## Rite Publishing Presents

# 101 Hazards and Disasters







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## 101 Hazards and Disasters

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**Dedication:** To William "Doug" Hughes —for a roof over my head in times of need.

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### Amber Moss (CR Varies)

This pleasant-colored, light yellow moss is vaguely luminescent and casts a pale light even in pitch dark conditions in caverns deep below the surface of the earth. Any creatures passing within noticeable range of this moss recognize that it has a sweet, musky aroma. A creature can identify this hazard by sight or scent with a successful Knowledge (dungeoneering) check, DC 20. Creatures passing within the effective range of the moss

must make a Fortitude save (DC) or become fascinated. Creatures immune to poisons or gas attacks are immune to this effect, and bonuses to poisons are added to this saving throw. A typical patch of amber moss is a single 5-ft. square and can be destroyed by fire damage; electrical damage causes it to increase in size by 5 ft. (to a maximum of a 20 ft. patch).

Size of Patch	Scent Radius	Effective Radius	Fort DC	CR
5 ft.	30 ft.	60 ft.	13	2
10 ft.	60 ft.	90 ft	15	4
15 ft.	90 ft.	120 ft.	17	6
20 ft.	120 ft.	150 ft.	19	8

Designer's Note: Calculating Save DCs

There is no set formula for calculating hazard or disaster DCs, so for this product I created one; I based it on the Challenge Rating of the hazard or disaster. Once I had chosen the CR I then went to the *Table: Monster Statistics by CR* from the Pathfinder® Roleplaying Game Bestiary<sup>™</sup> and chose the *Primary Ability DC* from that table for the hazard or disaster appropriate to its Challenge Rating.

## Anathema Crystal (CR Varies)

These color shifting crystalline rock formations always have a single crack in them that runs unbroken through the patch. They can be found in nearly any environment where evocation magics have been used. A creature can identify this hazard with a successful Knowledge (dungeoneering) check, DC 23.

At the end of any round when a creature is within the radius of the anathema crystal it must succeed at a Fortitude save or be cursed (as *bestow curse*) with the weakness of vulnerability to an energy type base based on the color of the crystal (see below). If a spell is used to remove the curse, a successful caster level check is required (DC 15 + CR). This hazard is treated as an object and has the hardness, and hit points of glass.

1d12	Energy	Color
1-2	acid	green,
3-4	cold	white
5-6	electricity	blue
7-8	fire	red
9-10	sonic	purple
11-12	roll again twice	ignore results of 11-12



Avaricious Site

Size of Patch	Radius	Will DC	CR
5 ft.	10 ft.	14	3
10 ft.	20 ft.	15	4
15 ft.	40 ft.	18	8
20 ft.	60 ft.	23	15

## Avaricious Site (CR Varies)

This location has been touched by the deity or ethos associated with greed. A creature can identify this hazard with a successful Knowledge (religion) check equal to 15 + the CR of the site.

Creatures that remain in the site for more than 1 hour must make a successful Will save or become filled with a compulsion to own or possess the property of the site, they will immediately begin to seek out how to gain ownership of the property or take control of it via force if it cannot be done legally. A creature failing the save will assume any other creature on the site is attempting to steal the land from them. It will then seek to drive them off or kill them if they fail to leave. If the target would not normally have avaricious feelings about property (such as a creature having taken a vow of poverty), it receives a +4 bonus on its saving throw. Any spell with the emotion descriptor (see Pathfinder® Roleplaying Game: Ultimate Magic<sup>™</sup>) used upon the victim negates this effect. This is a mind-affecting compulsion effect. This site can only be destroyed by a *miracle* or properly worded *wish* spell cast at its central location.

Size of Site	Will DC	CR
600 sq ft. or less	14	3
800 sq ft.	15	4
1,600 sq ft.	18	8
3,000 sq ft. +	23	15

## Bather's Mold (CR Varies)

This patch of grayish-colored mold is most commonly found in public bathhouses that have not been properly drained and cleaned on a regular basis, but it could be

#### Designer's Note: Destroying Hazards

One of the things I tried to do with the majority of the hazards was make sure there was a way to destroy every hazard. I also put in spoilers where possible so that if a PC uses the wrong rather attack they make the hazard even more dangerous.

found in a ruined bathhouse or stagnant bathing pool. The mold floats on the water, growing quickly overnight when the waters are undisturbed. A creature can identify this hazard with a successful Knowledge (dungeoneering) check, DC 20.

Whosoever disturbs the water's bather's mold is taken by surprise as the mold releases a cloud of spores that clings to everything within its radius. All affected creatures suffer acid damage as the corrosive mold eats at their flesh – a successful Reflex save reduces this damage to half as the individual manages to twist aside and avoid part of the spray of spores. The spore cloud dissipates immediately after it is set off and settles back into the bathwaters where, if not destroyed by draining and cleaning the bathhouse, it waits to resurface and form again (a process requiring 2d6+6 hours). A typical patch of bather's mold is a single 5-ft. square and can be destroyed by fire damage; acid damage causes it to increase in size by a 5-ft. patch (to a maximum of a 20 ft. patch).

Size of	<b>Spore Cloud</b>	Acid	Ref	
Patch	Radius	Damage	DC	CR
5 ft.	15ft.	2d6	13	2
10 ft.	30ft.	4d6	15	4
15 ft.	45ft.	6d6	17	6
20 ft.	60 ft.	8d6	19	8

## Bejeweled Egg (CR Varies)

This unusual rock formation-distantly related to the stalagmite-is created as water drips down from the roof of a dragon's lair and lands on a dragon egg. If the egg does not hatch, the calcium deposits from the dripping water slowly build up until the egg is completely covered in a rocky substance. Most bejeweled eggs that are encountered in a dragon's lair are harmless rock formations. In some cases, though, the egg happens to sit along a ley line or other magical nexus and the unborn dragon within the egg is slowly transformed into a terrible, unnatural force waiting to be released. A creature can identify this hazard with a successful Knowledge (dungeoneering) check, DC 25.

In such instances it takes on a bejeweled appearance (the color of its parent), but if disturbed in any way, the bejeweled egg will shatter and explode. It releases a wave of arcane fury that inflicts force damage to any creatures or objects within the radius of the bejeweled egg depending on the age category of the dragon that laid it. It also moves all creatures to the edge of its radius (or until they stop at imposing object, this movement does not provoke attack of opportunity) and fall prone there. A successful Reflex save halves the damage and negates the movement and knocked prone effect. The wave appears as a ghostly dragon the color of its draconic parent. This hazard is treated as an object and has the hardness, and hit points of stone.

Age Category of Draconic Parent	Radius	Force Damage	Ref DC	CR
5 Young adult	10 ft.	9d6	17	7
6 Adult	20 ft.	10d6	18	8
7 Mature adult	30 ft.	11d6	18	9
8 Old	40 ft.	12d6	19	10
9 Very old	50 ft.	13d6	20	11
10 Ancient	60 ft.	15d6	21	13
11 Wyrm	70 ft.	16d6	22	14
12 Great wyrm	80 ft.	17d6	23	15

## Bestial Site (CR Varies)

This place has become cursed due to some atrocity against animals or magical beasts being committed here sometime in the past. Animals do not willingly approach the site unless the animal's master makes a DC 25 Handle Animal, Ride, or wild empathy check. If an animal or magical beast enters the site it must make a Will Save (DC 10 +1/2 the affected creature's HD + its Charisma modifier) or it goes permanently berserk (gaining all the benefits and drawbacks of the barbarian's rage ability as if it were a barbarian with a level equal to its HD). It attacks the nearest creature and continues to fight until unconscious or dead or until no living creature remains within 30 feet (if a living creature comes within 30 feet, it goes berserk again). The curse bestowed by this site cannot be dispelled, but it can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell. This site can only be destroyed by a miracle or properly worded wish spell cast at its central location.

The Challenge Rating of this hazard is equal to the berserk creature's Challenge Rating.

### Bladed Vines (CR 2)

Artificially bred by wizards and druids, bladed vines are an expensive type of plant designed to grow up over buildings, covering the surface in a thick mass of twisted vines and leaves, all of which are covered in thousands of razor-sharp thorns or have extremely hard and sharp edges. Anyone attempting to climb a such vines without gauntlets or gloves suffers 1d4+2 points of damage for every 10 ft. climbed and must make a successful DC 20 Reflex save each round or lose their grip and fall. When wearing gloves or gauntlets the damage is reduced to 1d4 points for every 10 ft. climbed. A creature can identify this hazard with a successful Knowledge (dungeoneering) check, DC 15.

A bladed vine seedling costs 150 gp and grows at the rate of one vertical 5-ft. square each night and will continue growing until it runs out of vertical surface to cover (the plant has been created so that it will not grow across horizontal surfaces).

Owners of buildings covered in bladed vines must keep doorways and window openings trimmed each day if a

seedling has been planted underneath it. Bladed vines can be destroyed by slashing damage. Fire and cold damage cause it to grow one vertical 5-ft. square (until it runs out of vertical surface).

## Blazing Building (CR6)

Sometimes one has to run into a burning building to save someone, or a fire erupts in building that a creature is sleeping in, or perhaps there is a fire because of a battle taking place in the building. A creature can detect a building about to erupt in flames with a Perception check DC 25. Once it has erupted, the smoke from a burning building can be spotted as far as mile away.

Once a building is ablaze, it remains so for  $2d4 \times 10$  minutes before dying to a smoking ruin.

Within the bounds of a blazing building, a creature faces five dangers: heat damage, catching on fire, smoke inhalation, collapses and alchemical explosions:

#### **Heat Damage**

Getting caught within a blazing building is even worse than being exposed to extreme heat (see Heat). Breathing the air causes a character to take 1d6 points of fire damage per round (no save). In addition, a character must make a Fortitude save every 5 rounds (DC 15 +1 per previous check) or take 1d4 points of nonlethal damage. A character who holds his breath can avoid the lethal damage, but not the nonlethal damage. Those wearing heavy clothing or any sort of armor take a -4penalty on their saving throws. Those wearing metal armor or who come into contact with very hot metal are affected as if by a *heat metal* spell.

#### **Catching on Fire**

Characters in a blazing building are at risk of catching on fire and continue to be at risk once per minute thereafter. Characters at risk of catching fire are allowed a DC 15 Reflex save to avoid taking 1d6 points of damage immediately. In each subsequent round, the burning character must make another Reflex saving throw. Failure means he takes another 1d6 points of damage that round. Success means that the fire has gone out that is, once he succeeds on his saving throw, he's no longer on fire. A character on fire may automatically extinguish the flames by jumping into enough water to douse himself. If no body of water is at hand, rolling on the ground or smothering the fire with cloaks or the like permits the character another save with a +4 bonus.

Those whose clothes or equipment catch fire must make DC 15 Reflex saves for each item. Flammable items that fail take the same amount of damage as the character.

#### **Smoke Inhalation**

Blazing buildings produce an incredible amount of smoke that often cannot escape the building. A character who breathes heavy smoke must make a Fortitude save each round (DC 15 +1 per previous check) or spend that round choking and coughing. A character who chokes for 2 consecutive rounds takes 1d6 points of nonlethal damage. Smoke also provides concealment to characters within it.



Blazing Building

#### Collapse

A weakened ceiling, stairwell, wall or floor might collapse when subjected to enough fire.

Characters in the bury zone of a collapse take 8d6 points of damage, or half that amount if they make a DC 15Reflex save. They are subsequently buried. Characters in the slide zone take 3d6 points of damage, or no damage at all if they make a DC 15 Reflex save. Characters in the slide zone who fail their saves are buried.

Characters take 1d6 points of nonlethal damage per minute while buried (plus smoke inhalation and fire damage). If such a character falls unconscious, he must make a DC 15 Constitution check each minute. If it fails, he takes 1d6 points of lethal damage each minute until freed or dead.

Characters who aren't buried can dig out their friends. In 1 minute, using only her hands, a character can clear burning timber (she takes fire damage, and risks catching on fire) and debris equal to five times her heavy load limit. The amount of loose debris that fills a 5-ft.by-5-ft. area weighs 1,000 pounds. Armed with an appropriate tool, such as a pick, axe, crowbar, or shovel, a digger can clear loose debris twice as quickly as by hand. A buried character can attempt to free himself with a DC 25 Strength check.

#### **Alchemical Explosions**

Very rarely, if certain magical reagents, gunpowder or other volatile agents are stored or kept in the area they could erupt like a *firestorm* spell (CL 20).

#### Bloody Rain (CR 8)

The rain of blood is one of the most terrible disasters. Spread over a two-mile diameter area, it has all the effects of a rain's downpour and pollutes the countryside, changing fertile land to barren, and poisoning crops, water supplies (requiring *purify food and drink* to remedy) and those caught in the

downpour. Those who are caught in the downpour suffer a -4 morale penalty to all saves and skill checks that lasts for the duration of the rain and for 4d12 hours afterward (this penalty is applied to the save against the poisonous downpour). Drinking the water has the same effect as being caught in the downpour. Crops and water fully shielded from the rain are immune to this effect, but the smallest drop will pollute it, changing its color to blood red. Water sources that come from runoff such as rivers eventually purify themselves after 4d12 days.

**Blood Rain Poison (Su)** contact; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d3 Constitution damage; *cure* 2 consecutive saves.

#### Blue Benumb (CR Varies)

This weed flowers in all seasons except winter and can be found in any environment except the arctic and can even be encountered deep underground. When flowering, it is easily mistaken for sheep's bit as only its smell differentiates the two. A creature can identify this hazard with a successful Knowledge (dungeoneering or nature) check, DC 23.

Once per day if disturbed, it expels an invisible gas cloud of neurotoxin with a pungent smell; the larger the patch, the stronger the concentration of neurotoxin. A creature standing in the radius of the blue benumb must make a successful Fort save or become staggered and suffer Dexterity damage. The staggered effect remains until the dexterity damage is healed. A blue benumb flower patch can be destroyed by any form of damage and its gas cloud can be dissipated harmlessly with *gust of wind* or a similar spell, otherwise it lingers for 1 hour.

Size of Patch	Cloud Radius	Fort DC	Dexterity Damage	CR
5 ft.	10 ft.	14	1d6	3
10 ft.	20 ft.	16	1d8	6
15 ft.	40 ft.	18	2d6	9
20 ft.	80 ft.	21	2d8	12

#### Boiling Geyser (CR Varies)

Columns of boiling water spring forth from the ground in this area, knocking over creatures directly over them and exposing nearby creatures to searing droplets as their spray falls back to the ground. Geysers in this area are very active but go off randomly. A creature can identify a geyser that has not gone off in his presence with a Survival check, DC equal to 15 + the CR of this hazard (see below).

When a creature or object enters the *geyser*, is occupying its square or is within the radius of the geyser's emanation (see below) at the end of a turn, roll 1d6; on a result of a 1 the geyser goes off. That creature or object occupying the square must make a Reflex saving throw to avoid being hurled into the air and then tossed to the ground. If the creature fails its saving throw, it takes fire damage from the boiling water and also takes falling damage based upon the height of the *geyser*, landing prone in a random square adjacent to the *geyser*. A successful saving throw halves the damage and negates the falling damage, and the creature is moved to the closest square adjacent to the *geyser* (Large-sized or larger creatures are moved enough so that they are not on top of the geyser but still adjacent to it). This movement does not provoke attacks of opportunity and does not count toward the creature's normal movement.

In addition, the *geyser* sprays boiling water in a hemispherical emanation around its square. The radius of this emanation is equal to one-half the *geyser*'s height (e.g., a 50-ft. *geyser* has a 25-ft.-radius emanation). Any creature within this area takes 1d6 points of fire damage each round as droplets of boiling water cascade on them. Breathing air in the temperatures around a geyser deals 1d6 points of fire damage per minute (no save). In addition, a character must make a Fortitude save every 5 minutes (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. Those wearing heavy clothing or any sort of armor take a -4 penalty on their saves.

Geyser Size	Ref DC	Dmg	Geyser Height	Geyser Emanation Radius	CR
5 ft.	16	3d6	30 ft.	15 ft.	5
10 ft.	18	4d6	40 ft.	20 ft.	7
15 ft.	23	6d6	50 ft.	25 ft.	9
20 ft.	25	7d6	70 ft.	35 ft.	11

A GM could increase the CR of this hazard by having adjacent pools of boiling water for characters to fall into and immerse themselves in, in which case it deals 10d6 points of damage per round of exposure increasing the DC by 5.

A GM could also add multiple geysers, toxic gases, and creatures immune to fire damage in the area to increase the encounter level where this hazard occurs.

#### Cacophony Crystal (CR 3)

If a sound louder than a whisper occurs within 30 ft. of a Cacophony Crystal, it rapidly amplifies the sound to a cacophony of an overwhelmingly loud level for 1d3 minutes. This renders creatures within a 120-ft. radius effectively deaf, makes verbal communication impossible, and negates the blindsight, blindsense, and tremorsense abilities. It also produces ultrasonic sounds that disrupt a living creature's sense of balance; creatures who move more than 5 ft. in a round must make an Acrobatics check DC 15 or fall prone. Finally the loud noise can be easily heard by anyone within 1,000 ft. (no Perception check required). The noise can penetrate up to two feet of stone or six inches of iron. A silence spell or effect, cast upon the crystal itself, negates these effects. This hazard is treated as an object and has the hardness, and hit points of glass.

## Calcifying Cloud (CR Varies)

This patch of pure white mist can be found in any humid areas, either above ground (coastal regions, marshes, swamplands) or below. A creature can identify this

hazard with a successful Knowledge (dungeoneering or nature) check, DC 31.

The mist obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). Any creatures that venture into the mist, however, may discover that the mist is more than it appears. Creatures that remain in the mist for more than 3 rounds must make a successful Fortitude save or be petrified (as pure white calcified stone). A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

Mist Bank	Fort	
Radius	DC	CR
20 ft.	20	11
50 ft.	22	14
100 ft.	24	17
200 ft.	27	20

#### Catastrophic Site (CR-)

This location has either been touched by the deity or ethos of destruction or has a mystical legacy of a catastrophe or holocaust being committed here. A creature can identify this hazard with a successful Knowledge (history or religion) check, DC 20.

All attacks made against targets in this area are considered critical threats if they require an attack roll; attacks that do not require an attack roll (but that do deal damage) deal +50% damage; attacks that do neither inflict a -4 penalty to their saving throws. This site can only be destroyed by a *miracle* or properly worded *wish* spell cast at its central location.

#### Conveyor Belt of Doom (CR Varies)

Sometimes a creature finds himself on a running conveyor belt (powered by waterwheels, animals, undead, dominated monsters or steampunk). A creature can identify this hazard with a successful Knowledge (engineering) check, DC 15.

While on the belt, it must avoid all sorts of machinery that, while doing its job (which could be as simple as carrying stone to a heavy crusher, or just to a high fall onto a pile of grain), could cause the creature on the belt harm. To qualify as a conveyer belt of doom, one cannot simply step off to the side, it could be because there is no floor to the side (its elevated), it goes down a tunnel (there are no sides), the belt itself is adhesive, or has hooks to which a creature is attached, etc. A creature can attempt to brace itself against being dragged down the conveyor belt by grabbing hold of the edge of nonmoving parts with a successful Climb check (DC below). If a creature reaches the end of a conveyer belt of doom, there is usually something there that can sever a limb, cripple a creature, or trap it inside a steampunk object (the ultimate result is left the GM's arbitration). The character gains a Reflex save to halve or negate the damage dealt (GM's choice) and negate the event effect. Occasionally, foes of the creature also find themselves



#### Crystal of Discord

on the belt along with the creature, suffering the same risks. This hazard is treated as an object and has the hardness, and hit points of iron.

