DUNGEON DRESSING: PITS

Creighton Broadhurst

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DUNGEON DRESSING: PITS

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

Tired of dungeons lacking in verisimilitude? Want to add cool little features of interest to your creations but don't have the time to come up with nonessential details? Want to make your dungeons feel more realistic?

Then *Dungeon Dressing* is for you! Each instalment in the line focuses on a different common dungeon fixture such as stairs, pillars or pools and gives the harried GM the tools to bring such features to life with interesting and cool noteworthy features.

This instalment of *Dungeon Dressing* presents loads of great features to add to the pits in your dungeon. Designed to be used both during preparation or actual play, *Dungeon Dressing: Pits* is an invaluable addition to any GM's armoury!

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

CREDITS

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

CONTACT US

Email us at gatekeeper@ragingswan.com.

ERRATA

We like to think *Dungeon Dressing: Pits* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

ABOUT THE DESIGNER

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

Over the last 12 years, Creighton has worked with Expeditious Press, Paizo and Wizards of the Coast. He now releases his own products through Raging Swan Press. You can read his thoughts on game design at raging-swan.livejournal.com.

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

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DUNGEON DRESSING: PITS

FOREWORD

With the exception of the poisoned needle trap hidden in a chest's lock, I think pits must be the most common of all traps in roleplaying games. It's a classic dungeon feature, beloved of kobolds and GMs everywhere. Everyone (well, GMs anyway) has their favourite pit story: the pit that dropped the PCs into a much deeper level or the pit containing deep water and a constrictor snake. (My favourite pit trap story involves a 1st-level character, a pit, some spikes and the phrase "that was never a CR 1 trap" repeated sporadically over the last six years!)

And every GM's got a list of pit traps they'd like to include in their dungeon, but which are too unfair to use – you know the kind of thing: the PCs fall onto a gelatinous cube or green slime falls on their head moments after they land in the pit. (That's not the kind of pit traps that appear in *Dungeon Dressing: Pits*, by the way!)

Of course, all pits are not created equal and a 20 ft. deep square pit with no interesting features is colossally boring, serving only to slow down exploration. Pits should have cool special features or minor points of interest like any other dungeon feature – in commercial modules available page space often constrains the inclusion of such features and few GMs have the preparation time to add such details into their own creations. *Dungeon Dressing: Pits* seeks to change this by presenting easy tools for a GM to use to customise his pits so that they are more than just boring hazards.

