other grisly adornments still attached.
69	Words scrawled above this door reads: "One Flumph, Two Flumph, Red Flumph."
70	A severed elf head rests on this door, a lit candle protruding from its mouth.
71	This door is in extremely poor condition, it's wood having become sodden and rotten.
72	This door is heavily corroded, most likely from some form of acid.
73	Several passages from the bawdy play "The Lusty Serpentfolk Maid" are scrawled on the walls close to this door.
74	This door is covered in gore-slicked remains and other horrible fluids.

75	Several patches of cockatrice feathers are attached to this door with thick tar.
76	This door is held shut by hastily attached chains. (DC 15 Disable Device untangles).
77	A clawed hand is held firmly between this door's frame. The severed stump has been chewed off.
78	A spilled bottle of glue is stuck to the door.
79	Jagged pieces of glass lie scattered around this door, as well as the remains of a hooded lantern.
80	The engraved markings on this door have been filled with blood.
81	On closer inspection, the markings on this door are not words, but innumerable carved small, wriggling tentacles.
82	Several small hoof prints, about the size of a pony's, are burned into this door.
83	The moss and fungus on this door form the Abyssal word for "Forbidden."
84	An expertly painted landscape scene on this door, added after its construction, is painted in dried blood.
85	The words "The worms of the earth crawl inside my head" are scribbled onto the door.
86	A steel gauntlet, made into a fist, is fused into this door.
87	This door has been nibbled on by an ungodly number of rats.
88	This door once opened via a lever to the side, though said lever is now broken and jammed (DC 22 Strength operates).
89	A trio of yellowed skulls is tied to this door by rope made from sinew.
90	A half-burnt (but now extinguished) torch has been wedged between a crack in this door.
91	A nauseating array of fungus sheets encrust this door, hanging off the bottom disgustingly into the darkness below.
92	Whatever carving that adorned this door has been deliberately smoothed off.
93	This door has been painted to appear as part of the floor (DC 15 Perception locates).
94	A skeleton lies next to this door, it's hand pointing downwards into the darkness. Above it are scrawled the words "Have Fun."
95	A series of leather straps hold the upper portion of a half-rotted halfling's torso to this door.
96	A jagged ice-shard is embedded in this door. When removed it melts away to nothingness.
97	Stringy, fibrous ropes connect this door to a mass of fungal matter on the nearby walls.
98	Seven humanoid tongues have been nailed to this door.
99	The tattered remains of a black cloak lie on this door; soot stains the surrounding floor.
100	A copper coin, placed under the trapdoor's rim, keeps this door slightly open.

TABLE C: TRAPS & TRICKS

Of course, trapdoors 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 trapdoors.

BASHING DOOR

This trapdoor is locked (DC 20 Disable Device). This spring loaded trapdoor attacks the first person to climb down the ladder below the trapdoor.

BASHING DOOR CR 3 (800 XP)

As you set your feet upon the ladder below this trapdoor, the trapdoor itself suddenly flies forward smashing you off the ladder.

Search DC 20 Perception; **Type** Mechanical

Disarm DC 20 Disable Device (2d4 rounds); activates on DC 15 or less; **Bypass** DC 25 Perception (a switch on one of the trapdoor's hinges arms and disarms the trap).

Destroy Destroying the trapdoor (AC 3, hardness 5, hp 15, DC 18 Break) defeats the trap.

Trigger Touch (the ladder below the trapdoor); **Reset** Automatic (1 minute)

Effect When triggered, this trap has the following effects:

Smash and Push (Round 1) When the first explorer sets foot on the ladder, the trapdoor flips forward and attacks (+10 melee, 2d6+3 damage plus bull rush [CMB +7]). If the trapdoor succeeds on its bull rush attempt, the target must make a DC 20 Reflex save or fall from the ladder, suffer 3d6 damage and land prone.

Slam Shut (Round 2) The trapdoor slams shut and locks.

Variant (CR var.) This trap's lethality can be adjusted by modifying the distance which the attacked character falls. For every additional 30 ft. fallen, increase the trap's CR by 1.

Variant (CR var.) Sometimes creatures lurk below this trapdoor waiting for creatures to fall from above. Treat these creatures as a separate encounter, but when designing this encounter remember that at least for a round or two, only one PC will be fighting.

FLOODING CHAMBER

This trap, floods the chamber the PCs are in when they open the trapdoor. The area below the trapdoor is flooded and the water – under pressure – spurts forth when the trapdoor is opened.

FLOODING CHAMBER CR 7 (3,200 XP)

As you open the trapdoor, a spray of water – that quickly turns into a raging torrent – bursts into the chamber.

Search DC 25 Perception; **Type** Mechanical

Disarm DC 25 Disable Device (2d4 rounds); activates on DC 20 or less; **Bypass** DC 25 Perception (a switch on one of the trapdoor's hinges arms and disarms the trap).

Destroy Destroying the stone trapdoor (AC 3, hardness 8, hp 60, DC 28 Break) defeats the trap.