Conveyer Type	Speed per rd.	Climb DC	Hp Dmg	Ref DC	CR
Animal- Powered Grain Elevator	30 ft.	18	30 ft. fall	14	3
Hydro- Powered Sawmill	60 ft.	21	6d6	16	6
Ghoul- Powered Jaw Crusher (Rock)	90 ft.	27	9d6	18	9
Steam Assembly Line	120 ft.	30	5d6 each round	20	11

## Crystals of Discord (CR Varies)

These crystalline rock formations come in a migraineinducing array of colors and seem to radiate a disturbing random background noise. They can be found in any environment though most often they are found in natural caverns.

A creature can identify this hazard with a successful Knowledge (dungeoneering) check, DC 20.

Any creature with an Intelligence score of 3 or higher, within the radius of a patch of these crystals, must attempt a Will save at the end of the round; those who fail immediately fall into loud bickering and arguing. Meaningful communication with those who have failed the save is impossible. If the affected creatures have different alignments, there is a 50% chance that they attack each other. (Each creature has a 50% chance to attack some other creature chosen randomly from among those of another alignment.) Bickering lasts 5d4 rounds. Fighting begins 1d4 rounds into the bickering and lasts 2d4 rounds. This is a mind-affecting sonicbased effect. This hazard is treated as an object and has the hardness, and hit points of glass.

Size of Patch	Effect's Radius	Will DC	CR
5 ft.	10 ft.	12	1
10 ft.	15 ft.	15	5
15 ft.	20 ft.	19	10
20 ft.	30 ft.	27	20

## Crystals of Telepathic Disruption (CR varies)

These crystalline rock formations are about 5 ft. in diameter and have thousands of cracks and millions of micro-fractures passing through them, yet they still hold together. They can be found in nearly any environment, though they are more common in natural caverns. A creature can identify this hazard when it sees the rock formations or when a telepathic bond is broken in the radius, or when damage is taken in the radius, with a successful Knowledge (dungeoneering) check, DC 23.

This crystal creates an area of bizarre telepathic images and thoughts of a totally random nature. Within its radius, this sphere negates all forms of telepathy and telepathic links. Additionally, anyone attempting to read a creature's thoughts (with the third round of *detect thoughts*, a *helm of telepathy*, etc.) must make a Will save or takes damage and is stunned for 1 round. This hazard is treated as an object and has the hardness, and hit points of glass.

Radius	Will DC	Damage	CR
600 ft.	14	3d6	2
800 ft.	15	4d6	3
2,000 ft.	18	8d6	7
4,000 ft.	23	15d6	14

## Crystals of Temporal Disjunction (CR Waries)

These yellow crystalline rock formations are difficult to look at and often cause mild headaches if stared at too long. While rare, they can be found in nearly any environment where chronomancy (such as that used by time thieves and time wardens) has been used. A creature can identify this hazard with a successful Knowledge (dungeoneering) check, DC 20.

Any creature standing within the effective radius of one of these crystals at the end of a round must make a successful Will save or the subject's age category becomes venerable. Its age in years is the minimum threshold for a venerable creature, so an elf affected by this effect would be 350 years old. The Strength, Dexterity and Constitution scores of a middle-aged creature are reduced by -5 while his Intelligence, Wisdom and Charisma are increased by +2.

Creatures that have not reached middle age suffer the most. Their Strength, Dexterity and Constitution are reduced by -6 while their Intelligence, Wisdom and Charisma improve by +3.

The transformation reduces an old creature's Strength, Dexterity and Constitution by -3 while increasing his Intelligence, Wisdom, and Charisma by +1. Venerable creatures, as well as dragons, non-native outsiders, ageless, and immortal beings are unaffected by this effect. A successful save results in the subject being staggered for one round.

A time thief, time warden can grant a subject a new saving throw by spending a mote of time; a successful save reverses the effects. Otherwise only a *greater restoration, heal, limited wish, miracle, restoration,* or *wish* can restore the creature. This hazard is treated as an object and has the hardness, and hit points of glass.

Size of		Will	
Patch	Radius	DC	CR
5 ft.	10 ft.	17	7
10 ft.	20 ft.	18	9
20 ft.	40 ft.	20	11
40 ft.	80 ft.	21	13

## Crystals of the Shattered Mind (CR Varies)

These crystalline rock formations come in a variety of colors and are pleasing to behold and can be found in any subterranean environment, though they are more common in natural caverns. A creature can identify this hazard with a successful Knowledge (dungeoneering) check, DC 20.

Anyone standing near one of these crystals must make a Will save each round or its telepathic flood of non-Euclidean geometric images overwhelms the creature's mind causing the madness amnesia affliction. This hazard is treated as an object and has the hardness, and hit points of glass.

#### Amnesia

*Type* insanity; *save* Will DC (see below); *onset* immediate *effect* –4 penalty on Will saving throws and all skill checks; loss of memory (see below).

A character suffering from amnesia cannot remember things; his name, his skills, and his past are all equal mysteries. He can build new memories, but any memories that existed before he became an amnesiac are suppressed.

Worse, the amnesiac loses all class abilities, feats, and skill ranks for as long as his amnesia lasts. He retains his base attack bonus, base saving throw bonuses, combat maneuver bonus, combat maneuver defense, total experience points, and Hit Dice (and hp), but everything else is gone until the amnesia is cured. If a character gains a class level while suffering from amnesia, he may use any abilities gained by that class level normally. If the class level he gained was of a class he already possessed levels in, he gains the abilities of a 1st-level character of that class. If his amnesia is later cured, he regains all the full abilities of this class, including those gained from any levels taken while he was suffering from amnesia.

Size of	Effect's	Fort	
Patch	Radius	DC	CR
5 ft.	10 ft.	12	1
10 ft.	15 ft.	15	5
15 ft.	20 ft.	19	10
20 ft.	30 ft.	27	20

#### Curing Insanity/Madness

Each madness has a DC that represents the madness's strength. A madness's DC indicates the Will save you need to roll in order to resist contracting the madness when you are initially exposed to it, but also the DC you need to make to recover. Recovering from madness naturally is a lengthy process—once per week, you make a Will save against the madness's current DC. If you succeed on this save, the madness's DC is reduced by a number of points equal to your Charisma bonus (minimum of 1). You continue to suffer the full effects of the madness until its DC is reduced to 0, at which point you are cured and the madness vanishes completely. Lesser restoration has no effect on madness, but restoration reduces the current DC of one madness currently affecting a target by an amount equal to the caster's level. Greater restoration, heal, limited wish, miracle, or wish immediately cures a target of all madness.

## Demon Tooth Fungus (CR 11)

This mushroom possesses a funnel-shaped cap six inches in diameter with a white edge, which always appears to be "bleeding" a red liquid. It can grow anywhere but usually does so near areas that have seen a great deal of activity dealing with creatures from the lower planes of existence. A creature can identify this hazard with a successful Knowledge (dungeoneering) check DC 31 or if witnessing the symptoms with a successful Heal check (Same DC).

If disturbed this fungus releases a cloud of bloody red spoors. All living creatures within the radius of its spores must make a successful Fortitude save (DC 20) or the creature's blood begins to thin and its heart to beat Designer's Note: Identifying Hazards

GM's can chose to run the identification skill check in one of two ways the first is to simply provide all the information about the hazard with a successful skill check. The second is to withhold how to overcome the hazards effects and how to destroy it. Providing that information only if the skill check exceeds the DC by 10 or more.

faster, increasing blood flow. The first round, the creature suffers 1d6 points of bleed damage at the beginning of its turn as it start bleeding from every orifice it has. The second round and every round after that, the bleed damage increases by an additional 1d6 (2nd round 2d6, 3rd round 3d6, 4th round 4d6 and so on), on the 5th round the creature gains the blinded condition due to the blood in and around its eyes. In addition, the amount of damage dealt by wounds can also increase. A creature under the effects of this hazard suffers double damage from all slashing or piercing attacks and double damage from other bleed effects. This increased damage stacks with any damage done by a critical hit. Unlike normal bleed damage, only spells or effects that can negate the effects of a disease or a poison (such as a heal spell, remove disease, or neutralize poison) negate this hazard.

This hazard does not affect creatures immune to both poison and disease, or creatures with the construct, elemental, plant, ooze, or undead creature types.

If a living creature eats even the smallest part of a demon tooth fungus or any of its red juice, it is affected as if the creature had been affected by the spore cloud. This hazard is treated as an object has a hardness of 15 (though it is bypassed by good aligned weapons or spells) and is immune to acid, cold, electricity and fire. However, it only has 1 hit point.

## Doppleganger Mold (CR Varies)

The unusually melding of a patch of yellow mold that has slain an unsuspecting doppleganger is rarely found beyond the deepest levels of dungeons and natural caverns. Doppleganger mold is most frequently seen in the form of a creature it has slain. Like a mimic, a patch of doppelganger mold changes its color and shape to resemble a creature that it is covering. Anyone approaching within the prescribed distance of a patch of doppleganger mold causes the mold to automatically spew forth a cloud of spores. All living creatures within the radius of the cloud must succeed on a Fortitude save or be permanently paralyzed and immediately fall prone as if dead. Remove paralysis or any spell that can remove a curse can free the victim (see the bestow curse spell description). The effect cannot be dispelled. Anyone paralyzed by doppelganger mold spores seems dead, though a DC 20 Perception check or a DC 15 Heal check reveals that the victim is still alive.

A doppelganger mold's natural form appears as a grayish growth that clings to the floor or other object

where it lays, when it is not growing, over dead plants or the rotting remains of a creature it is mimicking. Bits of this growth not touching the creature can allow an observer to identify this hazard with a successful Knowledge (dungeoneering) check, DC 25. A successful Perception check, DC 35, is required to pierce the doppelganger mold's disguise. A patch of doppelganger's mold can be destroyed by any amount of acid damage; fire damage causes it to increase in size by one size category (to a maximum of Colossal).

Size of Patch Covering Creature	Fort DC	CR
Small	14	3
Medium	17	6
Large	18	9
Huge	21	12
Gargantuan	23	15
Colossal	26	19

## Draconic Fog (CR Varies)

This colored fog (the color of the dragon it is associated with) is a near-symbiotic hazard found only in the lairs of true dragons. A creature can identify this hazard with a successful Knowledge (arcana or dungeoneering) check DC 15 + the CR of the draconic fog.

Draconic fog forms from the melding of the breath of a true dragon and the ambient magic of a dragon's hoard, the fog slowly growing until it completely covers the dragon's treasure chamber even long after the dragon and its treasure are gone. Other than its hue, it appears exactly like ground fog. Draconic fogs are rare, encountered in only one out of every thirty dragon's lairs, and few adventurers ever find themselves forced to contend with a draconic fog.

Entering a patch of draconic fog forces Reflex saves equal to the DC of the dragon's breath weapon -4 as the fog suddenly springs into a blast of energy most closely associated with the dragon's lair (a red and gold dragon for example would deal fire damage, while a silver or white dragon would deal cold damage). If the save succeeds, the subject suffers only half damage. If the check fails, the victim is subjected to an amount of damage equal to 1d10 per age category the dragon possesses. A patch of draconic fog can be dissipated harmlessly with *gust of wind* or a similar spell.

Age Category	CR
1 Wyrmling	1/2
2 Very young	2
3 Young	4
4 Juvenile	5
5 Young adult	6
6 Adult	7
7 Mature adult	8
8 Old	10
9 Very old	11
10 Ancient	12
11 Wyrm	13
12 Great wyrm	14



#### Dracorage Site

#### Dracorage Site (CR Varies)

This appears to be the disturbed gravesite, corpse, skeleton or petrified skeleton of a true dragon that radiates a "gut feeling" of wrath 5 ft. beyond its normal radius. A creature can identify this hazard by sight or by the "gut feeling" with a successful Knowledge (dungeoneering) check, DC 30.

This hazard forms only when an enraged dragon dies under just the right conditions (usually near a node of subterranean ley lines); over time, the psychic echo of its rage becomes a supernatural force.

Once per round when any living non-dragon creature comes within the radius of a dracorage site, it must make a successful Fortitude saving throw or be forcibly transformed into a dragon of a type matching the grave site (as per *form of the dragon*, CL equal to the sites CR see below) and be driven into a mad, bestial frenzy. For a number of rounds equal to this hazard's CR, the target behaves as if under a *rage* spell and attacks the nearest creature with its natural weapons or breath weapon in preference to other actions. Also, for the duration, if it is attacked it automatically attacks its closest attacker(s) on its next turn. Once the effect ends, the target is dazed for 1 round as it returns to its normal state. The only way to destroy a dracorage site is by performing the proper religious ceremony (1 hour) for that dragon, which requires a successful Knowledge (religion) check (DC 15 + CR).

20	11
21	13
23	15
23	17
	21 23

## Drift Swell (CR Varies)

People rarely encounter the cause of the drift swells, and the large mangrove-style tree with its flat, bracing branches is known only to the rare few. What is more well known is that on the first true day of spring this tree expends thousands of fine, light-weight seed pods with gossamer tassels that allow it to float and drift over vast distances and to incredible heights, allowing them to be encountered in any non-arctic, non-subterranean environment. Amazingly these seedpods stay together like a swarm or flock of birds traveling far and wide, some drifting through spring and summer till they settle down to the ground in late fall. What guides them and why they do this is a complete and utter mystery. Its movement is based entirely on the speed of the wind on which it drifts. A creature can identify this hazard with a successful Knowledge (dungeoneering or nature) check, DC 25.

Creatures in a square occupied by a drift swell at the end of their turn cause the seed to explode into a cloud of spores which fills the squares they occupy. The spores burrow into a creature's body, causing damage to the creature's skin, muscle tissue and ligaments; a creature caught in the spore cloud must make a successful Fortitude saving throw each round or suffer Strength damage. On the first round of contact, the spores can be washed off a creature, but after that they must be frozen, burned, or corroded away (dealing damage to the victim as well). Anything that deals acid, cold or fire damage destroys the drift swell. In addition, a *remove disease* spell destroys the spores. Finally, a drift swell can be dissipated harmlessly with *gust of wind* or a similar spell, but it only dissipates for 1 round.

Size of Cloud	Fort DC	Strength Damage	CR
10 ft.	15	1d6	5
20 ft.	18	1d8	8
40 ft.	21	2d8	12
80 ft.	24	3d6	16
160 ft.	27	3d6	20

#### Drow Cup Fungi (CR Varies)

Usually found in deep subterranean environments, this fungi's body is saucer- or cup-shaped with rolled-in rims, and is 1-2 inches in diameter. The inner surface of the cup is deep purple (fading to violet when dry) and smooth, while the outer surface is jet black with a white stalk 1-2 inches long. They are usually found in deep subterranean environments. A creature can identify this hazard with a successful Knowledge (dungeoneering) check, DC 25. If a creature disturbs a patch of drow cup fungi in any way, it releases its spores in a cloud of black and purple pixie-like dust. Creatures in the radius of the spore cloud must make a successful Will Save or immediately be inflicted with the madness paranoia affliction. A patch of drow cup fungi can be destroyed by any amount of damage but has Spell Resistance equal to 11 + its CR; if it successfully resists a damage dealing spell it increases in size by one category (to a maximum of a 40 ft. patch, see below) but it can only do this once per day.

#### Paranoia

*Type* insanity; *save* Will DC (see below); *onset* immediate; *effect* -4 penalty on Will saves and Charisma-based skill checks; cannot receive benefit from or attempt the Aid Another action; cannot willingly accept aid (including healing) from another creature unless he makes a Will save against his insanity's DC. The paranoid character is convinced that the world and all that dwell within it are out to get him. Paranoid characters are typically argumentative or introverted.

Size of	Radius	Ref	
Patch		DC	CR
4 inches	5 ft.	11	1/2
5 ft.	10 ft.	14	3
10 ft.	20 ft.	15	4
20 ft.	40 ft.	18	8
40 ft.	80 ft.	23	15

## Envious Site (CR Varies)

This location has been touched by the deity or ethos associated with jealousy. A creature can identify this hazard with a successful Knowledge (religion) check equal to 15 + the CR of the site.

Creatures that remain in the site for more than 1 hour must make a successful Will save or become filled with a compulsion to immediately take possession of one item belonging to its closest ally. This item is always something the victim perceives as that ally's most valuable possession (even if the item would be of no value to the victim). The victim can attempt to take the item by deception or stealth but if the item is not within its possession within 1 hour the creature goes into a violent rage attempting to take the item via force. If the target would not normally have envious feelings about an ally's property (such as a creature having taken a vow of poverty, or a vow of loyalty to that ally), it receives a +4 bonus on its saving throw. Any spell with the emotion descriptor (See Pathfinder® Roleplaying Game: Ultimate Magic<sup>™</sup>) used upon the victim negates this effect. This is a mind-affecting compulsion effect. This site can only be destroyed by a *miracle* or properly worded wish spell cast at its central location.

Size of Site	Will DC	CR
600 sq ft. or less	14	3
800 sq ft.	15	4
1,600 sq ft.	18	8
3,000 sq ft. +	23	15
	-	-

## Exploding Jake (CR 12)

This limnic eruption, or lake overturn, is a rare type of natural disaster perhaps caused by landslides or volcanic activity near deep-water lakes. Carbon dioxide erupts suddenly from the lake, suffocating any airbreathing creature unfortunate enough to be caught in its wake. Such an eruption may also cause tsunamis (see disasters; *Pathfinder* Releplaying Game: GameMastery Guide<sup>TM</sup>) as the gas displaces water. A creature can identify this hazard with a successful Knowledge (nature) check, DC 30.

When it occurs, a carbon dioxide cloud forms above the lake and covers the surrounding area to a distance of up to 16 miles. The cloud sinks to the ground pushing all breathable air up. Creatures in the area risk immediate suffocation, holding one's breath does not help, as victims that gasp for air actually hurt themselves by inhaling more carbon dioxide. A creature in the area must make a DC 10 Constitution check every round. Each round, the DC increases by 1. When the creature finally fails its Constitution check, it begins to suffocate. In the first round, it falls unconscious (o hp). In the following round, it drops to -1 hit points and is dying. In the third round, it dies of suffocation. Plants and creatures that do not need to breathe ignore this effect, though they may be damaged by the tsunami if they are close enough to the lake.

## Flame Spurt (CR 2)

This hazard is encountered in marshy environments and a popping sound precedes each flame spurt (Perception DC 16 to detect exact location where flame spurt will erupt) A creature can identify this hazard with a successful Knowledge (dungeoneering) check, DC 20 before a flame spurt erupts. If traveling though such an environment that has flame spurto,s roll a d6 every minute, on a roll of a 1 a flame spurt triggers underneath a character. When it erupts, a *burning hands* effect is unleashed out of the ground (*burning hands*, 2d4 fire damage, DC 13 Reflex save for half damage, flammable objects catch fire); multiple targets (all targets in a 15-ft. cone above the 5 ft. square from which it erupts). The smell of burnt flesh often attracts large scavengers with the scent ability in the swamp.

## Flashpoint Slime (CR Varies)

Pure bright-white, wet, extremely viscous and sticky, flashpoint slime clings to stone walls, floors, and ceilings in patches, reproducing as it consumes inorganic matter (though it cannot consume stone). A creature can identify this hazard with a successful Knowledge (dungeoneering) check, DC 25.

Like many other slimes, flashpoint slime drops down on unsuspecting targets when it detects movement. A patch of flashpoint slime superheats any non-stone inorganic object to its ignition point, effectively ruining it if it fails its Fortitude save. Even if the object succeeds on its saving throw, it is reduced to half its hit point total and gains the broken condition, though it does become immune to any further effects of flashpoint slime for 24 hours. If the object ignites while in someone's possession, the wielder risks taking damage. Burning molten metal deals 2d6 points of fire damage; other objects deal 1d6 points of fire damage for each round of exposure. Even after a creature is no longer in contact with molten metal, it takes 1d6 points of fire damage for 1d3 rounds. If the object is simply held in the hands, such as a weapon, the wielder may make a Reflex save. If successful, the wielder drops the object quickly enough to negate taking any damage. Even if he fails his initial save, the wielder of a handheld metal item can clear his hand of molten metal as a move action.