I hope you find this instalment of *Dungeon Dressing* useful. It would be great to hear how you've used it in your game – drop me a line at creighton@ragingswan.com.
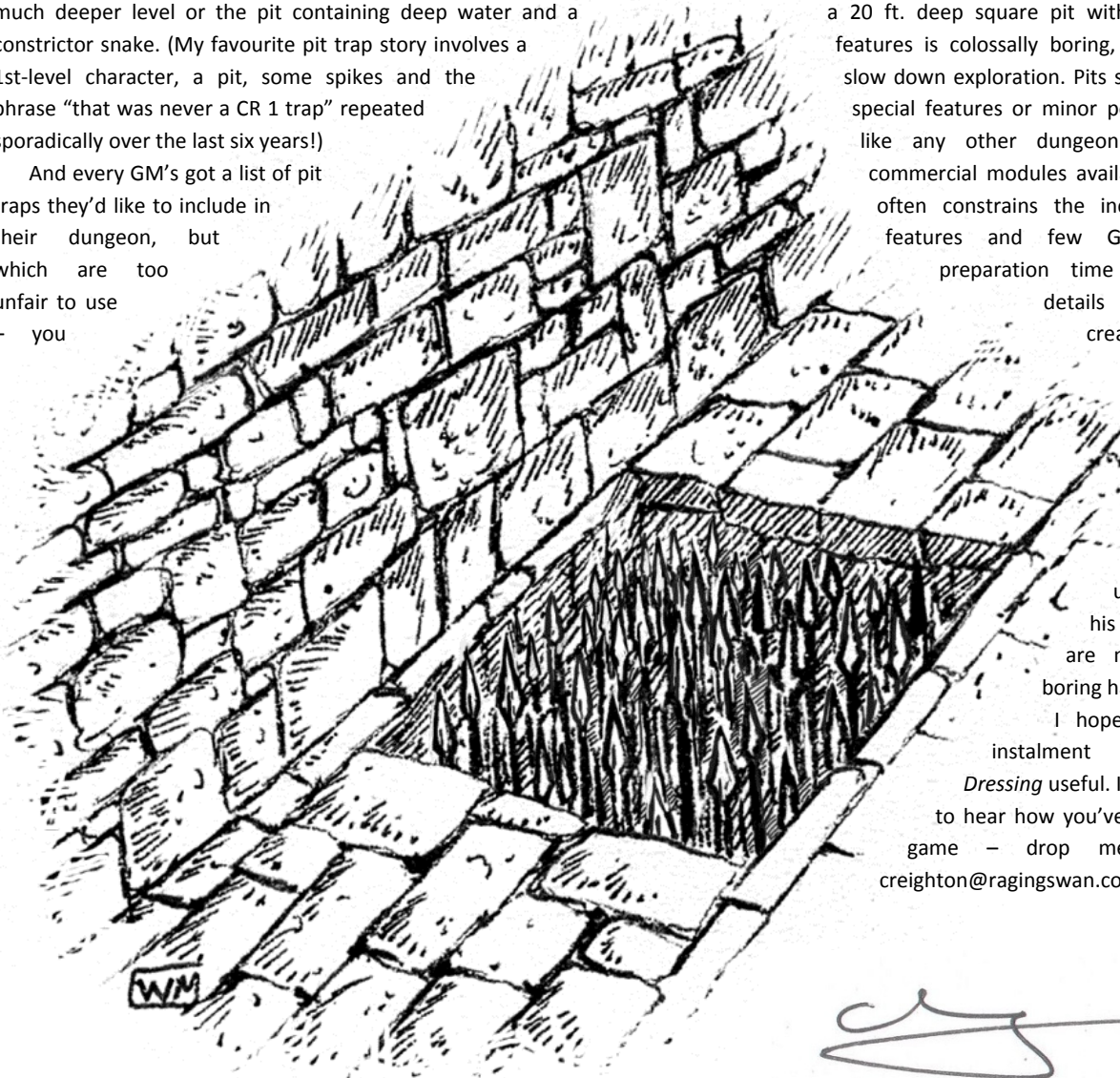
TABLE A: CHARACTERISTICS & APPEARANCE

Pits are a lurking danger that have spelled the doom of countless adventurers. They can be used to kill, injure or trap intruders, to block progress down passageways or to prevent escape. An explorer trapped in a pit with no way of getting out is at the mercy of those that set the trap.

Other mundane uses for pits include general storage, rubbish dump or prison. Other pits may accidentally (or by design) link the dungeon level to other deeper locations.

This section presents both statistics for 18 basic pit traps for use in almost any dungeon environment and a table for determining interesting design features. Pages 8 - 9 present more complex pit traps.

CLIMBING

Characters stuck in a pit normally extricate themselves as quickly as possible. Those without magical means of doing so must scale a pit's walls.

WALL CONDITION	CLIMB DC
Very rough wall	10
Very rough natural rock	15
Uneven; narrow foot and handholds	20
Natural rock wall or brick wall	25