Trigger Proximity (opening the trapdoor); **Reset** Automatic (1 hour)

Effect When triggered, this trap has the following effects:

Door Shuts (Round 1) The door to the chamber slams shut, unless it has been wedged or spiked open.

Water Jet (Round 1) A powerful jet of water erupts from below the trapdoor and makes a bull rush attack (CMB +16) against all characters adjacent to the trapdoor. Success indicates the character is pushed backwards the requisite distance. The room begins to flood; every round each mouth increases the water level by half a foot. Water levels in the chamber have the following effects:

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

Shutting the Trapdoor (Round var.) The characters can shut the trapdoor to cut off the flow of water into the chamber. Doing so is a full-round action and characters adjacent to the trapdoor can assist their fellow. The DC to achieve this is partially dependant on the depth of water within the chamber:

- **1 ft. Deep:** DC 20 Strength check.
- **2 ft. Deep:** DC 22 Strength check.
- **3 ft. Deep:** DC 24 Strength check.
- **4 ft. Deep:** DC 26 Strength check.
- **5 ft. Deep (and Deeper):** DC 28 Strength check.

Drain (1 hour) The room drains slowly through tiny holes refilling the chamber beneath the trapdoor.

Variant (CR 7) This version of the trap uses sand. In all other regards, it has the same statistics, but the GM should change the trap's flavour text as appropriate.

WHAT GOES UP...

This magical trap is insidious and comprises several components.

When the trapdoor is opened a *reverse gravity* spell blankets the area and the interlopers fall upwards to the ceiling (which has been treated with a *spike stones* spell).

Once the *reverse gravity* spell fails, the intruders then plummet back to the ground.

WHAT GOES UP...

CR 8 (4,800 XP)

As you open this trapdoor, your stomach flips and you find yourself falling up toward the ceiling!

Search DC 32 Perception; **Type** Magic (*reverse gravity* and *spike stones*)

Disarm DC 32 Disable Device (2d4 rounds); activates on DC 27 or less; **Bypass** DC 30 Perception (tracing the Draconic rune for magic on the trapdoor disarms the trap).

Destroy Destroying the trapdoor (AC 3, hardness 5, hp 20, DC 25 Break) activates the trap but destroys its ability to reset.

Trigger Touch (opening the trapdoor); **Reset** Automatic (1 hour)

Effect When triggered, this trap has the following effects:

Spike Stones (Round 1) A *spike stones* spell affects the ceiling.

Falling (Round 1) A *reverse gravity* spell blankets a 30 ft. by 30 ft. area around the trapdoor. Characters within the area of affect fall upwards to the 20 ft. ceiling taking 2d6 falling damage. The character opening the trapdoor can make a DC 20 Reflex save to grab hold of the trapdoor as he falls. If he is

successful, adjacent characters can make a DC 20 Reflex save to grab onto their companion.

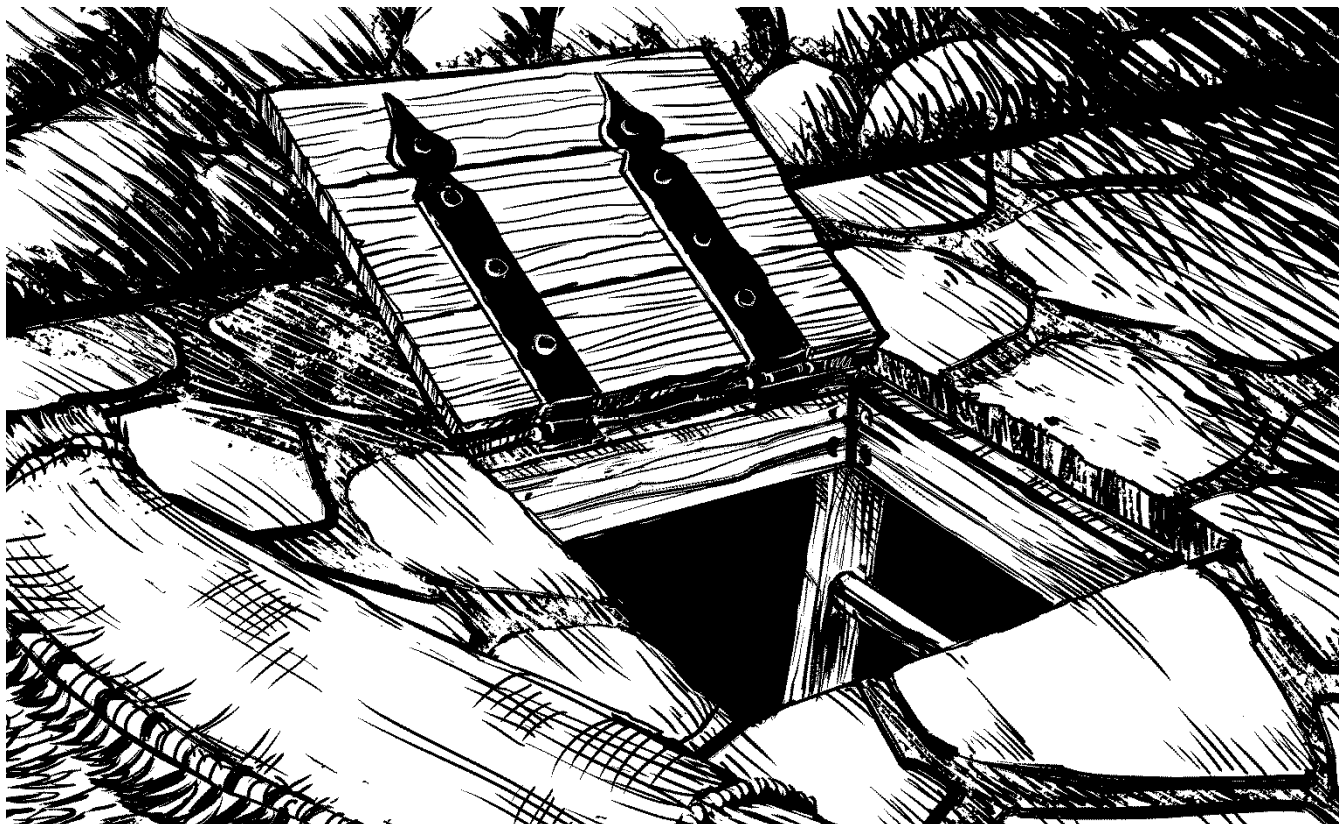
Spike Stones (Round 1) Characters hitting the ceiling suffer 1d8 damage from the *spike stones* covering the area.