If flashpoint slime destroys a subject's metal armor, the burning molten metal is harder to avoid. The subject is not entitled to a Reflex save, and removing the burning molten metal requires two full-round actions (not necessarily consecutively). Alternately, if another creature assists a creature in molten armor, together they can clear it by each taking a full-round action, but in that case the assisting creature also takes damage from exposure as described above. After 3 rounds of no longer being in contact with flashpoint slime, an affected object instantly cools, reforming in whatever is its current shape (likely a puddle on the ground). On the first round of contact, the slime can be scraped off a creature (usually destroying the scraping device), but after that it must be frozen or corroded away (dealing damage to the victim as well). Anything that deals cold or acid damage, sunlight, or a remove disease spell destroys a patch of flashpoint slime.

Size of Patch	Fort and Ref DC	CR
5 ft.	17	7
10 ft.	19	10
15 ft.	21	13
20 ft.	24	16

## Fool's Flower (CR Varies)

This weed flowers in all seasons except winter and can be found in any environment except the arctic and can even be encountered deep underground. When flowering, it has a tough, grooved, and more-or-less hairy stem, about 3 feet tall. The flower heads are about an inch in diameter and bright blue. A creature can identify this hazard with a successful Knowledge (dungeoneering or nature) check, DC 23.

When flowering, it exudes an invisible, hallucinogenic gas cloud with a pungent smell; the larger the patch, the stronger the hallucinations. A creature standing in the radius of the fool's weed must make a successful Will save or become fascinated and suffer Wisdom damage. Once a creature suffers this Wisdom damage it gets a second Will save to negate the fascination effect. A fool's flower patch can be destroyed by any form of damage and its hallucinogenic gas cloud can be dissipated

harmlessly with *gust of wind* or a similar spell, but it only dissipates for 1 round if the flower is not destroyed.

Size of	Cloud	Will	Wisdom	
Patch	Radius	DC	Damage	CR
5 ft.	10 ft.	14	1d6	3
10 ft.	20 ft.	16	1d8	6
15 ft.	40 ft.	18	2d6	9
20 ft.	80 ft.	21	2d8	12

## Forbidden Sight (CR 25)

This place, object, or activity has become cursed by a deity or ethos so that no creature may look upon it. Animals and vermin do not willingly approach the location unless the animal's master makes a DC 25 Handle Animal, Ride, or wild empathy check. A creature can identify this hazard before hand with a successful Knowledge (religion) check, DC 10 due to the prevalence of divine warnings and legends surrounding this forbidden sight.

If a creature looks directly at a forbidden sight it must succeed on a DC 39 Fortitude save or be subject to a *polymorph any object* spell with a permanent duration (CL 25, usually a pillar of salt). Treat this as a gaze attack with an unlimited range. The curse bestowed by this site cannot be dispelled, but it can be removed with a *miracle* or *wish* spell. This site can only be destroyed by a *miracle* or properly worded *wish* spell cast at its central location.

## Fulgurate Mushrooms (CR4)

These mushrooms appear as normal mushrooms with faintly blue stems and either bluish-white or sapphire blue caps and are typically found underground or in areas where the ground is damp and soft (riverbanks and marshes, for example). A creature can identify this hazard by sight with a successful Knowledge (dungeoneering) check, DC 25.

When contacted (touched, stepped on, etc.), the mushrooms send out a burst of electricity, damaging and staggering any creature (for 1 round per die of damage dealt) within its emanation radius. A successful Reflex save halves the damage and negates the staggered effect. Fulgurate mushrooms are instantly destroyed when they release their lightning blast. If a patch of fulgurate mushrooms is hit with a cold-based effect or attack, it immediately releases its lightning burst at double the potency (double damage and double the radius) if it hasn't already done so (and been destroyed). Otherwise any amount of damage will destroy it.

Size of Patch	Electricity Damage	Emanation Radius	Fort DC	CR
10 ft.	3d6	10 ft.	15	4
15 ft.	5d6	20 ft	16	6
20 ft.	7d6	40 ft.	18	8
25 ft.	9d6	60 ft.	19	10



#### Fool's Flower

## Ghost Storm (CR-)

These incorporeal black clouds result when a powerful spellcaster is slain while controlling the weather. They can glide through the earth or any other object creating dangerous and unseasonal weather in places that should never experience something like it. You could find a tornado suddenly occurring on the lowest level of a dungeon or a thunderstorm inside a castle. When a ghost storm first appears it covers a 2-mile radius, and it lasts 4d12 hours before moving on, it can call forth weather inappropriate to the climate and season of the area. It can create but is not limited to any of the following (or any combination thereof) the GM desires as the ghost storm is known for creating bizarre and unusual weather, and more than one tornado during a hurricane-blizzard has occurred. Heavy Snow, Sleet, Hail, Fog, Duststorm, Snowstorm, Thunderstorm, Windstorm, Blizzard, Hurricane, Tornado. A ghost storm can be dissipated harmlessly with control weather or a similar spell.

## Giftbreaker Moss (CR Varies)

Sometimes giftbreaker moss is called hag rug or witch lichen, as it usually grows on rocks where hag covens have had ritual gatherings. From a distance, giftbreaker moss looks like a typical layer of moss or green algae on the rocks where it grows. On closer inspection, tiny shoots form a turf of slender, creeping rootstalks. The green shoots which grow up from the turf are extremely short and bear a capsule when it's matured. A creature can identify this hazard with a successful Knowledge (dungeoneering) check, DC 25.

If a creature disturbs the patch in any way, the capsules rupture releasing a cloud of glowing, sickly green spores. Creatures in the radius of the spore cloud must make a successful Will save or be subject to the giftbreaker's curse. The victims have a number of their most recently used class abilities or universal monster abilities (see Pathfinder Bestiary<sup>TM</sup>), equal to the giftbreaker moss's challenge rating divided by 4 (minimum 1), rendered non-functional, starting with continuously active abilities first. (a rogue cannot sneak attack, a dragon cannot use its breath weapon, etc.). If there are multiple abilities that could be affected, select the highest-class level abilities first (select universal monster abilities alphabetically). This cannot affect spellcasting. Otherwise this effect functions as bestow curse. It takes up to one month for giftbreaker moss to grow new capsules on its stalks. A patch of giftbreaker moss can be destroyed by spells and spell-like abilities that deal damage; physical attacks, extraordinary abilities, and supernatural abilities that deal damage instead causes it to increase in size by 5 ft. (to a maximum of a 80 ft. patch).

Size of		Will	
Patch	Radius	DC	CR
5 ft.	10 ft.	15	5
10 ft.	20 ft.	18	8
20 ft.	40 ft.	21	12
40 ft.	80 ft.	24	16
80 ft.	160 ft.	27	20

#### Glue Slime (CR Varies)

This slime is a pale amber color and is extremely thick and viscous. It usually coats a floor's surface but it can coat walls and ceilings as well. A creature can identify this hazard by sight or scent with a successful Knowledge (dungeoneering) check, DC 20.

Glue slime acts as a powerful adhesive, holding fast any creatures or items that touch it. A glue slime automatically entangles any creature or object it touches. The creature is ensnared. Being entangled by glue slime prevents movement as it is anchored to an immobile object (usually the floor). A creature entangled by glue slime moves at a speed of 0, cannot run or charge, and takes a -2 penalty on all attack rolls and a -4 penalty to Dexterity. Entangled creatures can attempt to break free as a move action, making a Strength or Escape Artist check. A weapon that strikes a glue slime is stuck fast unless the wielder succeeds on a Reflex save. A successful Strength check is needed to pry off a

stuck weapon. Strong alcohol or *universal solvent* dissolves the adhesive. Glue slime is treated as an object, and the substance breaks down 5 rounds after the slime is destroyed.

Size of Patch	Str DC	Escape Artist DC	Ref DC	Hard- ness	hp	CR
5 ft.	20	25	14	2	60	1
10 ft.	23	28	15	3	120	3
15 ft.	25	30	16	4	240	5

#### Gluttonous Site (CR Varies)

This location has been touched by the deity or ethos associated with gluttony. A creature can identify this hazard with a successful Knowledge (religion) check equal to 15 + the CR of the site.

Great feasts often appear magically within this site, overloaded with succulent dishes from far off exotic lands or appear exactly like a *heroes' feast* (and do grant the benefits of that spell, except against the effects of the gluttonous site). These dishes are cloaked in a powerful magical illusion (use of true seeing requires a successful caster level check DC 15 + the CR of the site to pierce the illusion, active disbelief is the same DC as the site's Will save). In reality, all the dishes are created from the victim's own race (if there are a mixture of races in the group encountering the feast, the food is a mixture as well). If a creature eats part of the meal in the site, it must make a Will save or become chaotic evil and gain the ravenous creature template (and likely become an NPC, subject to GM adjudication). If a victim would not normally have gluttonous feelings (such as a creature having taken a vow of temperance, or who follows a strict diet), it receives a +4 bonus on its saving throw. Any spell with the emotion descriptor (See Pathfinder®) Roleplaying Game: Ultimate Magic<sup>™</sup>) used upon the victim negates this effect. This is a mind-affecting compulsion transmutation effect. This site can only be destroyed by a *miracle* or properly worded *wish* spell cast at its central location.

Size of Site	Will DC	CR
600 sq ft. or less	14	3
800 sq ft.	15	4
1,600 sq ft.	18	8
3,000 sq ft. +	23	15

#### **Ravenous Creature**

Unnatural acts provoke unnatural hungers, and depravity follows perversity in a cascade. Dark powers watch for the growth of evil in mortals' hearts, and they reward such creatures with great power to nurture the black bloom of their wickedness. Cannibalism garners a particularly abhorrent "blessing." Ravenous creatures are living beings that have eaten the flesh of their own kind and been cursed with a supernatural hunger for more. A ravenous creature must continue to eat the flesh of its own kind or starve to death. Most ravenous creatures welcome this burden because of the power it brings them.

#### **Creating a Ravenous Creature**

"Ravenous creature" is an acquired template that can be added to any living, intelligent creature that has eaten the flesh of its own kind (referred to hereafter as the base creature). A ravenous creature uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature +1.

Alignment: Usually chaotic evil.

Senses: Darkvision 60 ft., low-light vision

**Defensive Abilities:** The ravenous creature retains all the base creature's defensive abilities and gains those described here.

Damage Reduction (Ex) The ravenous creature gains DR 5/-.

*Cannibalistic Healing (Ex)* So long as the ravenous creature has fed upon the flesh of its own kind within the last 24 hours, it has fast healing 10. Feeding on a creature of its own kind that was killed within the last hour heals all ability damage and ability drain the ravenous creature has taken.

**Melee:** The ravenous creature retains all the base creature's attacks, and its weapon and armor proficiencies. These attacks retain the same primary or secondary status they had for the base creature. If the base creature possesses at least one mouth but has no natural attack with it, the ravenous creature gains a secondary bite attack with each mouth. If the ravenous creature gained bite and/or claw attacks from the application of this template, the base damage for each is as given on the following table.

Size	Bite Base Damage
Fine	—
Diminutive	1
Tiny	1d2
Small	1d3
Medium	1d4
Large	1d6
Huge	1d8
Gargantuan	2d6
Colossal	2d8

**Special Attacks** The ravenous creature retains all the base creature's special attacks and gains those described here.

Favored Prey (Ex) A ravenous creature gains a +2 bonus on damage rolls against creatures of its own type (i.e. humanoid) and a +2 bonus on Bluff, Perception, Sense Motive and Survival checks when using these skills against creatures of this type. Against a creature of its own kind (its specific race), each of the bonuses increases to +4.

Hungry Special Attacks (Ex) Any creature of the same kind as the ravenous creature takes a -2 penalty on saving throws against the ravenous creature's spells and special attacks.

*Sprint (Ex)* Once per hour, a ravenous creature can move at ten times its normal speed when it makes a charge.



#### Ravenous Dwarf

**Special Qualities** The ravenous creature retains all the base creature's special qualities and gains those described here.

Ageless (Ex) A ravenous creature does not age.

*Ravenous Body (Su)* A ravenous creature can eat other food, but only the flesh of its own kind satiates its hunger. It must feed upon the flesh of a creature of its own kind at least once every three days or it suffers the effects of starvation. When the ravenous creature's nonlethal damage due to starvation equals its Constitution score, it dies.

**Abilities:** Increase from the base creature as follows: Str +6, Dex +4, Con +4.

**Skills:** A ravenous creature has a +4 racial bonus on Escape Artist, Intimidate, and Stealth checks, and a +8 racial bonus on Acrobatics, Climb, Perception, and Survival checks.

**Feats**: A ravenous creature gains Blind-Fight, Improved Grapple, and Improved Unarmed Strike as bonus feats if the base creature does not already have them.

Organization: Same as the base creature or solitary.

## Gluttony Grubs (CR Varies)

Gluttony grubs are infestations and perilous parasites that embed themselves in a creature's intestines and feed there in a manner similar to a tapeworm. Generally, gluttony grubs infest a single creature and remain until the creature it is infesting dies. They are minuscule creatures that find concealment most often in a creature's rations and goods, and are often mistaken for weevils. A successful Perception check allows a creature to notice them but it still requires a successful identification check to know what they are (see below). Gluttony grubs can also infest creatures by laying their eggs in food or drink; this increases the DC of the Perception check by +10. A creature can identify this hazard with a successful Knowledge (dungeoneering) check, DC 26, if it is aware of the gluttony grub's presence; failure by 5 or more causes a creature to believe it is just mundane weevils. Any spell effect that can cure disease (such as *remove disease*) kills any gluttony grubs.

#### Infestations

Parasites such as ear seekers or rot grubs cause infestations, a type of affliction similar to diseases. Infestations can only be cured through specific means; no matter how many saving throws are made, the infestation continues to afflict the target. While a *remove disease* spell (or similar effect) instantly halts an infestation, immunity to disease offers no protection, as the infestation itself is caused by parasites.

#### Gluttony Grubs

*Type* infestation; *save* Fort DC (see below); *onset* immediate; *frequency* 1/hour; *effect* a victim can only go without food for 1 hour, in growing discomfort. After this time, the character must make a Constitution check each hour (DC 10, +1 for each previous check) or take 1d6 points of Constitution damage. Creatures who have taken Constitution damage from lack of food are fatigued. Constitution damage from starvation cannot be recovered until the character gets food as needed—not even magic that restores ability damage heals this damage.

Gluttony Grub Size	Perception DC	Fort DC	CR
Tiny	28	17	6
Diminutive	32	18	12
Fine	36	25	18

#### Gossamer Drift Bloom (CR9)

This rare fauna looks like a swarm of fine, transparent jelly-fish that levitate in the air, usually near the ceiling in indoor environments or high up in aerial environments. Due to its small size, transparent nature, and lack of coloration, gossamer drift blooms are difficult to discern. A DC 23 Perception check is required to notice a gossamer drift bloom. A creature can identify this hazard with a successful Knowledge (dungeoneering) check, DC 23.

Gossamer drift blooms can be as small as a 5 ft. diameter patch or as large as 1,000 ft. in diameter. Any creature that fails to notice a gossamer drift bloom and flies (or climbs) into it is automatically stung. Creatures in a square occupied by a gossamer drift bloom at the end of their turn are stung. Creatures that are stung must make a successful Fort saving throw, DC 18, or be immediately inflicted with the madness phobia of heights affliction. A patch of amber moss is immune to physical attacks and affects that target a single creature or object, It requires something that can do damage to an area though it is immune to fire and cold damage, a gust of wind disperses a gossamer drift bloom for 1 round.

#### Phobia of Heights

*Type* insanity; *save* Will DC 18; *onset* immediate; *effect* target is shaken. A source of heights is obvious. The subject has an irrational fear of heights and of being up high. Additionally, if the phobic character is directly confronted by his phobia, he must make a Will save against the insanity or become frightened by the heights for 1d6 rounds and attempts to flee to a place he perceives as ground level and away from the source of heights.

## Hatelice (CR varies)

Hatelice are infestations and treacherous parasites that feed on xenophobia via telepathic empathy with the host they infest. Generally, hatelice infest a single creature and spread rapidly to other creatures of the same race, they will not spread to another race unless the creature they are infesting dies. They are Diminutive creatures that find concealment most often in a creature's hair, requiring an active search and a successful Perception check to realize a creature has been infested by hatelice. A hatelouse usually attaches itself when a creature is sleeping, but prolonged physical contact (hugging, grappling, etc.) with other creatures also causes it to spread (it uses a mild anesthetic so that the creature infests never knows it is infested). Its eggs can remain dormant in pillows, bedclothes, and blankets for up to 20 years until they come in contact with a living creature. It can only infest a creature that is at least 3 size categories larger than itself (see below). A creature can identify this hazard with a successful Knowledge (dungeoneering) check, DC 25 if it is aware of the hatelouse's presence. Failure by 5 or more cause a creature to believe it is just a mundane lice problem.

Once hatelice have infested a living body, they create a psychic bond with the creature when the creature is helpless (specifically, when the creature is sleeping).

Any spell effect that can cure disease (such as *remove disease*) kills any hatelice but if the infested creature is aware that such a spell is being cast on it, the hatelice's psychic bond causes its victim to view the attacker as a member of a different type and subtype than itself (see below) unless the victim makes a successful Will saving throw.

#### Hatelice

*Type* infestation; *save* Will DC (see below); *onset* immediate; *frequency* 1/day; *effect* the living victim must make a successful Will Save or become instantly aggressive to anyone not of his own type and subtype. Elves will not attack a humanoid (elf), but they do attack the nearest non-humanoid (elf) in the area. The victims use all of their skills to the best of their ability to destroy these enemies and gain the benefits of a *rage* spell (CL equal to the hatelice's CR).

Hatelice DC DC CH	)
Hatelice DC DC CI	(
<b>Tiny</b> 28 17 6	
<b>Diminutive</b> 32 18 12	
<b>Fine</b> 36 25 18	

### Hubris Site (CR Varies)

This location has been touched by the deity or ethos associated with pride. A creature can identify this hazard with a successful Knowledge (religion) check equal to 15 + the CR of the site.

The creature with the highest CR in the site automatically gains the call to challenge aura if it fails a Will save.

If a victim would not normally have wrathful feelings (such as a creature having taken a vow of pacifism), it receives a +4 bonus on its saving throw. Any spell with the emotion descriptor (See Pathfinder® Roleplaying *Game: Ultimate Magic*<sup>™</sup>) used upon the victim negates this effect. This is a mind-affecting compulsion effect. This site can only be destroyed by a *miracle* or properly worded wish spell cast at its central location.

Call to Challenge (Su) This special quality makes a challenging creature's very presence cause challenged opponents to become obsessed with slaving the challenging creature, filling challenged opponents with the proud conviction that they are destined to be the one who defeats the challenging creature. Opponents who see the creature are automatically affected unless they make a successful Will save (DC 10 + 1/2 the challenging creature's HD + the challenging creature's Cha modifier). On a failed save, the opponent seeks out and attacks the challenging creature. A challenged creature who can't attack the challenging creature does nothing but babble about its special destiny to slay the challenging creature. Attackers are not at any special advantage when attacking a challenged creature. Any challenged creature that is attacked automatically attacks its attackers on its next turn, as long as it is still challenged when its turn comes. Note that a challenged creature will not make attacks of opportunity against anything that it is not already devoted to attacking (either because of the call to challenge or because it has just been attacked).