STANDARD PIT TRAPS

CR	XP	MULTIPLE TARGETS?	PERCEPTION DC	DISABLE DEVICE DC	REFLEX AVOIDS DC	DEPTH	DAMAGE	SPIKES (1-4 PER CHARACTER)
1	400	Yes	20	20	20	20 ft.	2d6	
2	600	Yes	25	20	20	20 ft.	2d6	
3	800	Yes	25	20	20	30 ft.	3d6	
3	800	No	25	20	20	30 ft.	3d6	+10 attack, 1d4+3 damage
4	1,200	Yes	25	20	20	40 ft.	4d6	
4	1,200	No	25	20	20	10 ft.	1d6	+10 attack, 1d4+1 damage plus Medium spider venom (DC 14 Fort [1 save]; *freq*. 1 rd./4 rds.; *effect* 1d2 Str)
5	1,600	Yes	25	20	20	60 ft.	6d6	
5	1,600	Yes	25	20	20	40 ft.	4d6	+10 attack, 1d4+5 damage
6	2,400	No	26	20	25	80 ft.	8d6	
6	2,400	Yes	20	20	20	40 ft.	4d6	+10 attack, 1d4+4 damage
7	3,200	Yes	20	20	20	40 ft.	4d6	+10 attack, 1d4+5 damage
7	3,200	No	25	20	25	140 ft.	14d6	
8	4,800	Yes	25	20	25	80 ft.	8d6	
8	4,800	Yes	25	20	20	50 ft.	5d6	+10 attack, 1d6+5 damage
9	6,400	Yes	27	20	25	80 ft.	8d6	
10	9,600	Yes	28	20	25	40 ft.	4d6	+10 attack, 1d6+5 damage
11	12,800	No	30	20	25	20 ft.	2d6	+15 attack, 1d6+2 damage plus deathblade poison (DC 20 Fort [2 save]; *freq* 1 rd./6 rds.; *effect* 1d3 Con)
12	19,200	Yes	25	20	25	50 ft.	5d6	+15 attack, 1d6+5 damage plus shadow essence poison (DC 17 Fort [1 save]; *freq* 1 rd./6 rds.; *effect* 1 Str drain/1d2 Str)
13	25,600	Yes	29	20	30	150 ft.	15d6	

CR MODIFIERS

Automatic Reset (CR +1): If the pit automatically resets itself (such as the lid closing) increase its CR by 1.

Poison (CR + var.): If the pit has spikes, adding poison to those spikes is an easy way of enhancing the trap. Refer to chapter 13 of the *Pathfinder Roleplaying Core Rulebook* to determine the trap's modified CR, when adding poison.