Walking on the Ceiling (Round 2-17) Characters on the ceiling can move within the bounds of the *reverse gravity* affect as if they were on a floor affected by *spike stones*. (Such characters suffer 1d8 damage for every 5 ft. travelled and must make a DC 16 Reflex save or have their movement reduced by half for 24 hours or until they receive magical healing). Characters leaving the area of the *reverse gravity* suffer 2d6 falling damage.

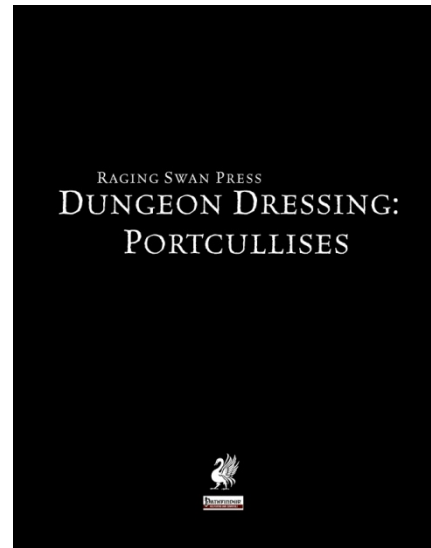
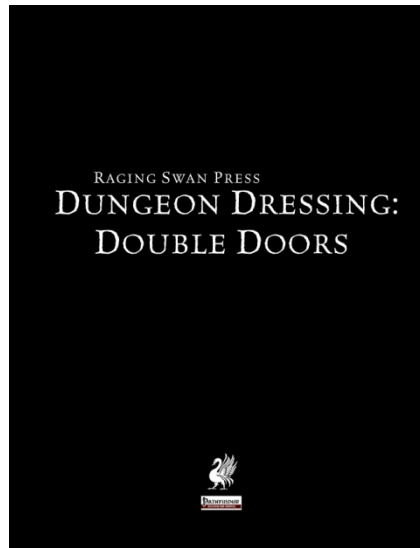
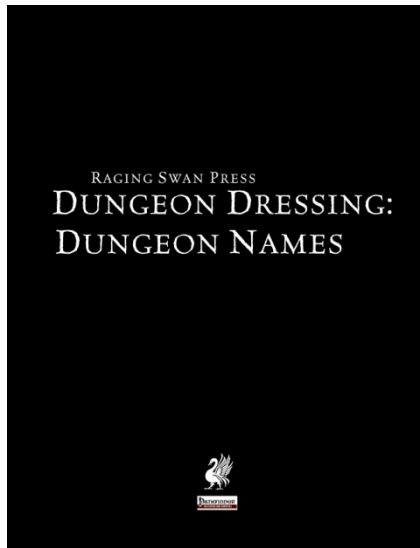
Falling (Round 18) The *reverse gravity* effect ends and characters within its area of affect plummet to the ground suffering 2d6 damage and land prone.

Variant (CR var.) Combining this trap with flying monsters or ones with ranged attacks that can remain outside the area of affect of the *reverse gravity* can provide an interesting tactical problem for the PCs to overcome.

Variant (CR var.) Increasing the distance by which the characters fall up to the ceiling increases the CR of the trap by 1 for every extra 30 ft. fallen. However, take care to recalculate the overall area of affect of the *reverse gravity* spells as the default caster level (15) covers only fifteen 10 ft. cubes which makes particularly long falls problematic.



YOU MIGHT ALSO ENJOY



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