Size of Site	Will DC	CR
600 sq ft. or less	14	3
800 sq ft.	15	4
1,600 sq ft.	18	8
3,000 sq ft. +	23	15

## Ill-Earth Moss (CR Varies)

This sickly-colored, unnaturally green moss is luminescent and casts a twisted light, even in pitch dark conditions. It is encountered near places infested with the powers of evil and chaos that are hidden away from the sun. A creature can identify this hazard with a successful Knowledge (dungeoneering) check, DC 20. Creatures that disturb the moss in any way cause the moss to release a violent cloud of spores to erupt from



#### Hubris Site

the moss. Those creatures in the area must make a Fortitude save or suffer 1d6 points of ability damage to Strength, Dexterity, Constitution, Intelligence, Wisdom and Charisma (roll separately for each ability). Creatures within the spore cloud at the end of their turn they take the same damage again.

A patch of ill-earth moss can be destroyed by fire or electricity damage; acid, cold, and negative energy damage causes it to increase in size by 5 ft. (to a maximum of a 20 ft. patch). Its spore cloud can be dissipated harmlessly with gust of wind or a similar spell.

Size of		Fort	
Patch	Radius	DC	CR
5 ft.	30 ft.	17	7
10 ft.	60 ft.	19	10
15 ft.	90 ft.	21	13
20 ft.	120 ft.	24	16

Jester's Bloom (CR Varies) The jester's bloom is a large, garishly colored mushroom that can be found growing on the body of creatures who died while laughing. If disturbed by any means (touch, a gust of wind, etc.), a patch of these mushrooms spews forth a billowing cloud of magical pixie dust destroying the mushrooms; All creatures within the radius of the cloud must make a successful Will save or collapse into gales of manic laughter, falling prone. The subject can take no actions while laughing, but is not considered helpless. After the spell ends, it can act normally. On the

creature's next turn, it may attempt a new saving throw to end the effect. This is a full-round action that does not provoke attacks of opportunity. If this save is successful, the effect ends. If not, the creature continues laughing for the entire duration. A creature with an Intelligence score of 2 or lower is not affected.

Size of	Spore Cloud	Fort	
Patch	Radius	DC	CR
5 ft.	10 ft.	14	3
10 ft.	20 ft.	16	6
15 ft.	40 ft.	18	9
20 ft.	80 ft.	21	12

#### Kraken Mushrooms (CR Varies)

This fungus has a foul-smelling slime covering and a body with eight, elongated, slender branches (arms) attached at its top. It is usually found anywhere one can encounter mundane mushrooms. A creature can identify this hazard with a successful Knowledge (dungeoneering) check, DC 25.

If a creature disturbs a patch of kraken mushrooms in any way, it releases a thick dark purple cloud of spores from its "arms" as the arms shoot up erect. The cloud obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). More importantly, if any living creature within the cloud or passing through the spores fails a Fortitude save, the spores overcome the victim who becomes nauseated. A successful save results in the creature being sickened for 1 hour and it is then immune to further effects of that kraken mushroom's spore cloud for 24 hours.

A moderate wind (11+ mph) disperses the cloud in 4 rounds; a strong wind (21+ mph) disperses the cloud in 1 round. The mushrooms can be destroyed by any amount of damage.

Size of		Fort	
Patch	Radius	DC	CR
4 inches	20 ft.	11	1/2
5 ft.	40 ft.	14	3
10 ft.	80 ft.	15	4
20 ft.	160 ft.	18	8
40 ft.	320 ft.	23	15

#### **Tifespark Site (CR Varies)**

This location has been touched by the deity or ethos associated with artifice. A creature can identify this hazard with a successful Knowledge (religion) check, DC 25.

Once per day this place taps into the sorcerous power of a creature within its site to animate the largest object within the confines of the site, sometimes a idol within the site, other times something that has been brought within the site. Every living creature possesses in some part strains of a sorceress bloodline, If a creature with a Charisma score enters the site animates the largest object it can affect in the site as *animate object* with a caster level equal to the creature's Charisma Score. the *animate object* spell can be dispelled. This site can only be destroyed by a *miracle* or properly worded *wish* spell cast at its central location.

The Challenge Rating of this hazard is equal to animated object's Challenge Rating.

## Jost Site (CR Varies)

This location has been touched by the deity or ethos associated with loss. The site itself is protected from outside detection by a *mirage arcana* effect (CL equal to CR). A creature can identify this hazard with a successful Knowledge (religion) check with a DC equal to 15 + the CR of the site.

Creatures who do not worship or follow this deity or ethos and enter this area must make a Will save or have no memory of any time spent inside the area once they leave (though they can still gain experience). In addition, spellcasters who do not worship or follow the deity or ethos associated with this site lose one prepared spell or available spell slot per minute spent in the area, starting with 1st-level spells and going up through higher-level spells. Spellcasters are allowed a save each minute (same DC) to negate this loss (this save is separate from the memory loss save). The time does not need to be consecutive. This site can only be destroyed by a *miracle* or properly worded *wish* spell cast at its central location.

	Will	
Size of Site	DC	CR
1,000 sq. ft. +	15	5
2,000 sq. ft. +	19	10
4,000 sq. ft. +	27	20

## Jost Stone (CR Varies)

The deity or ethos of loss, exploration, or travel has touched this stone way-marker. A successful Perception check (DC 20) reveals a small rune on the stone. A creature can identify this rune ("Lost", which identifies this hazard) with a successful Knowledge (religion or dungeoneering) check, DC 20.

If a creature is on the path that this way-marker applies to, and passes by it (radius of effect is the same as the stone's size category in the table below), that creature must make a successful Will saving throw or be cursed (as *bestow curse*) and believe itself to be completely lost, permanently wandering randomly. Creatures that fail their Will saves no longer recognize their surroundings, although they feel a vague, nagging sense of uneasiness as the lost memory flutters just beyond reach. Each affected creature moves at half speed in a random direction each round (use the rules for missing with a splash weapon to determine the exact direction), and does not remember previous changes in direction. They recognize enemies but if they attempt to move toward them, the direction they move is still random. They defend themselves from attacks, but if they choose to move away, they move in a random direction. Shaking or otherwise attempting to disturb affected creatures has little effect, and they will continue to try puzzling their



way out of their predicament. Destroying the stone does not remove the curse but it does stop it from affecting additional creatures.

Stone Size	Will DC	CR
5 ft	16	5
10 ft.	18	7
15 ft.	23	9
20 ft.+	25	11

#### Juddite Ore (CR Varies)

This non-reflective black ore is favored by those who hate technology (including firearms, clockworks, and constructs). A creature can identify this hazard with a successful Knowledge (dungeoneering) check, DC 20.

Within the radius of one of these crystals, constructs and mechanical devices cease to function, so that construct creatures are rendered helpless, carts no longer roll, doors no longer open or close, traps do not trigger, and so on. Any object with moving parts can be affected by this hazard. Intelligent construct creatures can ignore this effect with a successful Will save.

In the case of a mechanical barrier (such as a door), the barrier can still be destroyed as normal if this hazard holds it closed. Vehicles can be moved with appropriate force, but wheels, rudders, and other moving parts remain frozen, impeding directional control and normal movement. For example, a cart under the effect of this hazard requires as much effort to push forward as it normally would to push it sideways. Treat luddite ore as having the hardness and hp of iron

Size of		Will	
Vein	Radius	DC	CR
5 ft.	10 ft.	15	5
10 ft.	20 ft.	18	8
20 ft.	40 ft.	21	12
40 ft.	80 ft.	24	16
80 ft.	160 ft.	27	20

#### Just Site (CR Varies)

This location has been touched by the deity or ethos associated with lust. A creature can identify this hazard with a successful Knowledge (religion) check equal to 15 + the CR of the site.

Creatures who remain in the site for more than 3 rounds must make a successful Will save or become filled with lust and desire for a single creature or object located at the center of the site, and it "knows" that what it is longing for is at the center of the site. The creature is filled with the compulsion to rush to the subject of its lust and passionately kiss or caress that subject, taking no other actions; if the being at the center is a creature, the victim will obey that creature's command as if it were dominated. If the target would not normally have lustful feelings toward the designated creature or object, it receives a +4 bonus on its saving throw. This is a mind-affecting compulsion effect. This site can only be destroyed by a *miracle* or properly worded *wish* spell cast at its central location.

Size of Site	Will DC	CR
600 sq ft. or less	14	3
800 sq ft.	15	4
1,600 sq ft.	18	8
3,000 sq ft. +	23	15

## Magebane Moss (CR4)

Found primarily in underground environments, this blue-green moss sparkles with a dim, unearthly light. A creature can identify this hazard with a successful Knowledge (dungeoneering) check, DC 30; failure results in it being identified as harmless, luminescent moss. This DC can be increased by +10 if luminescent moss is dispersed in the same area.

Any arcane spells lower than 7th level cast within 60 ft. of a patch of magebane moss are instantly counterspelled. If an arcane caster moves within 30 ft. of a patch of magebane moss, he or she loses one prepared spell or one spellcasting slot for the day, at random, once every 1d4 rounds. These counterspelling and spelldraining effects are detectable with a successful Intelligence check, DC 15. Otherwise, the caster will be oblivious to the cause of the counterspelling and/or spell loss until he or she attempts to cast a spell that has been lost. A typical patch of magebane moss is a single 5-ft. square (though it can grow up to 1,000 ft.) and can be destroyed by any form of damage (though it can usually counterspell damage that would be caused by spells, unless it is cast at it from outside its range.)

## Maelstrom (CR Varies)

This hazard is a very powerful whirlpool, a vortex that has an extremely powerful current. Though normally the power of tidal whirlpools tends to be exaggerated and they are usually only of danger to smaller craft, rare circumstance such as underwater earthquakes and some mythical creatures can threaten larger vessels. The roar of a maelstrom can be heard miles away. A creature can identify this hazard with a successful Profession (sailor) or Survival check, DC 24, and can identify this hazard from the sound or by the visible movement of the currents before a creature actually sees the vortex.

The vortex is twice as deep as it is wide (at its diameter). The vortex produces a powerful current extending from the edge of the vortex to a distance equal to the vortex's depth, such that a creature in the area of effect must make a Swim check (DC see below) to swim normally. Failure means the creature cannot use a move action to move this round and is drawn  $1d10 \times 10$  feet toward the center of the vortex. If the Swim check fails by 5 or more, the swimmer is sucked down beneath the vortex and could potentially drown.

*Freedom of movement* has no effect against a maelstrom as this is normal movement, and movement caused by a maelstrom does not provoke attacks of opportunity.

When a creature reaches the vortex, it must make another Swim check at the same DC. If this check succeeds, the swimmer is ejected from the vortex and thrown to the edge of the effect (roll randomly to determine direction). If the check fails, the swimmer is



#### Maelstrom

pulled down. A creature pulled down takes bludgeoning damage (creatures with DR 5 or higher that cannot be overcome by bludgeoning damage are immune to this damage) and remains pinned underwater, where it takes an additional 1d6 points of damage each round. The creature can only escape by making a successful Swim check (same DC needed to avoid being pulled under). If successful, the swimmer is thrown clear of the vortex but remains underwater at the vortex's depth (roll randomly to determine direction).

Boats and ships can fall afoul of the vortex just as creatures can, but the vessel's pilot can fight the current with a Profession (sailor) check (same DC as a Swim check to resist the current). On a failed check, a boat or ship less than 20 feet long has a 95% chance to capsize, a vessel from 20 to 60 feet long has a 50% chance to capsize, and a vessel over 60 feet long has a 20% chance to capsize (vessels larger than the vortex cannot capsize). Even if a vessel doesn't capsize, it is drawn 1d6×10 feet toward the vortex on a failed check. When a vessel reaches the vortex, it suffers 4d6 points of damage and may sink unless its pilot makes a successful Profession (sailor) check (same DC as a Swim check to resist being pulled under, but with a +1 bonus per 10 feet of the vessel's length). If the vessel sinks, it breaks apart and goes under in 1 round, with all creatures aboard thrown into the water and forced to make Swim checks to avoid being sucked under.

Maelstrom Diameter	Skill DC	Bludgeoning Damage	CR
25 ft 99ft.	20	5d6	4
100 ft 199 ft.	25	10d6	8
200 ft.+	30	20d6	12

## Marrow Mold (CR 11)

This blood-red moss is vaguely luminescent and casts a ruddy light even in pitch dark conditions. It is mostly found in any environment where mundane mold can grow. Any creatures passing within noticeable range of this moss recognizes that it has a bitter, coppery aroma. A creature can identify this hazard by sight or scent with a successful Knowledge (dungeoneering) check, DC 22. Creatures disturbing the mold cause it to erupt in a cloud of spores and those creatures within the cloud must make a Fortitude save or suffer Constitution bleed damage at the beginning of its turn. Bleeding can be stopped by a DC 15 Heal check or through the application of any spell that cures hit point damage (even though the bleed is ability damage). Constitution Bleed effects do not stack. When two or more bleed effects deal the same kind of damage, apply the worse effect. Creatures immune to poisons or gas attacks are immune to this effect, and bonuses to poisons are added to this saving throw. A typical patch of marrow mold can be destroyed by cold damage; fire damage causes it to increase in size by 5 ft. (to a maximum of a 20 ft. patch).

Size of Patch	Scent Radius	Cloud Radius	Fort DC	Con Bleed Damage	CR
5 ft.	60 ft.	30 ft.	13	1d3	2
10 ft.	90 ft.	60 ft	15	1d4	4
15 ft.	120 ft.	90 ft.	17	1d6	6
20 ft.	150 ft.	120 ft.	19	1d8	8

#### Marworm (CR varies)

Marworms are infestations and dangerous parasites that feed on revulsion and strife via telepathic empathy with the host they infest. Generally, marworms infest a single creature until it dies; a Perception check (DC 22) is enough to notice a creature has been infested by a marworm. Otherwise, a marworm swiftly bursts from the carcass to burrow into the creature, which can attempt a Reflex save to avoid the worm (but only if the creature is aware of the worm's presence). Any amount of damage reduction is enough to provide immunity to infestation. A creature can identify this hazard with a successful Knowledge (dungeoneering) check, DC 22 if it is aware of the worm's presence.

Once a marworm have infested a living body, it burrows toward the host's brain and hormonal system. On the first round of infestation, applying flame to the point of entry can kill the worm and save the host, but this inflicts 1d6 points of fire damage to the victim. Cutting the worm out also works. Cutting it out requires a slashing weapon and a DC 20 Heal check, and inflicts 1d6 points of damage to the host. If the Heal check is successful, the marworm is removed. On the second round, the marworm has bonded with a host, at this point the infested creature and all creatures within a 30ft. radius must make a successful Will save or forget that the victim has been infested (as *modify memory*, CL equal to its CR).



#### Marworms

*Type* infestation; *save* Fortitude DC (see below); *onset* immediate; *frequency* 1/round; *effect* the subject takes a circumstance penalty to Charisma (see below). The subject's Charisma score cannot drop below 1. The creature gains the horrific appearance special ability.

**Horrific Appearance (Su)** Creatures that succumb to a creature's horrific appearance become sickened for 1 round—a creature's horrific appearance only functions to a range of 30 feet. Once a creature makes a Will saving throw (DC 10 +1/2 its HD +its Constitution modifier) against a specific creature's horrific appearance, that creature is immune to that specific creature's horrific appearance for 24 hours.

Size Of Creature Initially Infested	Perception DC	Will and Fort DC	Charisma Penalty	CR
Small	22	13	1d6-1	2
Medium	24	15	1d6-2	4
Large	26	17	1d6-3	6
Huge	28	19	1d6-4	8

#### Merchant's Mold (CR Varies)

Named for the profession that first discovered it, this gray, thick growth is sometimes found in sacks of grains or coins that have traveled great distances without being opened. A creature can identify this hazard with a successful Knowledge (dungeoneering) check, DC 25.

Merchant's mold is usually confined to the bags it is found in, though, when bags are left undisturbed for many years, patches of up to 100-ft. in diameter can develop (which often transmit mummy rot). If disturbed, either prodded or walked on, merchant's mold belches forth a cloud of disease-carrying spores. All within the radius of its spores must make a successful Fortitude save or be subjected to a disease of the GM's choice.

A typical patch of merchant's mold can be destroyed by fire damage. Cold damage causes the patch to increase its size by one size category (maximum 100 ft.) but it can only do perform this increase 1/day.

Size of	Spore Cloud	Fort	
Patch	Radius	DC	CR
5 ft.	15 ft.	12	1
25 ft.	75 ft.	15	5
50 ft.	150 ft.	19	10
100 ft.	300 ft.	27	20

## Meteorite Strike (CR 25)

Even a meteorite 30 feet in diameter can do much damage, and can strike with the energy of millions of destructive spells. Larger meteorites do even more extreme damage. For instance, a meteorite only 75 feet



#### Meteorite Strike

in diameter can create a crater 1.5 miles wide! Such masses vaporize the surface where they strike and throw up fountains of debris that can hang in the atmosphere for months as clouds of ash and soot. Strikes that occur in large seas or oceans create tsunamis that race across the world's seas, inundating everything but mountains and changing coastlines dramatically. The heat and blast of a meteorite impact kills everything, or almost everything, in the immediate radius (see above). The larger the strike, the larger the radius of the life-killing heat, the shock wave, and the air blast.

The extreme pressure at the point of impact melts rocks and creates a cloud of dust and smoke. The crater glows for 1d4 days afterward (or longer if the meteorite is not mundane in nature). A 30-ft.-diameter meteorite strike blocks out the sun's light, cooling a summer or extending a winter (see "Weather," below). A larger strike could trigger an ice age. As a traveler or victim gets closer and closer to the point of impact after the fact, she notices more and more effects of the Afterfall.

#### **Describing the Fall**

When a meteor steaks across the sky, almost every creature for miles around is aware of it. The meteor (it becomes a meteorite only upon impact; before it begins its fall, it's a meteoroid) is visible long before it is audible. It appears as a great mass of light, usually white, but also green, red, or yellow (the color can change during the course of the fall). The mass is trailed by a long tail the same color as the head. People can see the meteor streaking at a steep angle across the sky. During the day, great tails of smoke trail the tail of light—this smoke trail can persist for hours in the upper portions of the sky. Imagine the dramatic image of several meteors streaking across the sky simultaneously (as might happen when a larger mass in the upper atmosphere calves into several smaller pieces).

When the velocity of this descent exceeds the speed of sound, observers will hear the meteor giving off a booming noise not unlike thunder, or a gunpowder cannon detonation, or the clamor of continuous large explosions. Sometimes one hears the rapid clatter of smaller explosions (caused by fragments of the meteor breaking off during its fall).

#### The Impact

A meteorite strike causes a massive explosion. A fountain of earth and released heat from melting rock destroys everything in the immediate area, so observers of the direct impact had best be miles away (at least) or on the peak or slope of a hill or mountain that affords a good view of the site. The shock wave and air blast from the explosion move outward concentrically, like a colossal ripple on the surface of a pool where a stone has fallen, in a quickly widening radius.

The air blast of a mundane meteorite strike produces hurricane-force winds. Within 1,000 feet from the impact, winds in excess of 600 miles per hour scour the ground. The air blast flattens trees out to a distance of about 2 miles, and creatures within suffer the impact damage and are deafened (see below). The sound of impact is a deafening roar that slowly fades away like distant thunder.

When a meteorite strikes a large body of water, the same amount of energy is released as if the object had hit land, but in the sea this energy disperses more widely. The striking meteorite produces a tsunami.

#### **Calculating Impact Damage**

When a standard (30-ft.-diameter) meteor hits the ground, everything in a 1,000-foot radius of the impact point is simply destroyed (no saving throw). Beyond the 1,000-foot radius, creatures, objects, and structures are subject to the air blast and shock wave. All within a 1/2-mile radius of the impact point take 800 points of damage, those between 1/2 mile and 1 mile away take 500 points of damage, those 1 mile to 1 1/2 miles away take 200 points of damage, and those between 1 1/2 miles and 2 miles away take 50 points of damage; creatures not slain by this damage are deafened. Successful Reflex saving throws (DC 35) reduce damage by half. Creatures in the affected area are knocked prone whether they make their saves or not.