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

D%	
01-05	Small holes pierce the bottom few feet of the pit's walls. They are too small for any creature larger than Tiny to enter.
06-10	The pit intersects with a natural cave which can be accessed through a narrow crawl way.
11-12	The rough and uneven floor is difficult terrain.
13-14	Several large boulders lie in the pit. From under one, a partially squashed skeleton protrudes.
15-16	A pool of pure, cold water fills half the pit.
17-18	A narrow chasm pierces the pit's floor; a cold wind issues forth from its depth.
19-20	Seams of different rock cut through the floor.
21-22	The pit's walls are rough and easy to climb (reduce the DC of Climb checks by 5).
23-24	The pit has an overhang (DC 30 Climb check) making it hard to escape.
25-26	The pit is a cess pit. Many small holes, chutes and cracks in its walls ooze excrement. Characters in the pit may contract filth fever (DC 12 Fortitude save negates).
27-28	The floor of the pit slopes steeply downwards.
29-30	A shard of obsidian (or other sharp rock) rears from the pit floor. The shard is smooth (DC 25 Climb check); characters falling while climbing it suffer 2d6 damage as they slide down the rock.
31-32	The pit narrows; at its base it is only 5 ft. wide.
33-34	The pit once served as a oubliette. Four sets of rusting manacles are affixed to its walls.
35-36	A ring of crudely carved gargoyles leers down at the pit floor. Set 15 ft. above the pit floor their open mouths connect to chutes elsewhere that can be used to pour burning oil, effluent and other liquids down upon those trapped below.
37-38	Several small holes pierce the floor; a noxious foul-smelling breeze issues forth from within.
39-40	A lurid painting of demons and devils slaughtering humans covers one wall. Several pieces have been chipped away.
41-42	Niches carved into the walls about 6 ft. from the bottom of this pit each hold a leering skull.
43-44	A single empty torch sconce juts from one wall. Pulling it causes the pit lid to collapse into the pit. A DC 20 Perception check reveals the sconce has a mechanism linked to the pit lid.
45-46	The floor is made of different coloured cobblestones laid out in simple geometric patterns.
47-48	A stone shelf is cut into one wall. It holds several sets of trail rations. They are all poisoned.
49-50	An archway pierces one wall. The corridor beyond progresses 5 ft. before ending; it is clearly unfinished.
51-52	A ring of crudely carved gargoyles leers down at the pit floor. Set 15 ft. above the floor water trickles from them. The walls and floor are slick.
53-54	The floor has been treated with a *continual flame* spell. Lurid shadows dance within the pit.
55-56	The pit is above a natural cavern and the floor is very weak (hardness 8, hp 15, DC 25 Break). A falling character must make a Strength check. Success indicates the character falls through into the cavern. A DC 16 Knowledge (dungeoneering) or Perception reveals the danger. The distance fell (and what lies in the cavern) are at the GM's discretion.
57-58	Thick, cloying mud covers the floor. The pit is dank and smells of earth.
59-60	The floor is of cobblestones. The symbol of an evil god is picked out in black stone.
61-62	Carvings of skeletons – all with broken and shattered legs – decorate the pit's walls.
63-64	A narrow ledge (DC 10 Acrobatics) circles the pit about 10 ft. from its lid.
65-66	Black rock (coal) studs the pits walls.
67-68	Broken pottery has been mortared into the nooks and crannies of the pit's walls. Treat the pottery as caltrops (that injures hands and feet).
69-70	A mosaic of a shadowy, substantial creature decorates the floor.
71-72	A mosaic of a gigantic mouth covers the pit floor. A DC 22 Knowledge (arcana) check reveals the mouth to be that of a purple worm.
73-74	The walls of the pit are warded with a *phantom trap* spell and appear trapped to any mundane or magical in investigations.
75-76	The pit is suspiciously clean (as if recently tidied).
77-78	Many deep notches pierce the pits walls. All manner of spiders and insects dwell within.
79-80	The pit is actually an aborted mineshaft. Minerals stud the pit's walls.
81-82	The pit's walls have been sharpened so that they are dangerous for climbers. Treat as 67-68.
83-84	The pit is a natural sinkhole.
85-86	Tiny holes pierce the pit's lid allowing light and air into the interior.
87-88	The first two steps of a rudimentary stair rise from the pit floor. "Not this Way" is carved into the first step.
89-90	The pit floods after heavy rain above; a tide mark on the walls indicates how high the water rises.
91-92	The pit floor is slightly warm.
93-94	The air in the pit is foul; characters within must make a DC 13 Fortitude save or be affected as if by a *stinking cloud* until they escape.
95-99	Roll twice on this table, ignoring results of 95-100.
100	Roll thrice on this table, ignoring results of 95-100.