Of course, different 30-ft.-diameter bodies, larger bodies, or smaller bodies may impact with more or less energy depending on a host of factors. To introduce some variation into the size of the area affected by a strike, roll 1d4 and consult the Standard Variance table.

d4	<b>Standard Variance</b>
1	Shrink all radii 50%
2	No change
3	Increase all radii 50%
4	Double all radii

For ease of use, this disaster assumes a meteorite 30 feet in diameter. The effects of the impact of larger and smaller meteorites follow a nonlinear curve. Use this simplistic method to determine the effect for a meteorite larger or smaller than the standard: For every 10 percent increase or decrease in the diameter of a meteorite, increase or decrease all noted damage and effect areas and durations by 20 percent. Thus, increasing the size of the 30-ft.-diameter meteorite by 100 percent to 60 feet means that everything in a 3,000-foot radius is destroyed, while everything within 1 1/2 miles takes 2,400 points of damage, and so on. Likewise, you must magnify or diminish the duration of changes in the weather, the extent of wildfires, and other parameters. Meteorites only a few feet or less in diameter hardly cause any damage, and in fact are cool to the touch when they finally drop to the earth.

#### After the Fall

As a traveler or victim gets closer and closer to the point of impact after the fact, she notices more and more effects of the Afterfall, as the following rules attempt to replicate:

Acid Rain: Sometimes, the strange minerals released from a meteor can infuse the atmosphere with dangerous acids that are incorporated into cloud and rain droplets within a 10- to 100-mile radius of a standard meteorite's impact point. This acidified rain comes and goes in squalls that individually last 1d10 minutes, and as a general phenomenon persists for only 2d4 days after impact (in nonstandard meteors of thaumaturgic or stranger origin, this acid rain could be permanent). In affected areas, there is a 1 in 10 chance for such a storm to occur each 12 hours. The acid deals 1d6 points of acid damage per minute (Fortitude save, DC 16 for half damage) to creatures, vegetation, and wooden structures.

*Impact Winter:* A single strike of a standard meteor cools temperatures in the surrounding 50-mile radius for 2d4 weeks from the remnant haze of soot in the air. Multiple meteorites of this size (or a single meteorite yards on a side) spread over a large area could have much longer-lasting consequences, such as bringing winter six months early (and with early winter, the social consequences of lost crops and fractured ecosystems).

*Molten Bombs:* Blobs of molten rock, melted and propelled out of the ground by the heat and force of impact, can be carried miles by the shock wave. These bombs measure up to 6 feet across; any damage they inflict is part of the initial blast damage. Generally, they are found scattered, half-buried where they fell back to earth, in a radius of up to 10 miles from ground zero.

*Wildfires:* Cities, grasslands, and forests within a 10- to 20-mile radius of the impact site of a standard meteorite are subject to decimation by wildfires ignited by the heat of impact. Without a way to halt the fires (such as those in an affected city might accomplish, depending on their resources), assume this swath of flame burns itself out over the course of 1d4 days.

#### **Impact Crater**

The crater made by a meteorite impact is a circular depression surrounded by a rim of smashed and jumbled boulders that rises up above the surrounding level of the plain. For a 30-ft.-diameter meteorite, the crater measures 500 feet in diameter, the rim rises some 40 feet above the surrounding plain, and the crater plunges nearly 200 feet deep. Immediately following impact, the crater fills with a superheated plasma of vaporized iron and stone. Much of it disperses outward (creating bombs and shale balls of meteoritic iron) within mere seconds; however, a haze of this superheated plasma hovers in the depth of the crater for 1d4 hours after impact. Immersion in this plasma deals

20d10 points of fire and electricity damage per round, followed by 10d10 points of damage per round even after a victim is clear of the plasma for 1d3 rounds. Plasma is a combination of the fire and electricity energy types. If a creature is susceptible to at least one of these standard energy types, it is subject to all the plasma damage directed its way (that is, fire and electricity damage are not separated out). In order to gain protection, a creature or character must have protection from, resistance to, or immunity to both fire and electricity. A creature with protection from or resistance to both fire and electricity that is hit by plasma applies only one of those resistances to the attack; whichever protection or resistance type that provides the least protection in a single round is the most protection that one can apply against this plasma damage.

After the plasma finally radiates away, the slowly cooling crater walls and floor continue to deal 2d6 points of fire damage on contact for 2d12 hours. Though the surface may cool enough for creatures to walk upon it and touch it without taking damage, it could take many months, or even many years, for the lava beneath the surface crust to cool completely—especially in the deepest portion of the crater. This is important if some sort of excavation is planned for this area, even years later.

#### Mind Spike (CR Varies)

This appears to be the petrified body of a roper (stalagmite or stalagmite) that has split in two. A creature can identify this hazard with a successful Knowledge (dungeoneering) check, DC 20.

This hazard forms only when an insane roper dies under just the right conditions (usually near a node of subterranean ley lines); over time, its body petrifies and then eventually it cracks, splitting down the middle, radiating esoteric magical energies.

Those that come within the radius of the mind spike must make a successful Will save or be immediately inflicted with the split personality madness affliction (though the victim only gains one split personality). It has half the hp and hardness of stone, and any spell that deals acid damage or has the earth descriptor that affects it causes it to automatically stop radiating its magical energy.

#### Split Personality

*Type* insanity; *save* Will DC (see below); *onset* immediate; *effect* -6 penalty on Will saving throws and Wisdom-based skill checks; multiple personalities: this is a complicated disorder that manifests as distinct and different personalities within the same body and mind. The GM should develop these additional personalities. Every morning, and each time the afflicted character is rendered unconscious, he must make a Will save against his insanity's DC. Failure indicates that a different personality takes over. A character's memories and skills remain unchanged, but the various personalities have no knowledge of each other and will deny, often violently, that these other personalities exist.

Size of Petrified		Will	
Roper	Radius	DC	CR
Large	10 ft.	18	9
Huge	20 ft.	21	12
Gargantuan	30 ft.	23	15
Colossal	40 ft.	26	19

## Mist of Madness (CR Varies)

This patch of seemingly innocuous fog or mist can be found in any humid areas, either above ground (coastal regions, marshes, swamplands) or below. A creature can identify this hazard with a successful Knowledge (dungeoneering or nature) check, DC 40.

The mist obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). Any creatures that venture into the mist, however, will discover that the mist is more than it appears. Creatures that breathe must make a successful Fortitude save or be immediately inflicted with the madness schizophrenia affliction. A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

#### Schizophrenia

*Type* insanity; *save* Will DC (see below); *onset* immediate *effect* -4 penalty on all Wisdom and Charisma-based skill checks; cannot take 10 or take 20; chance of becoming confused (see below).

A schizophrenic character has lost his grip on reality, and can no longer tell the difference between what is real and what is not. These constant hallucinations cause the schizophrenic to appear erratic, chaotic, and unpredictable to others. Each time a schizophrenic character finds himself in a stressful situation (such as combat) he must make a Will save against his insanity's DC. Failure indicates that the character becomes confused for 1d6 rounds

Mist Bank	Fort	
Radius	DC	CR
20 ft.	12	1
50 ft.	15	5
100 ft.	19	10
200 ft.	27	20

## Mourner's Tree (CR7)

A mourner's tree is a chameleon, growing in the same manner as other trees in the area; its primary difference is a black moss-like growth on its bark and an extensive root system beneath the earth that is usually not visible to observers. Another major difference is the lack of birds or insects in or around the tree. A creature can identify this hazard with a successful Knowledge (dungeoneering or nature) check, DC 22.

When a living creature comes within 30 ft. of a mourner's tree it expels a 30 ft.-radius cloud of spores that puts a creature into a cursed magical slumber unless it makes a successful Will saving throw, DC 17.

Sleeping creatures are helpless. Slapping or wounding does not awaken an affected creature, nor does noise. Awakening a creature requires a spell that can remove a curse (as *remove curse*). If a creature falls asleep on the ground within 30 ft. of the mourner's tree, it opens up a coffin sized compartment (sized for a Medium creature) in a manner similar to a Venus Flytrap beneath the creature; this causes the creature to be buried.

Characters take 1d6 points of nonlethal damage per minute while buried. If such a character falls unconscious, he must make a DC 15 Constitution check each minute. If it fails, he takes 1d6 points of lethal damage each minute until freed or dead.

Characters who aren't buried can dig out their friends. In 1 minute, using only her hands, a character can clear rocks and debris equal to five times her heavy load limit. The amount of loose stone that fills a 5-ft.-by-5-ft. area weighs 1 ton (2,000 pounds). Armed with an appropriate tool, such as a pick, crowbar, or shovel, a digger can clear loose stone twice as quickly as by hand. A buried character can attempt to free himself with a DC 25 Strength check. This hazard is treated as an object and has the hit points and hardness of wood.

#### Mushrooms of Ambient Thought (CR Varies)

These small, dun-colored mushrooms grow primarily in dark underground areas of any type. A creature can identify this hazard by sight with a successful Knowledge (dungeoneering) check, DC 20.

Typically found in patches of 1d20+1 plants, these small growths create an ephemeral resonance that require a Will save of any creature who comes within its radius. If this save is unsuccessful, the mushrooms are able to *detect thoughts* (as the spell) of the creature and make them loudly audible to all creatures within its radius. Mushrooms of ambient thought can affect more than one creature with this ability (one creature per two mushrooms). If the victim or victims moves out of the area, this effect immediately stops. Re-entering the 60 ft. radius allows a new save to resist the mushrooms' effect. A creature that successfully saves cannot be affected by the same patch of mushrooms' ability for 24 hours.

If more than three creatures fail their saves and have their thoughts broadcast in this manner, the culminating mental chaos of multiple streams of surface thoughts creates a gibbering effect (mind-affecting, sonic compulsion) similar to that produced by a gibbering mouther. Creatures within its radius must make a second Will save or be confused until they can leave the affected area. Re-entering the radius allows a new save to resist the mushrooms' effect. A creature that successfully saves cannot be affected by the same patch of mushrooms' gibbering effect for 24 hours. Mushrooms of ambient thought are often used as alarms for various types of unintelligent predators (such as vermin, constructs, and undead) and creatures who are generally too powerful to succumb to the fungus' effects. A mushroom of ambient thought can be destroyed by physical or electrical damage; fire damage increases the number of mushrooms by one step (see below, maximum of 20 mushrooms).

Number of Mushrooms	Resonance Radius	Fort DC	CR
2-9	60 ft.	14	3
10-15	75 ft.	16	6
16-19	90 ft.	18	9
20-21	120 ft.	21	12

## Mysticbane Crystal (CR Varies)

The mysticbane crystal is patch of light blue crystals that can be found in almost any environment. A creature can identify this hazard with a successful Knowledge (dungeoneering) check, DC 20.

When a creature is within the radius of the crystal's resonance for 3 or more rounds, it suffers a bizarre effect if it possesses a magical item or a magical ability (spell, spell-like ability, or supernatural ability); these rounds do not need to be consecutive. The victim must make a successful Will save or it attempts to use its most powerful magical attack (subject to GM adjudication, but including magical weapons) against itself each round. It can use any magic item, spell-like ability, supernatural ability, or unused spell (or spell slot). Spells and abilities function as if the victim had used the ability under the compulsion of the mysticbane crystal, except it requires no action on the part of the victim. The creature defends itself as normal from attacks it makes against itself (must hit its AC, makes saving throws as normal, etc.). Creatures that successfully save are immune to the same mysticbane crystal's abilities for 24 hours.

Mysticbane crystals are considered stone for the purposes of hp and hardness, but any amount of sonic damage destroys the entire patch.

Size of	Resonance	Will	<u>an</u>
Patch	Radius	DC	CR
4 inches	5 ft.	11	1/2
5 ft.	10 ft.	14	3
10 ft.	20 ft.	15	4
20 ft.	40 ft.	18	8
40 ft.	80 ft.	23	15

## Pandemic (CR7)

This disaster is an instance of disease where a third of the total population in the regional area is infected and up to half are infected in hard-hit urban areas. It is most likely that 20% to 50% of the total population will die from a pandemic. Governments will have no apparent response to the crisis because none will know its cause or how it's being spread. It can sometimes spread so fast that authorities have no time to reflect upon its origins as both the population and the authorities who would respond are dead. Those who care for the sick are often hit extremely hard. People often panic, turning to divination magics, inquisitions, and many supernatural explanations for the plague, such as the wrath of an offended deity. There are often attacks against certain factions or cultural groups that are blamed for the



#### Pandemic

pandemic. Murders related to these accusations often add to the death tolls.

Authorities who do respond often institute measures that prohibit exports of foodstuffs, condemn black markets, enforce price controls, and outlaw suspect foods, causing other regions to be unable to buy foodstuffs abroad. Crop failures can also result due to a shortage of labor resulting in regional famine even after the pandemic has passed. Foodstuffs become highly prized by pirates, brigands, and looters to be sold on the black market. Malnutrition, poverty, disease and hunger, coupled with war, growing inflation and other economic concerns make the region ripe for a lowerclass revolutionary uprising which can lead to greater social mobility once recovery has started.

Bubonic Plague is one of the likely suspects of pandemic attacks. However in a magical campaign setting it could have gained a resistance to spells that cure disease (such as *remove disease* and *heal* spells) requiring a successful caster level check (DC 20). It could also be actively spread by a religious cult or perhaps a foreign power has set this in motion as a biological attack.

#### Bubonic Plague

*Type* disease, injury or inhaled; *save* Fort DC 17; *onset* 1 day; *frequency* 1/day; *effect* 1d4 Con damage and 1 Cha damage and target is fatigued; *cure* 2 consecutive saves. Infected vermin and parasites spread this disease, also known as Daemon's Touch or the Black Death, through their bites. Once contracted, the disease spreads quickly,

polluting the victim's body with toxins. As the disease reaches the lymph nodes, the victim suffers extreme inflammation of glands, and his skin might take on a black pallor. Symptoms include fever, headaches, nausea, fatigue, and swelling of the lymph nodes (called buboes) on the neck, underarms, and inner thigh areas, and eventually bleeding beneath the skin. A victim who takes any Constitution damage from the disease must immediately make a successful Fortitude save or become fatigued until all his Constitution damage is healed. Each time a victim takes 2 points of Constitution damage from Black Death, he also takes 1 point of Charisma damage.

#### Petrified Ego (CR Varies)

This appears to be the perfectly preserved petrified body of a dragon. A creature can identify this hazard with a successful Knowledge (dungeoneering) check, DC 29. This hazard forms only when an arrogant dragon dies under just the right conditions (usually near a node of subterranean ley lines); over time, its body petrifies and begins radiating esoteric magical energies.

Those that come within the radius of the petrified ego must make a successful Will save or be immediately inflicted with the megalomania madness affliction. It has the hp and hardness of stone; if it suffers any damage it automatically stops radiating its magical energy.

#### Megalomania

*Type* insanity; *save* Will DC (see below); *onset* immediate; *effect* –6 penalty to Wisdom and they will not retreat; megalomania: victims believe that their skills are so much better than they really are that their overconfidence causes them to act rashly and without forethought. Warriors begin to make wild swings, confident in their ability to overwhelm an opponent. Spellcasters confidently step into battle believing they can't be struck before completing a spell. They also believe they are much tougher than they actually are (treat the creatures as believing they have extra hit points equal to the CR of the petrified ego even though they do not possess them). Treat this hazard as an object that has the hardness and hp of stone.

Age Category of Petrified Dragon	Radius	Will DC	CR
5 Young adult	10 ft.	17	7
6 Adult	20 ft.	18	8
7 Mature adult	30 ft.	18	9
8 Old	40 ft.	19	10
9 Very old	50 ft.	20	11
10 Ancient	60 ft.	21	13
11 Wyrm	70 ft.	22	14
12 Great wyrm	80 ft.	23	15

#### Phane Crystal (CR Varies)

These reflective crystalline rock formations create imperfect mirror images of those that look into them (Perception check DC 15 to see a reflection). While rare, they can be found in nearly any environment where chronomancy (such as that used by time thieves and time wardens) has been used. A creature can identify this hazard with a successful Knowledge (dungeoneering) check, DC 20.

Up to 4 times per day if a creature sees its reflection in the mirror's surface, an exact duplicate from a parallel alternate past steps out of the crystal. This is a stolen time duplicate that has the same stats and possessions as the original, but is treated as if having two negative levels (which simulates a less experienced version of the original). The phane crystal can never create a past time duplicate of a creature with more than 25 HD (add sufficient negative levels to compensate for a higher foe HD, if necessary). The past time duplicate, despite having most of the knowledge of the original, attacks the original. If the past time duplicate is slain, the original is not harmed because the duplicate was pulled from a parallel past. The duplicate has all the possessions and powers of its original (including magic). Upon the defeat or destruction of either the duplicate or the original, the duplicate and its items disappear completely. Destroying the crystal (Hardness 1, 5 hit points) causes all of the duplicates to immediately vanish. The CR of this encounter is one less than the CR of the creature duplicated.

## Phantom Flora (CR Varies)

These invisible, incorporeal, undead mundane plants can be of any size or any species of plant. The area they are found in is usually devoid of all life, including insects and other plants, the earth is usually parched and cracked by what used to be their root system before they were destroyed, though sometimes this area erodes away because the plant life is no longer there to protect the soil. A creature can identify this hazard with a successful Knowledge (religion) check, DC 23.

Certain foul perversion of evil and the undying can corrupt mundane plant life with the negative energy of death, transforming them into phantom plants. Any kind of flora can be transformed, from the smallest of grasses to giant sequoia. The physical remains of the flora disappear as it becomes a specter of its former nature. They become momentarily visible when a living corporeal creature passes through them creating a flickering, ghostly image. However when the creature passes through the phantom flora, the flora inflicts a number of negative levels on the creature (see below). Negative levels bestowed by phantom flora of CR 3 or less grant a Fortitude saving throw to negate, and only last 1 hour. Usually, negative levels have a chance of becoming permanent, but the negative levels from phantom flora of CR 3 or less don't last long enough to do so. A phantom flora gains 5 temporary hit points for each negative level it bestows upon an opponent. These temporary hit points last for a maximum of 1 hour. Negative levels bestowed by phantom flora of CR 7 or higher are inflicted automatically on living corporeal creatures that pass through them (no save). Negative levels inflicted by them remain until 24 hours have passed or until they are removed with a spell such as restoration. If a negative level is not removed before 24 hours have passed, the affected creature must attempt a Fortitude save. On a success, the negative level goes away with no harm to the creature. On a failure, the negative level becomes permanent. A separate saving throw is required for each negative level. As the phantom flora's invisibility is inherent, it is not subject to the invisibility purge spell. Phantom flora are treated as incorporeal objects that have hit points and hardness (see below), positive energy ignores this hardness.

Size	Negative Levels	Fort DC	Hard- ness	hp	CR
Fine	1	11	1	4	1/2
Dimin.	1	12	2	9	1
Tiny	1d2	13	2	18	2
Small	1d2	14	5	27	3
Medium	1d4	17	5	63	7
Large	1d4	18	10	81	9
Huge	1d6	21	10	108	12
Gargan.	1d6	23	15	135	15
Colossal	2d4	26	15	171	19

#### Planar Bleed (CR 4)

Existing where a tear or malfunctioning planar portal to another dimension has appeared, this hellishly red fog, which appears to have rippling waves passing through it, is feared by all planar travelers.

The original size of the planar tear or portal determines the size of the hellish fog, though the largest patch ever encountered covered a 50-foot square area. A creature

standing inside a patch of hellish fog at any time must make a successful Fortitude save or be affected by a warpwave (though no more than once per round). A patch of planar bleed can be dissipated harmlessly with *gust of wind* or a similar spell but it only dissipates for 1 round. Any conjuration (summoning) spell can be used to repair a planer bleed spell if the caster is adjacent to the tear and succeeds at a spell craft check equal to 15+ the CR of the hazard.

Size	Fort DC	CR
5 ft.	17	7
10 ft.	19	10
20 ft.	21	13
40 ft.	16	24
50 ft.	19	26

#### d20 Warpwave Effect

- 1 Target takes 2 Strength damage.
- **2** Target takes 2 Dexterity damage.
- **3** Target takes 2 Constitution damage.
- 4 Target takes 2 Intelligence damage.
- **5** Target takes 2 Wisdom damage.
- **6** Target takes 2 Charisma damage.
- 7 Target gains 1 negative level.
- **8** Target is blinded or deafened for 1d4 rounds.
- **9** Target is confused for 1d4 rounds.
- **10** Target is entangled by filaments of energy for 1d4 rounds.
- **11** Target becomes fatigued (or exhausted if already fatigued).
- **12** Target becomes nauseated for 1d4 rounds.
- **13** Target is stunned for 1d4 rounds.
- **14** Target is sickened for 1d4 rounds.
- **15** Target is staggered for 1d4 rounds.
- **16** Target gains 4d6 temporary hit points.
- 17 Target is affected by a *heal* spell (CL = Planar Bleed's CR).
- **18** Target is turned to stone.
- **19** Target is affected by *baleful polymorph* (CL = Planar Bleed's CR).
- **20** Portions of target's body burst with energy of a random type (choose between acid, cold, electricity, or fire), dealing 4d6 points of damage of the appropriate type to the target.

## Portal Fungus (CR Varies)

This dark brown and gray moss grows over and blends into wooden and iron doors. A creature can identify this hazard with a successful Knowledge (dungeoneering) check, DC 25.

If a door has a lock it adds +5 to the DC of the Disable Device check to open the lock as it tends to gum up the inner workings; it also causes doors to swell and get stuck increasing the DC to force them open by +5 as well. If a physical attack is used against the fungus or a door it is attached to, such as using a portable battering ram, kicking in the door, or taking an axe to the door, the portal fungus lets out a shockwave of amplified sonic energy in an arc on the side of the door that was attacked dealing bludgeoning damage and sonic damage to all creatures and objects within the area. Creatures are knocked prone and stunned for 1 round, and living creatures are also permanently deafened. A successful Will save negates being knocked prone, stunned and being deafened, and reduces the damage by half. This loud noise that can be easily heard by anybody within 100 ft. (no Perception check required). The noise can penetrate up to two feet of stone or six inches of iron. The creature absorbs and feeds on ambient sonic energy; if sonic energy is dealt to it, it converts this energy into a shockwave burst. Portal fungus can be washed away with water or destroyed by any amount of acid damage.

Door	Will	Blg	Sonic	Arc	
Size	DC	Dmg	Dmg	radius	CR
5x10 ft.	16	3d6	3d6.	15 ft.	5
10x15 ft.	18	4d6	4d6	20 ft.	7
15x20 ft.	23	6d6	6d6	25 ft.	9
20x25 ft.+	25	7d6	7d6.	35 ft.	11

## Puffballs of Paralysis (CR Varies)

These small and delicate fibrous plants, about 1 to 2 inches in diameter, can be found in any non-arctic environment, usually on the corpse of a dead creature. There are typically 1d6+1 puffballs of paralysis in a cluster. A creature can identify this hazard with a successful Knowledge (dungeoneering) check, DC 35. Any creature contacting them via hand or other means (stepping on them, prodding with a weapon or stick, etc.) causes the puffball to erupt in a cloud of spores that inflicts puffball spore poison (destroying the puffball). New puffballs are usually found later, growing on this corpse. Fire or cold damage destroys these fungi without triggering the explosion of spores, but any other form of damage does.

#### Puffball Spore Poison

*Type* poison (contact); *save* Fortitude DC (see below); *onset* immediate; *frequency* 1/round for 6 rounds; *effect* (see below) Dex damage; *cure* (see below).

# of balls	Spore Cloud Radius	Dex Dmg	Fort DC	Cure	CR
2	10 ft.	1d3	13	1 save	2
3-4	20 ft.	1d4	15	2 saves	4
3-4 5-6	30 ft.	1d6	17	2 consecutive saves	4 6
7	35 ft.	1d8	19	3 consecutive saves	8

#### Rapture Blossoms (CR Varies)

Rapture blossoms bloom from the first day of spring until the last day of fall; they bloom on a leafless plant that stands 1 to 2 feet tall at maturity with a pink stalk and a bright red triangular flower. The plant can be found in any non-arctic, non-subterranean environment. Someone can identify this hazard with a successful Knowledge (nature) check, DC 22.

In addition, if it is in bloom, any creature that catches its full scent must make a successful Fort save or be struck by pure pleasure. It suffers a -4 inherent penalty to Wisdom and gains a +4 enhancement bonus to Constitution. In addition, the subject gains immunity to fear. It also does not fall unconscious if brought to negative hit points, being only disabled each round until dying or healed to positive hit points. The effects of rapture blossoms last one hour; resistance and immunity to poisons applies to the effects of rapture blossoms; any spell that can negate the effects of poison (such as *remove poison*) negates the effect of rapture blossoms

Size of	Scent Cloud	Fort	
Patch	Radius	DC	CR
5 ft.	10 ft.	14	2
25 ft.	30 ft.	16	5
50 ft.	60 ft.	18	8
100 ft.	110 ft.	21	11

## Resinite Slime (CR Varies)

Off-white, wet, extremely viscous and sticky, resinite slime clings to sewer walls, floors, and ceilings in patches, reproducing as it consumes organic matter. A creature can identify this hazard with a successful Knowledge (dungeoneering) check, DC 25.

Like many other slimes, resinite slime drops down on unsuspecting targets when it detects movement. A patch of resinite slime hardens instantly, causing Dexterity damage each round. If the cumulative Dexterity damage from the resinite slime ever equals the victim's actual Dexterity score, the following applies:

- The victim remains conscious but is held immobile and cannot take any physical action (although see below) until the resin is removed or the victim breaks free.
- Spell-like abilities or spells with only verbal components may be used if the trapped creature can make a successful concentration check (DC 11 + double the spell's level).
- The victim cannot take any additional Dexterity damage from resinite slime (it cannot take Constitution damage) until the resin is removed or the victim breaks free.

It's a DC 22 Strength check (made as a full-round action) to pry accumulated slime off and remove all Dexterity damage caused by the resin—a creature that is held immobile can break free with a DC 27 Strength check made as a full-round action (this is the only physical action the creature can attempt while encased in resin). If the resin takes the listed acid damage it is dissolves instantly (though any damage above that is dealt to the victim). Otherwise the resin is treated as having the same hardness and hp as 1-ft. thick, magically reinforced iron.



#### **Revelation Bloom**

Size of Patch	Dexterity Damage	Acid Damage	CR
5 ft.	2d6	24	7
10 ft.	2d8	35	10
15 ft.	3d6	45	13
20 ft.+	3d8	56	16

#### Revelation Bloom (CR -)

Revelation bloom appears as a small patch of flowers with purple petals, green "hairy" stems, and long thin green leaves. Revelation bloom can generally be found in any non-arctic, non-subterranean environment and flowers from early spring until late fall; when it is in full bloom it gives off a slightly harsh scent that can be detected to a range of 30 feet beyond its normal radius. A creature can identify this hazard by sight or scent with a successful Knowledge (nature) check, DC 20.

The 40-ft. radius around a revelation bloom suppress illusions, invisibility spells (including *improved invisibility*), transmutation (polymorph) spells, wild shape and change shape abilities as if they were affected by an *anti-magic field*. The spells are still in effect, just magically suppressed. A creature with *improved invisibility* appears within the spell, but disappears again if it moves out of the area. Some very enterprising creatures are known to keep potted revelation blooms in

special locations and along hedgerow fences to revel intruders. They can be destroyed by any amount of damage.

## Roof of Fast-Moving Vehicle (CR varies)

Some battles take place on the roof of carriages, steam giants, airships, or even alchemic, steam, or clockwork powered trains. The area to stand on is often limited and there are the risks of tunnels, bridges, and overhead lines so creatures have to be on the lookout for obstacles, along with the effects of the high winds. Creatures also run the very real risk of a short, fast drop followed by a sudden painful stop. Creatures automatically recognize this hazard.

While on the roof of a fast-moving vehicle, you suffer the effects of severe wind (60 ft. -120 ft) or windstorm effects (500 ft.); see wind effects (*Pathfinder*  $\mathbb{R}$  *Roleplaying Game Core Rulebook*<sup>TM</sup>).

Falling from a fast-moving vehicle is treated as if the fall were an additional 10 feet farther for every 30 feet of the vehicle's movement for the purposes of determining damage (see below). Acrobatics can be used to soften this fall, and magic abilities such as *feather fall* can be used to negate the effects of falling off a vehicle.

Creatures must make a successful Perception check to be aware of upcoming objects and can make a Reflex save to avoid an upcoming object if it is aware of it. Hitting a solid overhead obstacle inflicts automatic fall damage, and has the creature fall into a square adjacent to the end of the vehicle after it has passed. Hitting a non-solid object, such as a washing line, scaffolding, etc. inflicts half the listed falling damage and initiates a bull rush attempt to knock the creature off the back of the vehicle (see below). If you have been bull rushed or thrown off the vehicle you can make a Climb check (DC equal to the combat maneuver check result) to hang on to the side of the vehicle. For the purposes of this hazard, vehicles are assumed to be moving at their maximum speed. If GM's desire results based on average speeds, reduce the amounts listed below by cutting them in half.

## Jable: Roof of Fast Moving Vehicle

Vehicle Type	Maximum Speed	Fall Damage	Perception DC	Reflex	Bull Rush	
				DC		CR
Carriage (horses)	100 ft.	11d6	20	18	25	8
Carriage	120 ft.	13d6	22	19	27	10
(howlers)						
Carriage	100 ft.	11d6	20	18	25	8
(dire cheetahs)	(500 ft. charge)	(20d6)	(60)	(23)	(65)	(15)
Steam Giant	60 ft.	8d6	23	16	28	6
Airship	100 ft.	12d6 + altitude	20	20	25	11
Train	500 ft.	20d6	60	23	65	15

## Rot Mold (CR Varies)

In heavily-wooded forests or in wooden structures, a rare type of rapidly spreading mold can be found. It covers a large area, high up within the trees or in the structure, and will cause a *fog cloud* to appear (inside the structure, if in a structure, or, if outdoors, in a 2 ft. mile radius (as *control weather*)). Creatures can often be alerted to its presence by the creaking of rotting limbs or wood in the structure that almost drowns out every other sound in the area.

When a sound is created louder than the creaking limbs (combat, communicating without requiring a Perception check, etc.), the mold causes rotting limbs or pieces of the structure to drop onto the creatures below, a successful Reflex save halves the damage.

Fire spreads like wildfire through the entire rot mold but if the slime itself is ever destroyed, its destruction causes all the trees in the area or the structure itself to collapse.

Location	Falling Debris Damage	Ref DC	CR
Wooden Structure	2d6	12	1
Forest	4d6	15	4
Collapse	8d6	18	8

Creatures caught in a collapse are subsequently buried if they failed their saving throws.

Creatures take 1d6 points of nonlethal damage per minute while buried. If such a creature falls unconscious, it must make a DC 15 Constitution check each minute. If it fails, it takes 1d6 points of lethal damage each minute until freed or dead.

Creatures who aren't buried can dig out their friends. In 1 minute, using only its hands, a creature can clear wood and debris equal to five times its heavy load limit. The amount of loose wood that fills a 5-ft.-by-5-ft. area weighs half a ton (1,000 pounds). Armed with an appropriate tool, such as an ax or crowbar, a rescuer can clear timber twice as quickly as by hand. A buried creature can attempt to free itself with a DC 25 Strength check.

## Saber Grass (CR7)

There are places where the grasses grow six to ten feet high in dense thickets, and the ground is soft and marsh-like. A creature can identify this hazard with a successful Knowledge (nature) check, DC 20. Saber grass obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks

have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). Noise is also muffled and distorted increasing all Perception DCs by 10 and adding +10 to Stealth checks. It costs 4 squares of movement to move into an area with saber grass and a successful Acrobatics check (DC 20) is required to avoid taking 1d3 points of slashing damage from the edge of the razor sharp, steel strength grass. It also increases the DC of all other Acrobatics checks by 5. Running and charging in razor grass is impossible. There is almost always at least one patch of quicksand in a field of razor grass. Saber grass has the hardness and hit points of 1foot thick steel.

#### Septic Slime (CR Varies)

Septic slime forms in the sewage systems beneath cities and in other septic systems it is created by the waste materials created by magic-using creatures. This material absorbs flesh and organic materials and, like many types of slime, is even capable of dissolving metal. Dull olive green, wet, and sticky, septic slime clings to sewer walls, floors, and ceilings in patches, reproducing as it consumes organic matter. A creature can identify this hazard with a successful Knowledge (dungeoneering) check, DC 25.

Like many other slimes, septic slime drops down on unsuspecting targets when it detects movement. A patch of septic slime drains Constitution, absorbing the organic material from a living creature. When it successfully kills a living creature with Constitution drain, it increases in size by 5 ft. On the first round of contact, the slime can be scraped off a creature (most likely destroying the scraping device), but after that it must be frozen, burned, or cut away (dealing damage to the victim as well). Anything that deals sonic or negative energy damage destroys a patch of septic slime. Against wood, corporeal undead, or metal, septic slime deals 1d6 points of damage per round, ignoring the material's hardness and the undead or construct creature's damage reduction. It does not harm stone.

Size of	Constitution	Fort	
Patch	Drain	DC	CR
5 - 20 ft.	1d6	17	7
25 - 45 ft.	1d8	19	10
50 - 95 ft.	2d6	21	13
100 ft.+	2d8	24	16

## Shadow Pollen (CR4-12)

Plants transformed or destroyed by necromancy and other vile magics often try to release their spores at the moment of their deaths in order to propagate their species into the next generation. But sometimes the pollen is corrupted by these dark powers and is transformed into shadow pollen. Shadow pollen has no physical existence and in many ways sin similar to undead shadows, and in reality, it is the revenant shadow of the pollen that was destroyed by vile forces. Shadow Pollen is incorporeal and invisible though its



#### Site of Rust and Worm

shadow can be seen on the ground and drifts around unencumbered by the wind.

Clouds of shadow pollen can range from a 5 ft. diameter patch up to 25 feet in diameter. When a living creature passes through a cloud of shadow pollen it must make a DC 15 Fortitude save (add +2 to the DC for each 5 ft. diameter beyond the first 5ft.) or suffer 1 point of Strength damage per 5 ft. diameter of the cloud of shadow pollen. This hazard can be destroyed by any amount of positive energy damage.

The Challenge Rating of 5 ft. diameter cloud of shadow pollen is 4; For each 5 ft. diameter beyond the first increase the Challenge Rating by +2.

## Site of Rust and Worm (CR Varies)

This location has been touched by the deity or ethos of time, decay, or destruction or it has a mystical legacy of a ruined and lost civilization being located here. A creature can identify this hazard with a successful Knowledge (history or religion) check, DC 25.

Any corporeal dead or undead creature, iron, or iron alloy item or creature must make a successful Fortitude saving throw when it enters the site or it begins to crumble into rust or dust. This effect instantaneously destroys 1d6 points of AC gained from metal armor (to the maximum amount of protection the armor offers) through corrosion. An iron or iron alloy weapon that is affected is destroyed. A dead or undead organic creature or ferrous creature instantaneously suffers damage based on the size of the site (see below). This site can only be destroyed by a *miracle* or properly worded *wish* spell cast at its central location.

	Will		
Size of Site	DC	Damage	CR
600 sq. ft. or less	14	3d6	3
800 sq. ft.	15	4d6	4
1,600 sq. ft.	18	8d6	8
3,000 sq. ft. +	23	15d6	15

#### Sleepless Crystal (CR Varies)

Sometimes called crystals of the khan, these dark red and purple crystalline rock formations appear to branch off in two jagged directions. They can be found in nearly any environment, though they are more common near portals to the Plane of Dreams. A creature can identify this hazard with a successful Knowledge (dungeoneering) check DC 23.

If a creature sleeps within the radius of one of these, it must make a Will saving throw, upon a failed saving throw it is immediately inflicted with the madness insomnia affliction. Treat this hazard as an object with the hardness and hp of stone.

#### Insomnia

*Type* insanity; *save* Will (see below); *onset* immediate; *effect* the victim cannot rest or sleep; accruing penalties for fatigue in addition to being unable to heal naturally. Even creatures such as elves that normally do not sleep are unable to get a proper rest with which to re-energize to gain spells or heal naturally. The creature becomes immune to effects that would cause sleep such as a *sleep* or *deep slumber* spell.

Size of Patch	Radius	Will DC	CR
4 inches	5 ft.	11	1/2
5 ft.	10 ft.	14	3
10 ft.	20 ft.	15	4
20 ft.	40 ft.	18	8
40 ft.	80 ft.	23	15

## Sloped Shingled Surface (CR Varies)

This is usually a steep, slate-roofed building. With each step, cracking noises sound, debris or shingles slip loose and slide down to the edge and drop down to the ground, and then the creature watches as the shingle under its foot buckles and snaps.

Each time a creature moves on or into a 5-ft. square of the slopped shingled surface, a shingle breaks free, and the creature must make a successful Acrobatics check or fall prone and slide down the roof toward the edge. It slides down at the distance indicated by the slope at the end of its turn and may be swept over the edge where it could fall the listed height. It can make an Acrobatics or Climb check to stop itself at the last moment so it ends up dangling over the edge or to stop its continued motion (though the DC is increased by 10). Damaging slates in squares occupied by creatures also causes shingles to break free; a creature in that space must also make a successful Acrobatics check or fall prone and slide down the roof toward the edge. Casting while sliding down the roof requires a successful concentration check with a DC of 15+ double the spell's spell level.



#### Sloped Shingled Surface

**Gradual Slope**: This incline isn't steep enough to affect movement, but characters gain a +1 bonus on melee attacks against foes downhill from them.

**Steep Slope**: Characters moving uphill (to an adjacent square of higher elevation) must spend 2 squares of movement to enter each square of steep slope. Characters running or charging downhill (moving to an adjacent square of lower elevation) must succeed on a DC 10 Acrobatics check upon entering the first steep slope square. Mounted characters make a DC 10 Ride check instead. Characters who fail this check stumble and must end their movement  $1d2 \times 5$  feet later. Characters who fail by 5 or more fall prone in the square where they end their movement. A steep slope increases the DC of Acrobatics checks by 2.

#### Sloth Slush (CR Varies)

This slurry mixture of snow and water is mixed with earth resulting in a gray or muddy brown color. A creature can identify this hazard with a successful Knowledge (dungeoneering) check, DC 29

This patch of slush is tainted by the evil of desecrated or unhallowed earth. A creature can walk within or through the area of sloth slush at half normal speed with a DC 10 Acrobatics check. Failure means it can't move that round, while failure by 5 or more means it falls prone. Creatures in contact with sloth slush suffer Wisdom drain each round, and are blinded and staggered unless they make a successful Will saving throw each round they remain in contact with it. Any amount of fire damage destroys sloth slush, but cold damage or spell with a water descriptor will cause it to increase in size by one category (see below, maximum 160 ft patch)

spen ieven.					Size of Patch	Will DC	Wisdom Damage	CR
Slope	Acrobatics DC	Distance	Height	CR	10 ft. 20 ft.	15 18	1d6 1d8	5 8
Gradual	15	40 ft.	20 ft.	1	40 ft.	21	2d8	12
Steep	20	60 ft.	60 ft.	5	80 ft.	24	3d6	16
•					160 ft.	27	3d6	20

#### Slothful Site (CR Varies)

This location has been touched by the deity or ethos associated with laziness and/or despair. A creature can identify this hazard with a successful Knowledge (religion) check equal to 15 + the CR of the site.