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

D%	
1	Brackish water about six inches deep fills the pit.
2	Mushrooms and fungi grow in the pit.
3	The air in the pit is musty. Mould and fungus grow on the floor and walls.
4	Bent and broken spikes jut up from the floor. Dried blood coats many although of previous victims there is no sign.
5	Rubble litters the ground, it costs 2 squares of movement to enter such squares.
6	The pit walls are slightly moist, but are not wet enough to hinder climbers.
7	Small holes pierce the bottom few feet of the pit's walls. They are too small for any creature larger than Diminutive to enter.
8	Several rotting rat corpses lie about the pit.
9	A skeleton of a human male is huddled in one corner; both legs are broken and his equipment is rusted or rotten.
10	Brackish water about one-inch deep fills the pit.
11	Brackish water about one-foot deep fills the pit.
12	Brackish water about five-foot deep fills the pit.
13	The pit's floor and walls are covered in greenish, moist slime.
14	Iron spikes – clearly serving as a rudimentary ladder – pierce one wall.
15	Burnt torches lie scattered about.
16	The dead, frozen remains of a large patch of brown mould covers one wall; the mould is harmless, but it is slightly chill in the pit.
17	Iron spikes – clearly serving as a rudimentary ladder – pierce one wall. Several are loose, however; a character failing a DC 20 Reflex save falls back into the pit.
18	One bent and rusting iron spike protrudes from one of the pit's walls.
19	Water oozes from the pit's walls, increasing the Climb DC by 5. Mud coats the pit's floor.
20	Thick, dried mud coats the pit's floor.
21	A pile of rubble fills one corner of the pit.
22	Rubbish and detritus fills the pit and reduces the falling damage by 1d6.
23	Rubbish and detritus fills the pit and reduces the falling damage by 1d6. Disease lurks in the festering mass, however. Those falling into the pit may contract a virulent strain of filth fever (DC 14 Fortitude negates).
24	Spider webs cluster thickly in the corner of the pit; not enough spiders dwell therein to form a swarm.
25	A large (dried) bloodstain mars the pit's floor.
26	The air in the pit smells musty.
27	The scorched remnants of green slime cling to the pit's walls. They are now harmless.
28	Fresh water oozes up through cracks in the floor creating a small pool.
29	Bat guano covers the floor.
30	Fungus grows on the walls. The walls are slippery (adding 5 to the DC of Climb checks).
31	Cold air issues out of small cracks in the floor and walls of the pit.
32	Glowing fungi fills the pit with a soft, shadowy green light.
33	Mud covers the pit floor and white mushrooms grow within. Insects infest the pit.
34	The words "Tell Adosan, I love her" are scratched into the pit's floor.
35	The pit's walls have become unstable; increase the DC of Climb checks by 5.
36	Hand and foot holes have been crudely craved into one wall; a DC 5 Climb check is sufficient to scale the wall.
37	The faint smell of rotten flesh pervades the pit.
38	The stench of urine and fear fills the pit.
39	A cloud of flies buzz about the rotting corpses of several large rats.
40	Sand, about 1 ft. deep, covers the floor of the pit.
41	Dry soil, about 2 ft. deep, covers the pit floor.
42	A large dried bloodstain mars part of the pit floor.
43	Cobwebs cover the walls; many spiders dwell within, but not enough to form a swarm.
44	A field of half-foot high mushrooms covers the pit floor.
45	A pile of soot, blackened stones and charred wood bare mute testimony to a fire set years ago. A DC 15 Perception check uncovers the scorched bones of several rats.
46	The cloying stench of rotting flesh and excrement hangs in the air.
47	A half-decayed body of a goblin lies slumped against one wall. Dressed in rags, he has nothing of value. A DC 15 Heal check reveals the creature died of a broken skull.
48	A large colony of white ants live in the cracks running through the walls and floor of the pit. They are numerous, but harmless.
49	Old and dried excrement has been daubed over one wall. It is crumbly and flakes off easily.
50	Dried bloodstains smear one wall; however, they do mark the easiest climb out of the pit (reduce by 5 the Climb DC to scale the wall).
51	"Have mercy on my soul" is scratched into one wall.