Creatures that remain in the site for more than 8 hours must make a successful Will save or immediately enter a magical slumber. Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action). If awakened in this manner, the victim will remain awake until there is a lull in activity and then it will fall asleep again (subject to GM adjudication). While it is awake, the victim will not make attacks of opportunity or cast spells defensively. This does not affect unconscious creatures, constructs, or undead creatures. Creatures that are immune to sleep are immune to this effect. If the target would normally have feelings of alertness and diligence (such as a creature having taken a vow of diligence, a holy quest, or under the effect of a geas), it receives a +4 bonus on its saving throw. Any spell with the emotion descriptor (See Pathfinder<sup>®</sup> Roleplaying Game: Ultimate Magic<sup>™</sup>) used upon the victim negates this effect. This is a mindaffecting compulsion effect. This site can only be destroyed by a miracle or properly worded wish spell cast at its central location.

Size of Site	Will Save	CR
600 sq ft. or less	14	3
800 sq ft.	15	4
1,600 sq ft.	18	8
3,000 sq ft. +	23	15

## Slowsilver Slime (CR Varies)

This slime is the color of mercury or chrome and looks like an incredibly thin piece of liquid metal. It usually coats a floor's surface but it can coat walls and ceilings as well.

The slowsilver slime slows land and climb movement speeds to one-quarter normal, and creatures moving on the substance must make a Reflex save or fall to the ground, landing prone.

Creatures trying to return to a standing position as a standard or move action must make an additional Reflex save or Acrobatics check or fall prone again. Creatures expending a full-round action to right themselves automatically succeed. Naturally, slowsilver slime only affects creatures in direct contact with it. Treat slowsilver slime as an object with the hardness and hit points of 1-inch think iron, acid and sonic damage by passes its hardness.

Radius Patch	of	Ref DC	Acrobatics DC	CR
40 ft.		14	15	1
80 ft.		15	17	3
160 ft.		16	19	5

#### Slumber Moss (CR Varies)

This plant is a distant cousin of yellow mold. It feeds on moisture, so any area in which it grows is always extremely dry. A creature can identify this hazard by sight with a successful Knowledge (dungeoneering) check, DC 20. Slumber moss emits a sweet smell in a constant radius that has the same effect as a *deep* slumber spell except a successful Fortitude save, rather than Will save, negates. Creatures immune to poisons or gas attacks are immune to this effect, and bonuses to poisons are added to this saving throw. A victim that falls asleep is quickly covered by the moss. It takes 1 full round to cover a creature of Diminutive size or smaller and one additional round for each size larger than Diminutive. A creature so covered must make a Constitution check each round (DC 10, +1 per previous check). If the subject fails a Constitution check, it is reduced to 0 hp (and would fall unconscious were it not already so). On the next round, the subject drops to -1hit points and is dying. On the third round, the subject suffocates and dies. Slain victims are digested in 1d2 hours by acidic secretions from the moss. A typical patch of slumber moss is a single 5-ft. square and can be destroyed by sonic damage, which also awakens a covered creature.

Size of Patch	Sleep Gas Radius	Duration	Fort DC	CR
5 ft.	10ft.	3 min	13	2
10 ft.	20ft.	5 min	15	4
15 ft.	30ft.	7 min	17	6
20 ft.	40 ft.	9 min	19	8

## Spectral Grubs (CR varies)

Spectral grubs are created when rot grubs infest a body that is transformed into an incorporeal undead creature. Generally, spectral grubs infest a single creature until it dies; a Perception check (DC below) is enough to notice a creature has been infested by a spectral grub. Otherwise, a spectral grub swiftly passes from the carcass to slide into the creature, which can attempt a Reflex save to avoid the grub (but only if the creature is aware of the worm's presence). Any amount of deflection or ghost touch armor is enough to provide immunity to infestation. A creature can identify this hazard with a successful Knowledge (dungeoneering) check, DC 22, if it is aware of the grub's presence.

Once a spectral grub has infested a living body, its necromantic energies attack the bond between a living soul and its body, which also damages its driving force of will. The target creature suffers hit point damage and Charisma drain each day. Upon a successful Fort save, the target suffers only half the hit point damage and negates the Charisma drain for that day.

Any spell effect that can cure disease (such as *remove disease*) or defend against negative energy (such as *death ward*) has a 50% chance to kill any spectral grub; if the caster can also turn undead it is automatically successful.



Size of Creature Initially	Perception	<b>Ref and Fort</b>	Hit Point	Charisma	
Infested	DC	DC	Damage	Drain	CR
Small	22	13	1d6	1	2
Medium	24	15	4d6	2	4
Large	26	17	6d6	3	6
Huge	28	19	8d6	4	8

#### Jable: Spectral Grubs

#### Spell-Jeech (CR Varies)

Water sources near sites of powerful magic, or where spells are either taught or used with frequency, are sometimes home to the terror known as the spell-leech. A spell-leech varies in size from 1 to 6 inches, its skin works like that of a chameleon, blending to match the background of its environment, often appearing as little more than a ripple in the water as it moves. A creature can identify this hazard with a successful Knowledge (dungeoneering) check, DC 27.

A gentle attacker with an anesthetizing poison, it will seek out and attach itself to a spellcasting creature or a creature with spell-like abilities without being noticed (Stealth, DC 20). Once attached, the spell-leech quietly drains its host of spell slots, prepared spells, or uses per day, starting with the highest-level first each round that it's attached. These drained slots, prepared spells, or uses per day can only be recovered with a spell or effect that restores or repairs ability drain (such as a restoration spell). The spell-leech detaches itself once it has drained a specific number of spell slots, prepared spells or uses per day and then slithers back into the water (if it can). Some devious non-spellcasters seeking to hinder spellcasting foes have slipped these into drinks or even water barrels. Spell-leeches have no other combat abilities and negligible hp and AC; a creature can kill one easily by tearing it off and squishing it, assuming she notices it before it drops away. As such, it works better as a hazard rather than as an actual combat encounter.

Size	of	Maximum	
Leech		# Drained	CR
1 inch		3	7
2-3 inch		6	10
4-5 inch	es	9	13
6 inches	5	18	16

#### Star-Spawn Fungi (CR varies)

The body of this extremely rare fungi grows on the stumps or dead roots of trees, and somewhat resembles a dark, brown cigar; at night it splits open radially into a star-like arrangement of seven leathery, green-tapered strips. The interior surface bears the spore-bearing tissue. Its opening is always accompanied by a distinct hissing sound and a smoky cloud of spores. A creature can identify this hazard with a successful Knowledge (dungeoneering) check, DC 15

If a creature remains within its radius for 3 rounds at night or disturbs it during the day, it releases its cloud of spores. Creatures in the radius of the spore cloud must make a successful Will save or immediately be inflicted with the madness dementia affliction.

#### Dementia

*Type* insanity; *save* Will (see below); *onset* immediate; *effect* the creature's ability to remember facts is compromised and is often inattentive. The victim can use only one-half of the character's normal skill modifier on any Intelligence-based skill check and on any check requiring attentiveness (such as Disable Device, Open Lock, Perception and, of course, concentration). Any time the victim must do something that requires accessing its memory (including casting spells), it must make an Intelligence check (DC 15).

Size of		Will	
Patch	Radius	DC	CR
4 inches	5 ft.	11	1/2
5 ft.	10 ft.	14	3
10 ft.	20 ft.	15	4
20 ft.	40 ft.	18	8
40 ft.	80 ft.	23	15

## Strobe Crystals (CR Varies)

These illuminating scintillating collection of crystals are extremely difficult to look at. A creature can identify this hazard with a successful Knowledge (dungeoneering) check, DC 25.

On extremely rare occasions, the underling magic of a permanent prismatic wall or other type of magical wall based on light fails or becomes corrupted and the wall transforms into a sheet of translucent crystals. These crystals can only be destroyed in the same manner as the wall that it was created from, which while rare often makes them extremely durable, while they no longer retain any other of their original effects 3 rounds after a source of magical light (such as a daylight spell) affects them they produce a dramatic strobe affect.

A patch of strobe crystals can range from a 4 ft. wide 2 ft. high wall of crystals to 80 ft. wide 40 ft. foot high wall. After 3 rounds of being affected by a magical light source the supernatural strobe affect can cause the following affects in a 120 ft. radius.



	Tab	se:	Strol	ie ()	rystals
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Wall Size	Will DC	<b>Primary Effect</b>	Secondary Effect	CR
4 ft. wide x 2 ft. high wall	15	Dazed	Dazzled	4
20 ft. wide x 10 ft. high wall	18	Confused	Shaken	8
40 ft. wide x 20 ft. high wall	21	Nauseated	Sickened	12
60 ft. wide x 30 ft. high wall	24	Stunned	Staggered	16
80 ft. wide x 40 ft. high wall	27	Paralyzed	Fascinated	20

An opponent can resist the effects of the strobe crystals with a successful Will save (the exact DC is given above). On a failed save, the creature is subject to the primary effect. Each round on its turn, the creature may attempt a new saving throw to end the effect. This is a full-round action that does not provoke attacks of opportunity. A creature that succeeds on the saving throw is subject to the secondary effect for one round but is thereafter immune to that same strobe crystals effect for 24 hours. Strobe Crystals create a mind-affecting light effect.

## Stun Ground (CR Varies)

This dangerous peril is actually an odd variety of slime. It uses its mildly acidic nature to create a depression in the ground that it can lay in, its surface then stiffens and then blends to match its surroundings, when its prey walks on top of it, it uses its bioelectricity to stun it and suck it in to its body where its slowly suffocates and consumes the creature.

A character approaching stun ground at a normal pace is entitled to a DC 15 Survival check (add +5 to the DC for ach 5 ft. diameter beyond the first 5 ft.) to spot the danger before stepping in, but charging or running characters don't have a chance to detect stun ground before rushing on top of it. Stun ground can range from a 5 ft. diameter patch up to 25 feet in diameter; When the stun ground sense the vibration of a object or creature on top of it attempts to stun all creatures and objects atop it. Creatures suffer 1d6 points of nonlethal electricity damage per 5 ft. diameter of the Stun Ground they must also make a DC 15 Fortitude save (add +2 to the DC for each 5 ft. diameter beyond the first 5ft.) or be stunned for 1d4 rounds.

After it has made this attempt creatures must make a DC 15 Swim check every round to simply tread the slime in place, or a DC 20 Swim check to move 5 feet in whatever direction is desired. If a trapped character fails this check by 5 or more (stunned characters automatically fail), the creature sinks below the surface and begins to drown whenever the creature can no longer hold its breath (Stunned creatures cannot hold their breath, see the Swim skill description in Using Skills). Characters below the surface of stun ground may swim back to the surface with a successful Swim check (DC 20, +1 per consecutive round of being under the surface).

Pulling out a creature trapped in stun ground can be difficult and risks becoming stunned itself. A rescuer needs a branch, spear haft, rope, or similar tool that enables him to reach the victim with one end of it (which will likely conduct the stunning effect). Then the rescuer must make a DC 15 Strength check (add +2 to the DC for

each 5 ft. diameter beyond the first 5ft.) to successfully pull the victim, and the victim must make a DC 10 Strength check to hold onto the branch, pole, or rope (if it becomes coated with the stun ground's slime add +5 to this DC). If both checks succeed, the victim is pulled 5 feet closer to safety. If the victim fails to hold on, he must make a DC 20 Swim check immediately to stay above the surface.

A stun ground can deal 1 point of acid damage per minute to objects and creatures in contact with it.

The Challenge Rating of 5 ft. diameter stun ground is 3; for each 5 ft. diameter beyond the first increase the Challenge Rating by 2.

## Sudden Sinkhole (CR Varies)

Sinkholes are common where the rock below the land surface is limestone, salt beds, or other rocks that can naturally be dissolved by circulating or changing levels of ground water. As the rock dissolves, spaces and caverns develop underground. These sinkholes can be dramatic because the surface land usually stays intact until there is not enough support. Then, a sudden collapse of the land surface can occur. The actions of creatures such as diversion of water sources, sewer breaks, and extraction of groundwater can also lead to sudden sinkholes. A creature can identify this hazard with a successful Knowledge (geography) check, DC 40 before it occurs; the tremorsense ability adds +20 to this check.

When a creature or object enters the area of an impending sudden sinkhole, or ends its turn in its diameter at the end of a turn, roll 1d6, on a result of a 1, the sudden sinkhole collapses. Any creature standing in the area of the sinkhole's diameter when it collapses must make a Reflex saving throw to avoid falling into it and is moved to the closest adjacent square, (or it can choose to fall); this movement does not provoke an attack of opportunity. Creatures who fall into the sinkhole take falling damage; the sinkhole's depth is equal to its diameter (see below). The sudden sinkhole it is: soil-lined bowls (DC 15) to bedrock-edged chasms (DC 25).

Diameter	<b>Ref DC</b>	CR
10 ft.	11	1/2
30 ft.	14	3
50 ft.	15	4
100 ft.	18	8
2,000 ft.	23	15

## Jalent-Jeech (CR Varies)

Water sources near sites of great deeds or where extremely talented students are taught are sometimes home to the horror known as the talent-leech. A talentleech varies in size from 1 to 6 inches, its skin is transparent, often appearing as little more than a ripple in the water as it moves. A creature can identify this hazard with a successful Knowledge (dungeoneering) check, DC 27.

A gentle attacker with an anesthetizing poison, it will seek out and attach itself to any creature that possesses a feat without being noticed (Stealth, DC 20). Once attached, the talent-leech quietly drains its host of feats, starting with the one with the most prerequisites. It drains one each round that it's attached (if two feats have the same number of prerequisites, choose at random). These drained feats can only be recovered with a spell or effect that restores or repairs ability drain (such as a restoration spell). The talent-leech detaches itself once it has drained a specific number of feats and then slithers back into the water (if it can). Sometimes non-intelligent creatures that do not possess feats are used to slip these into drinks or even water barrels. Talent-leeches have no other combat abilities and negligible hp and AC; a creature can kill one easily by tearing it off and squishing it, assuming she notices it before it drops away. As such, it works better as a hazard rather than as an actual combat encounter.

Size of Leech	Maximum # Drained	CR
1 inch	1	7
2-3 inches	2	10
4-5 inches	4	13
6 inches	8	16

#### Jeleportation Storm (CR 13)

This disaster happens when reality becomes unbalanced and unstable. A creature can identify this hazard before hand with a successful Knowledge (arcana or religion) check, DC 10 due to the prevalence of divine warnings, odd occurrences and legends surrounding the impending collapse of reality.

When they appear (usually out of clear blue skies), they appear like huge flickering black storm clouds. If reality in the area is unbalanced and/or unstable, roll 1d6, on the result of a 1, a teleportation storm flickers in and remains there for 1 hour. A *dimensional lock* or *dimensional anchor* can negate the teleportation effects of this storm.

#### **Ephemeral Rain**

This rain passes through all non-living substances until it hits ground water level, so while you will get wet indoors, through a cloak, or an umbrella, it will not flood a house. Rain reduces visibility ranges by half, resulting in a -4 penalty on Perception checks.

#### Warping Winds

This passes through all non-living substances, In addition to automatically extinguishing any unprotected

flames, winds of this magnitude cause protected flames (such as those of lanterns) to dance wildly and have a 50% chance of extinguishing these lights. Ranged weapon attacks and Perception checks are at a -4 penalty. Once per minute roll a d6, on a roll of a 1, the winds will gust to hurricane speeds since nothing really slows them down, this teleports all creatures in the storm to a randomly determined location. An affected creature can attempt a DC 21 Will save to negate the effects. An affected creature is teleported in a random direction (roll 1d4: 1, north; 2, south; 3, east; 4, west) and a random distance (1d10 miles) away from the storm. Roll randomly for each group of allied creatures that fails its saving throw. Allied creatures are usually teleported to the same location though they initially appear 1d10 x 100 feet apart. A teleported creature arrives in the closest open space at the determined destination. Half of the time the teleported creature can arrive in mid-air (2d10 x 10 ft) rather than on a solid surface. A creature that arrives in mid-air takes falling damage when it contacts a solid surface (unless it has some means to prevent falling, such as the ability to fly, or a *feather fall* spell).

#### **Phased Lightning**

Teleportation storms are accompanied by "phased lightning" that can pose a hazard even to creatures or objects within a proper shelter (and especially those in metal armor) as they can pass through all forms of matter and strike multiple targets. As a rule of thumb, for creatures, assume one bolt per minute; roll 1d6, on a result of a 1, it strikes a random creature in the area. otherwise it strikes some other mundane object. Each bolt causes 4d8 points of electricity damage. Any creature or object struck by the teleportation storm's "phased lightning" is teleported into the closest solid surface or object unless the subject succeeds on a Fortitude save, DC 21. If the save if failed, the subject suffers 2d6 points of Constitution damage + 1 point of Constitution damage per round, and is helpless until freed.

The creature or object teleported becomes half imbedded in the surface or object. Conjuration spells cast in a teleportation storm causes them to automatically be countered and the spellcaster is struck by "phased lightning."

#### Jormented Site (CR Varies)

This location has been touched by either the deity or ethos of pain or has a mystical legacy of torture or other pain-related atrocity being committed here. A creature can identify this hazard with a successful Knowledge (history or religion) check, DC 20.

When a living creature in this area fails a Will saving throw, an echo of the torment that pervades this location inflicts wracking pains that impose a circumstance penalty on attack rolls, skill checks, and ability checks for 1 hour. In addition, the creature is staggered by the shear agony for 1 minute. Upon a successful save, the subject negates the effect. This is a

mind-affecting compulsion effect. This site can only be destroyed by a *miracle* or properly worded *wish* spell cast at its central location.

Size of Site	Will DC	Circumstance Penalty	CR
600 sq ft. or less	14	-2	3
800 sq. ft.	15	-3	4
1,600 sq. ft.	18	-5	8
3,000 sq. ft. +	23	-8	15

## Tropical Cyclone (CR 10)

This disaster has many other names: hurricane, typhoon, tropical storm, cyclonic storm, and cyclone; it is a storm system characterized by a large "eye" and numerous thunderstorms that produce violent winds and torrential rain. They are difficult for most creatures to detect due to their high rate of speed, and the fact that they start far out at sea. Though they are a generally seasonally and geographically restricted in their occurrences, freak storms have been known to travel into temperate zones due to changes in warm water currents. It requires a Knowledge (nature) check, DC 40, to identify a tropical cyclone in advance of its arrival.

The main effects of tropical cyclones include heavy rain, strong wind, large storm surges at landfall, and tornadoes. Heavy rainfall can lead to mudslides and landslides, they also remove forest canopy and erode away land along the coast. Tropical cyclones can last for up to a week, but their major impact comes in a 24-to-48-hour period when the center of the storm moves through an area and the flooding that follows. Standing water can cause the spread of disease. Tropical cyclones often destroy key bridges, overpasses, and roads, complicating efforts to transport food, clean water, and medicine to the areas that need it. Furthermore, the damage caused by tropical cyclones to buildings and dwellings can result in the creation of an economic wasteland, which often encourages a diaspora of the various populations in that region. They tropical cyclones also stir up the waters of coastal estuaries, which are typically important fish-breeding locations.