52	A small pile of rubble lies stacked in one corner. Searching the rubble (DC 20 Perception) reveals a crushed skeletal hand.
53	The remains of torn and burnt cobwebs cling to the pit's walls. Hundreds of decaying crushed and burnt spider corpses litter the floor.
54	One wall is whitewashed. The colour is faded and discoloured.
55	"Hunger for Death" is carved into one wall.
56	One wall has partially collapsed. The resultant rubble pile is easy to scale and reduces the pit's depth by 15 ft. on that side.
57	A bleached, cracked skull leers up from the floor.
58	Green slime oozes down one wall. A DC 19 Knowledge (dungeoneering) check reveals its it not *that* kind of green slime
59	A bent miner's pick lies abandoned in the pit.
60	One wall has been partially melted. The wall is very smooth (add 5 to DC to Climb checks).
61	Dust covers the pit's floor. No tracks are evident.
62	Spikes once festooned the floor, but they now lie battered and scattered about the pit. Several bear ominous bloodstains.
63	A smashed mirror, burst waterskin and a ripped sack are piled in one corner.
64	A crude painting of humans slaughtering orcs decorates one wall. It is done in blood and ink. Water dripping down the wall has destroyed much of the picture.
65	A character falling into the pit activates an *alarm*.
66	A character falling into the pit activates a *magic mouth*. The mouth cackles loudly.
67	A silver piece has been placed into eight small holes in the pit floor. They are old and tarnished.
68	A pile of bodily wastes has attracted a small number of pale white ants into the pit. They live in crevices in the walls and are harmless.
69	A discarded slashed and torn map shows a route from the dungeon entrance to the pit.
70	A dried blood trail leads up one wall. It seems someone who fell in was badly hurt but managed to climb out.
71	Phosphorescent fungi grows on the underside of the pit's lid.
72	"Geralt's Folly" is carved into one wall.
73	Scratch marks mar the underside of the pit's lid.
74	Soot stains cover the underside of the pit's lid.
75	A cluster of bloody handprints decorate one wall.
76	A single two-foot high mushroom grows in the centre of the pit. It reduces the falling damage of a character landing on it by 1d6.
77	A macabre display of bones covers the pit's walls and the underside of its lid. The bones are attached to wires and rattle when the lid opens (and for a few minutes afterwards).
78	A pair of faded, red eyes is painted onto the underside of the pit's lid.
79	A pair of rusting short swords and the remains of several skeletons fill the pit. Sharpened leg bones have been jammed into crevices in the rocks; they serve as impromptu pitons.
80	An iron spike pierces the wall just below the pit's lid. A frayed three-foot piece of ropes hangs from it.
81	Water oozes out from the bottom of one wall.
82	The pit lid does not shut perfectly, leaving a thin slit through which light and fresh air enters the pit.
83	The air inside the pit is unnaturally cold.
84	Minerals in the pits walls glimmer invitingly in the light. They look attractive, but are worthless (DC 10 Knowledge [dungeoneering] reveals).
85	An iron ladder leads up from the floor to the pit's lid. Several holes in the lid are big enough to thrust a spear through.
86	When the pit's lid shuts, only one side operates properly. The other remains stuck open.
87	Sounds from the area above the pit filter through a score of small holes in its lid.
88	The acoustics of the pit create weird, muffled echoes that linger for longer than they would normally do. This increases the DC of hearing-based Perception checks made in the pit by 2.
89	Thick, wiry mottled black fungus covers one wall and part of the floor.
90	The smell of sweat and smoke hang in the air.
91	A gigantic representation of the holy symbol of an evil god made of carefully placed rubble decorates the floor.
92	A gigantic representation of the holy symbol of an evil god decorates the floor. It has been comprehensively scratched and defaced.
93	Fleas infest the carcass of several dire rats. Characters in the pit must make a DC 13 Reflex save or itch and scratch until they bathe. This may, at the GM's discretion, make concentrating on complex tasks difficult.
94	A ripped and torn sack contains 2 days worth of crushed trail rations and a shattered spyglass.
95	Alternating thick stripes of black and white paint cover the pit's walls.
96	Smoke or steam issues from small cracks in the pit's floor. The floor is noticeably warm.
97	A pouch containing 12 gp, a *potion of cure light wounds* and a map fragment lie on a natural shelf halfway up one wall (a DC 20 Perception check uncovers).
98	A single bloody handprint mars the underside of the pit's lid.
99	Roll twice on this table, ignoring results of 99-100.
100	Roll thrice on this table, ignoring results of 99-100.

The pits listed here are examples of complex pit traps that contain several different elements; for more basic pits refer to page 4 which presents a selection of CR 1 – 12 pit traps.

CRUSHING PIT   CR 9 (6,400 XP)
The floor drops away suddenly, dumping you into a deep pit.

Search DC 25 Perception; **Type** mechanical

Disarm DC 20 Disable Device (2d4 rounds); activates on DC 15 or less; **Bypass** DC 30 Perception (two small switches – one in the pit and one in the area above – turn the trap on and off).

Destroy Destroying the switches (AC 4, hardness 8, hp 30, DC 25 Break) locks the trap in the position it is in.

Trigger location; **Reset** automatic (10 minutes)

Effect When triggered, this trap has the following effects:

Effect (Round 1) The pit opens; characters fall 40 ft. (DC 20 Reflex save negates) and suffer 4d6 falling damage. Characters can scale the walls with DC 20 Climb checks. Dozens of small holes pierce the pit's walls (DC 20 Perception check) reveals.

Effect (Round 2) Grinding sounds issue from the pit walls and long spikes emerge from the small holes. Characters utilising the spikes can scale the walls with a DC 15 Climb check, but suffer 1d6 slashing damage for every Climb check they make.