Despite their devastating effects, tropical cyclones are also beneficial, by potentially bringing rain to dry areas and moving heat from the tropics pole-ward. Out at sea, ships take advantage of their known characteristics by navigating through their weaker, western half.

#### **Torrential Rain**

This rain reduces visibility ranges by half, resulting in a -4 penalty on Perception checks. There are random bouts of torrential rains lasting 1 x 1d6 minutes when the rain obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

#### **Tropical Cyclone Wind**

All flames are extinguished. Ranged attacks are impossible (except with siege weapons, which have a -8



#### Tropical Cyclone

penalty on attack rolls). Perception checks based on sound are impossible: all characters can hear is the roaring of the wind. Creatures of Large size or smaller are unable to move forward against the force of the wind unless they succeed on a DC 10 Strength check (if on the ground) or a DC 20 Fly skill check if airborne. Creatures on the ground of Medium size or smaller are knocked prone and rolled 1d4 × 10 feet, taking 1d4 points of nonlethal damage per 10 feet, unless they make a DC 15 Strength check. Flying creatures of Medium size or smaller are blown back 2d6 × 10 feet and take 2d6 points of nonlethal damage due to battering and buffeting, unless they succeed on a DC 25 Fly skill check.

The wind can damage or destroy vehicles, buildings, bridges, and other outside objects, turning loose debris into deadly flying projectiles (dealing 1d6 x 6 points of bludgeoning, slashing and piercing damage).

#### Storm Surge

A rapid increase in sea level due to the cyclone, this is typically the worst effect from a land-falling tropical cyclone. It can move miles inland, flooding homes and cutting off escape routes. A storm surge sweeps past at a speed of 90 feet with enough force to knock down trees and toss boulders around.

Characters must make DC 25 Swim checks every round to avoid going under. If a character gets a check result of 5 or more over the minimum necessary, she arrests her motion by catching a rock, tree limb, or other object-she is no longer being carried along by the flow of the water. Escaping the storm surge by reaching high ground requires three DC 25 Swim checks in a row. Characters arrested by a rock, limb, or other object cannot escape under their own power unless they strike out into the water and attempt to swim their way clear. A rescuer needs a branch, spear haft, rope, or similar tool that enables him to reach the victim with one end of it. Then he must make a DC 20 Strength check to successfully pull the victim, and the victim must make a DC 15 Strength check to hold onto the branch, pole, or rope. If both checks succeed, the victim is pulled 5 feet closer to safety. If the victim fails to hold on, he must make a DC 25 Swim check immediately to stay above the surface.

Characters and objects within a storm surge must make a Reflex save (DC 19) each round or take 4d6 points of damage from the impact of the surge and other hurtling debris.

#### Tornado

The broad rotation of a land-falling tropical cyclone often spawns tornadoes. Tornadoes can also be spawned because of eyewall mesovortices, which persist until landfall. All flames are extinguished. All ranged attacks are impossible (even with siege weapons), as are soundbased Perception checks. Creatures of Huge size or smaller are unable to move forward against the force of the wind unless they succeed on a DC 10 Strength check (if on the ground) or a DC 20 Fly skill check if airborne. Creatures of Large size or smaller creatures in close proximity to a tornado who fail their Fortitude saves (DC 19) are sucked toward the tornado. Those who come in contact with the actual funnel cloud are picked up and whirled around for 1d10 rounds, taking 6d6 points of damage per round, before being violently expelled (falling damage might apply). While a tornado's rotational speed can be as great as 300 mph, the funnel itself moves forward at an average of 30 mph (roughly 250 feet per round). A tornado uproots trees, destroys buildings, and causes similar forms of major destruction.

#### Landslide/Mudslide

This is essentially an avalanche of rock, soil, and/or mud. An avalanche during a tropical cyclone can be spotted from as far away as  $1d_{10} \times 250$  feet (distance has already been halved) by a character who makes a DC 20 Perception check, treating the avalanche as a Colossal creature. If all characters fail their Perception checks to determine the encounter distance, the avalanche moves closer to them, and they automatically become aware of it when it closes to half the original distance unless torrential rain reduces the range of Perception checks to 5 ft. It is impossible to hear an avalanche coming in a tropical cyclone.

A landslide consists of two distinct areas: the bury zone (in the direct path of the falling debris) and the slide zone (the area the debris spreads out to encompass). Characters in the bury zone always take damage from the avalanche; characters in the slide zone might be able to get out of the way. Characters in the bury zone in a tropical cyclone landslide take 8d6 points of damage, or half that amount if they make a DC 19 Reflex save. They are subsequently buried. Characters in the slide zone of a tropical cyclone landslide take 3d6 points of damage, or no damage if they make a DC 19 Reflex save. Those who fail their saves are buried.

Buried characters take 1d6 points of nonlethal damage per minute but are usually at a higher risk of drowning as 90% of the time they are buried underwater. If a buried character falls unconscious, he must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead but is at higher risk because it immediately begins to drown if underwater.

The typical landside has a width of  $1d6 \times 100$  feet, from one edge of the slide zone to the opposite edge. The bury zone in the center of the landslide is half as wide as the avalanche's full width.

To determine the precise location of characters in the path of an tropical cyclone landside, roll  $1d6 \times 20$ ; the result is the number of feet from the center of the path taken by the bury zone to the center of the party's location. Mudslides advance at a speed of 500 feet per round, while rock and soil avalanches travel at a speed of 250 feet per round.

#### Twilight Mushrooms (CR7)

These mushrooms appear as purplish-black mushrooms about 4 to 6 inches in height. They grow in patches of 5 to 10 mushrooms and are only found in damp, dark, underground areas. Twilight mushrooms sense vibrations and burst forth a cloud of dust when a creature comes within 10 ft. All those in the area must succeed at a Fortitude save (DC 17) or be cursed (as *bestow curse*) with sunlight powerlessness; the creature does not radiate magic, and the curse does not actually activate until the creature enters direct sunlight for the first time (but not *daylight* or similar spells). Sunlight (but not *daylight* spell or similar magic) renders twilight mushrooms dormant, and fire instantly destroys them.

*Sunlight Powerlessness (Ex)* If the creature is in sunlight (but not in an area of *daylight* or similar spells), it cannot attack and is staggered.

## Underground Flood (CR 5)

Heavy rains, snow melt, burst damns, collapsed tunnels, sinkholes and tropical storms, can cause water to flood underground chambers, turning doors into highpressure deathtraps and dead ends into flooded chambers.

A traveler can make Knowledge (dungeoneering) or Survival check, DC 20, to notice the telltale signs of a flooded room behind a sealed door or other dangerous conditions that signal an impending flash flood. Success means the traveler and her allies have 1d4 rounds to prepare or flee before the flood strikes. An underground flood sweeps past at a speed of 60 feet with enough force to knock down doors and toss boulders, stalactites, stalagmites, and other debris around. See Aquatic

Terrain for rules for being swept away by fast-flowing water. At the GM's discretion, characters caught in an underground flood might suffer additional effects, outlined below.

Characters in the underground flood must make a Reflex save or take 3d6 damage from hurtling debris and risk being swept away; if swept away ,the character takes 3d6 damage each round (a successful Reflex save each round negates this damage). Swim checks are possible in an underground flood, but they are difficult due to the churning, raging waters with DC 20 Swim checks required to move through the torrent (stormy water). A successful Knowledge (dungeoneering) or Survival (DC 20), made in secret by the GM, can locate a location of an air pocket that will provide enough air to last a character a number of minutes equal to the result of the check (reduce that amount by half for each character in the pocket). Failure by 5 or more results in an air pocket not being there when you arrive. Most underground floods last 3d6 minutes before filling up the underground chambers, save for the air pockets.

An underground flood can significantly change encounters, during a delve especially; if inhabitants from, say, an underground river or sea that has flooded the underground chambers begin to explore the area.

## Unseen Slime (CR Varies)

This insidious peril is the result of experimentation by wizards to create a more dangerous variety of slime that would slay trespassers but leave their equipment unharmed. Unseen slime is protected as by an extraordinary natural invisibility effect. This effect is constant—the unseen slime remains invisible at all times, even when attacking or harming a living creature. As this ability is inherent, it is not subject to the *invisibility purge* spell. However it has a pungent odor that can be detected up to 60 ft. away. A creature can identify this hazard by smell (or via sight if the creature can see invisible creatures) with a successful Knowledge (dungeoneering) check, DC 25.

The slime disintegrates creatures (including constructs and undead, but not objects) in contact with it at the end of each round; it can affect creatures that touch it via attended objects (such as touching it with a metal gauntlet, poking it with a stick, or even some that has been put in a glass jar). A victim must make a successful Fortitude save or suffer the damage listed below; a successful save results in only 5d6 points of damage being dealt for that round. Any creature reduced to o or fewer hit points by this damage is entirely disintegrated, leaving behind only a trace of fine dust (which is usually then consumed by the unseen slime). Wet, foul smelling and extremely adhesive, it clings to walls, floors, and ceilings in patches, reproducing as it disintegrates living creatures. It drops from walls and ceilings when it detects movement (and possible food) below.

The slime can only be removed by a corrosive (acid damage), force effects, or by cutting it away (all of which damage the victim as well). Anything that deals acid or force damage (such as a *magic missile*), sunlight (but not *daylight* or similar spells), or a *remove disease* spell destroys a patch of unseen slime.

Disintegrate	Fort	
Damage	DC	CR
22d6	20	11
28d6	22	14
34d6	24	17
40d6	27	20
	<b>Damage</b> 22d6 28d6	Damage         DC           22d6         20           28d6         22           34d6         24

## Violetspore (CR Varies)

This violetspore is an alchemically altered and much more virulent form of yellow mold that was designed to immobilize rather than kill its victims and can be found in an increasing number of subterranean locations. If disturbed by any means (touch, a gust of wind, etc.), a patch of this mold spews forth a billowing cloud of highly toxic spores. All creatures within the radius of the cloud must make a successful Fortitude save or take Dexterity damage. Another Fortitude save is required once per round for the next 5 rounds, to avoid taking Dexterity damage each round. Two consecutively successful Fortitude saves end this effect.

In addition, all creatures are blinded by the spores for 1d2 rounds and sickened for 1d8+1 rounds from the acrid smell of the spore cloud (no save is allowed to avoid these effects). Undead, constructs, and creatures without eyes (such as oozes, grimlocks, etc.) are immune to the blinding effect, but living creatures still suffer the sickened effect. Violetspore is immune to fire and cold damage, but is destroyed instantly by electricity, acid or direct sunlight (including magical sunlight, such as a *daylight* spell).

Size of Patch	Spore Cloud Radius	Dexterity Damage	Fort DC	CR
5 ft.	15 ft.	1d6	18	8
10 ft.	30 ft.	1d8	19	10
20 ft.	60 ft.	2d6	11	12
40 ft.	120 ft.	2d8	22	14

## Void Rift (CR Varies)

Sometimes planar rifts or gates do not link to their intended destination; they instead link to a crushing void that seeks to suck everything into it. These areas often have little in them but very solid structures and the sound of rushing wind flowing into the vortex. A creature can identify this hazard with a successful Knowledge (dungeoneering or planes) check, DC 20.

The 5 ft. square central opening becomes a vortex and inexorably draws creatures and objects into it. All creatures and objects within its radius who fail a Fortitude save are moved via the force of gravity the listed distance closer to the target and are checked against moving on their own away from the center of the vortex on their own (they can be moved by other creatures). This movement provokes attacks of opportunity. Unlike normal circumstances, allies can use this attack of opportunity to grab and hold an ally, which grants an additional save (with a +2 bonus from aid another); failure by 5 or more results in the ally doing the holding also being forced to make a second save. Any creature or object that enters the central 5-ft. square area immediately takes the listed damage and is



#### Waterfall Crossing

*plane shifted* to a plane of absolute void (no air, gravity, heat etc.). There is no save against the effects of entering the central 5 ft. square area. If formed underwater, void rifts create maelstroms. Any conjuration (summoning) spell can be used to repair a planer bleed spell if the caster is adjacent to the tear and succeeds at a spell craft check equal to 15+ the CR of the hazard.

Radius	Distance Moved	Fort DC	CR
50 ft.	10 ft.	21	13
100 ft.	25 ft.	23	15
150 ft.	50 ft.	24	17

## Water Dregs (CR 8)

This slime has the same consistency and appearance as water except that nothing mixes with it, and it does not have the same reflective properties. It can be as small as a 10 ft. pool or as large as the bottom layer of a lake. A creature can identify this hazard with a successful Knowledge (dungeoneering) check, DC 28.

Water slime kills by allowing a creature to go underwater; it then forces itself into the target's lungs; it cannot be breathed, even by aquatic creatures or *water breathing* spells. If the creature has a nose that is not plugged, holding its breath does no good. The character must make a DC 10 Constitution check to avoid drowning. Each round, the DC increases by 1. When the subject finally fails its Constitution check, it begins to drown. In the first round, it falls unconscious (o hp). In the following round, it drops to -1 hit points and is dying. In the third round, it drowns. Creatures that do not breathe are immune to this effect. A *control water* or *disintegrate* spell can destroy a water dreg.

## Waterfall Crossing (CR Varies)

Rough water, white water rapids, or a storm-flooded river of unknown depths, flows with immense speed just before it reaches a waterfall. Perhaps slippery rocks serve as stepping stones from one side of the river, a fallen log serves as a rotting rickety bridge, or perhaps there is a ruined and decrepit bridge across the river, requiring a successful Acrobatics or Climb check to avoid falling in the water. It serves as a prime location for ambushes or a choke point so that a single individual can hold off pursuers.

If a creature or object is in moving water, move it downstream the indicated distance at the end of its turn and sweep it over the waterfall. A creature trying to maintain its position relative to the riverbank can spend some or all of its turn swimming upstream.

Swept Away: Creatures swept away by a river moving 60 feet per round or faster must make successful Swim checks every round to avoid going under. If a creature gets a check result of 5 or more over the minimum necessary, it arrests its motion by catching a rock, tree limb, or bottom snag—it is no longer being carried along by the flow of the water. Escaping the rapids by reaching the bank requires three successful DC 20 Swim checks in a row. Creatures arrested by a rock, limb, or snag can't escape under their own power unless they strike out into the water and attempt to swim their way clear.

Other creatures can rescue them as if they were trapped in quicksand (See the *Pathfinder Roleplaying Game Core Rulebook*). Those that are swept over the waterfall suffer falling damage based on the height of the waterfall, and may be swept away further by the rapids below.

One can increase or decrease the falling damage of a waterfall by adding jagged rocks at the bottom (+1d6

points of slashing damage) or by putting a pool of water bellow (see falling into water in the *Pathfinder Roleplaying Game Core Rulebook*).

GMs can increase the encounter level of this hazard by including creatures that attempt to knock creatures into the water or throw creatures over the falls. Flying creatures might be forced into the river by nets or bolas which have been weighted down.

#### Jable: Waterfall Crossing

Water Speed per round	Swim DC	Acrobatics or Climb DC	Distance to Waterfall from Crossing	Waterfall Height	CR
40 ft.	15	15	120 ft.	20 ft.	2
60 ft.	20	20	120 ft.	60ft.	5
90 ft.+	25	20	90 ft.	150 ft.	12

#### Winterbloom (CR Varies)

Winterbloom appears as a small patch of flowers with bluish-white petals, dark sapphire-colored stems, and small white leaves growing near the plant's base. Winterbloom can generally be found during the winter months, when it is in full bloom (hence the name), though it can bloom year round in cold climates. It gives off a slightly sweet scent that can be detected to a range of 30 feet. A creature can identify this hazard by sight or scent with a successful Knowledge (nature) check, DC ac

DC 20. If a patch

If a patch of winterbloom is disturbed, the plant releases a burst of spores that look like a bluish-white cloud of chilled vapor. Creatures within the radius of the winterbloom must make a successful Fortitude save or sustain cold damage and become exhausted. A successful save halves the cold damage and makes the character fatigued. The cloud lingers in the area for 1d3 rounds, and each round a creature remains in the area (or if a creature leaves and re-enters the area), it must make another Fortitude save or sustain damage and effects as above (fatigued characters become exhausted). A patch of winterbloom is easily dispersed with fire. Cold effects, such as a white dragon's breath weapon or a *cone of cold* spell, cause the winterbloom to release a burst of spores with twice the potency (double the radius and double the cold damage). Continuous assaults with cold effects cannot increase a winterbloom patch's burst to more than 50 feet.

Size of Patch	Cold Damage	Emanation Radius	Fort DC	CR
5 ft.	3d6	10 ft.	15	4
10 ft.	5d6	15 ft	16	6
15 ft.	7d6	20 ft.	18	8
20 ft.	9d6	25 ft.	19	10

#### Witch Grass (CR Varies)

Witch grass is a spring-and-summer-blooming, broadleaf plant that stands 1 to 2 feet tall at maturity. It is very bushy and its leaves and branches have a purplish hue. Its base and roots are thick and, likewise, have the same purplish coloration. The plant is only found in temperate or warm climates, in areas of naturally-occurring grass such as forests, plains, and hills. A creature can identify this hazard with a successful Knowledge (nature) check, DC 30. Witch grass, while harmless, has a detrimental effect on a creature's fortune while in the area of witch grass. Any time a creature makes an ability check, attack roll, saving throw, or skill check, it must roll twice and take the worse result (no save).

In addition, if it is in bloom, any creature approaching within a specific radius of a patch of witch grass is sprayed with seeds. This spray is unnoticeable to all but the keenest observers (Perception DC see below). If the creature fails the save he suffers a permanent effect of being in a witch grass area (as the spell *bestow curse*).

Size of Patch	Cloud Radius	Perception DC	Will DC	CR
5 ft.	10 ft.	20	14	3
25 ft.	30 ft.	25	16	6
50 ft.	60 ft.	30	18	9
100 ft.	110 ft.	35	21	12

## Wrathful Site (CR Varies)

This location has been touched by the deity or ethos associated with hatred. A creature can identify this hazard with a successful Knowledge (religion) check equal to 15 + the CR of the site.

NPCs who remain in the site for more than 1 hour must make a successful Will save or have their attitude shifted to hostile in relation to all PCs and any creatures not of the same type and subtype. If a victim would not normally have wrathful feelings (such as a creature having taken a vow of pacifism), it receives a +4 bonus on its saving throw. Any spell with the emotion descriptor (See *Pathfinder*® *Roleplaying Game: Ultimate Magic*<sup>TM</sup>) used upon the victim negates this effect. This is a mind-affecting compulsion effect. This site can only be destroyed by a *miracle* or properly worded *wish* spell cast at its central location.

Size of Site	Will DC	CR
600 sq ft. or less	14	3
800 sq ft.	15	4
1,600 sq ft.	18	8
3,000 sq ft. +	23	15

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## The Breaking of Forstor Magar A Pathfinder adventure for 4 8th levels PCs



#### Daffyd

Male human NG cleric 8 of Lada Init +3; **Senses** Perception +10

DEFENSES AC 19 touch 9 flat-footed 19 hp 59 (currently 47) Fort +10, Ref +4, Will +14

#### OFFENSE

Speed 30

Melee +1 cold iron mace +8/+3 (1d8+2)

- Spells (CL 8, +14 concentration)
- 4th—cure critical wounds, death ward, holy smite, imbue with spell ability
- 3rd—cure serious wounds, dispel magic, magic vestment, protection from energy, searing light

Live Stat Blocks

- 2nd—calm emotions, cures moderate wounds, remove paralysis, restoration, lesser, shield other, spiritual weapon
- 1st-bless, comprehend languages, cure light wounds, cure light wounds, endure elements, obscuring mist, protection from evil
- 0-create water, guidance, light, mending

Domains: community, protection

#### STATISTICS

#### Str 13, Dex 8, Con 14, Int 10, Wis 18, Cha 13 Base Atk +6; CMB +16; CMD 7

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