Effect (Round 3) The walls start to grind shut. Characters climbing the wall must make a DC 15 Reflex save or fall off.

Effect (Round 4) The walls slam shut. Characters in the pit are attacked by 1d4 spikes (+15 attack, 1d8+5 damage) and pinned in place (+16 CMB, CMD 26; pinned characters suffer 1d8+5 damage per spike per round). The walls remain closed for 2 rounds.

FALLING

Characters falling into a pit take falling damage and land prone. However, some pits contain acid, water or even magma making them much more dangerous.

Acid: Total immersion in acid deals 10d6 acid damage per round, while exposure to acid deals 1d6 acid damage each round. Additionally, the fumes of acid are inhaled poisons. Characters adjacent to a large pool of acid must make a DC 13 Fortitude save each round or suffer 1 Constitution damage.

Lava: Lava deals 1d6 fire damage per round of exposure. Characters totally immersed suffer 20d6 fire damage and damage continues for 1d3 rounds after exposure ceases. This ongoing damage is only 10d6 fire damage, however.

Soft Surfaces: Falls onto soft surfaces (mud, dense undergrowth and so on) convert the first 1d6 damage to nonlethal damage.

Water: If the water is at least 10 ft. deep, the first 20 ft. of a fall inflict no damage. The next 20 ft. do nonlethal damage (1d3 per 10 ft. fallen) and remainder inflict normal falling damage.

DANGEROUSLY UNSTABLE PIT   CR 4 (1,200 XP)
The floor beneath your feet suddenly drops away.

Search DC 25 Perception; **Type** mechanical

Disarm DC 20 Disable Device (2d4 rounds); activates on DC 15 or less; **Bypass** DC 25 Perception (a switch near to the pit locks the lid open or closed)

Destroy Destroying the switch (AC 4, hardness 8, hp 15, DC 20 Break) destroys the trap's mechanism.
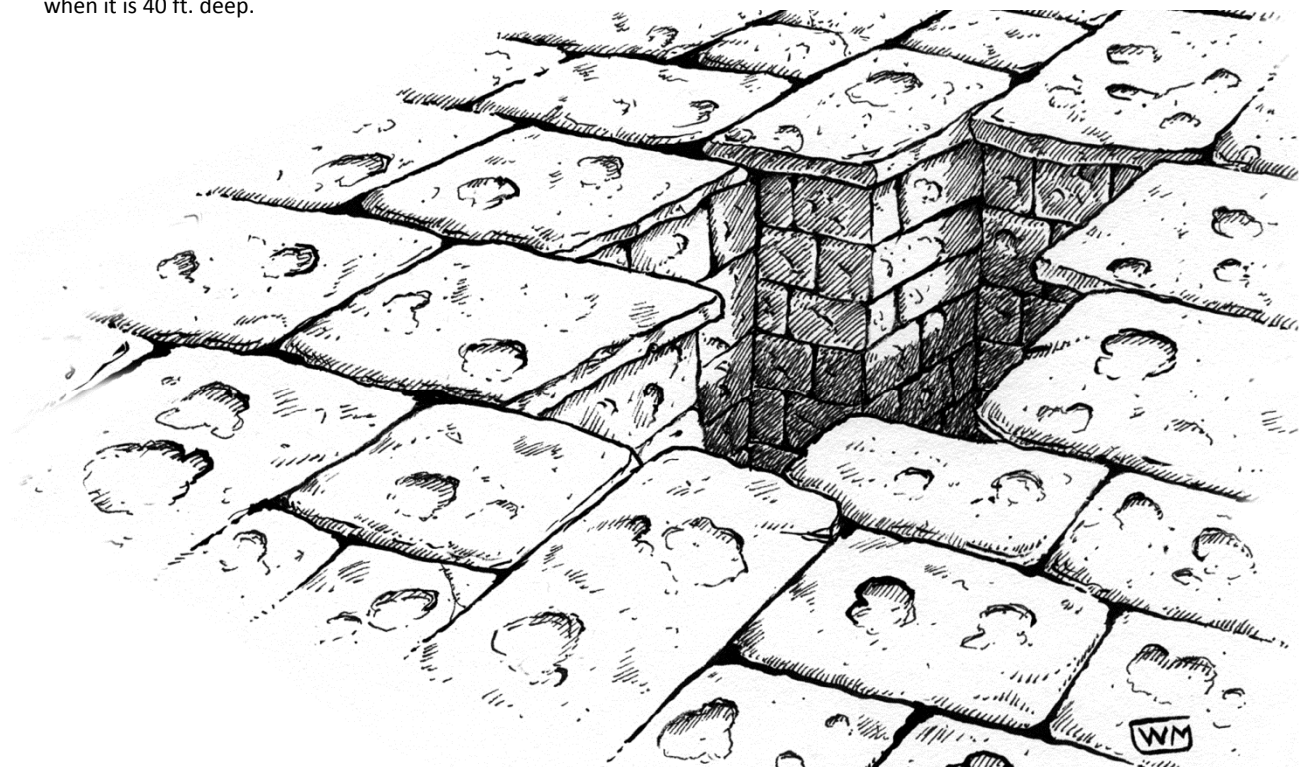
Trigger location; **Reset** automatic (1 minute)

Effect When triggered, this trap has the following effects:

Effect (Round 1) The pit opens; characters failing a DC 20 Reflex check falls 20 ft. and suffer 2d6 falling damage.

Effect (Round 2 – 3) The floor of the pit begins to fail. A DC 10 Perception check hears the sound of cracking rock and a subsequent DC 15 Knowledge (dungeoneering) check reveals the floor is unsound. Characters can scale the pit's walls with a DC 20 Climb check.

Effect (Round 4) The floor collapses into a natural cavern 20 ft. below. Characters failing a DC Reflex check fall into the cave, suffer 2d6 falling damage and land on 1d4 stalagmites (+10 attack, 1d4+5 damage). A character can scale the cavern walls with a DC 15 Climb check. Unfortunately, an overhang between the cavern and the pit is much harder to negotiate (DC 30 Climb check).

THE THING IN THE PIT

On occasion, when a character falls into a pit he discovers it is already occupied. Sometimes the pit builder intentionally stocks it with undead or constructs while other times vermin claim the area as their own. A partial list of suitable monsters includes:

Aberration: mimic; **Constructs**: animated object (Medium or smaller), clay golem, flesh golem and stone golem; **Ooze**: gelatinous cube, gray ooze and ochre jelly; **Undead**: ghasts, ghouls, skeletons, wight and zombies; **Vermin**: army ant swarm, bat swarm, centipede swarm, rats, rat swarm and spider swarm.

Additionally, some monsters are attracted to pits. Such monsters include:

Aberration: cave fisher, choker, cloaker, darkmantle; **Vermin**: giant centipede and giant spider.

Fighting in a pit can be challenging. Characters therein often lack the ability to manoeuvre – this is particularly devastating for archers and spellcasters. It is also likely that the entire party will be unable to participate in the battle. Thus, when placing monsters in a pit, be very mindful of the encounter's EL and take care to provide interesting tactical options for all participants.

SUFFOCATING PIT
CR 9 (6,400 XP)

The floor drops away and you land in a deep pit. Moments later, mud starts to pour into the pit through a large opening high up on each wall.

Search DC 25 Perception; **Type** mechanical

Disarm DC 20 Disable Device (2d4 rounds); activates on DC 15 or less; **Bypass** DC 25 Perception (a switch near to the pit locks the lid open or closed)

Destroy Destroying the switch (AC 4, hardness 8, hp 15, DC 20 Break) locks the lid in its current position.

Trigger location; **Reset** no reset

Effect When triggered, this trap has the following effects:

Effect (Fall) The pit opens; characters failing a DC 25 Reflex check fall 60 ft. and suffer 6d6 falling damage. Two rounds later the lid shuts.

Effect (Soil Deluge) The next round a deluge of mud starts pouring into the pit from four pipes. The depth of the soil increases by 2 ft. per round. Roll for initiative. Characters in the pit suffer 2d6 nonlethal damage (DC 20 Reflex halves). Characters can scale the pit walls (DC 20 Climb check) but every round on its go, the falling mud makes a bull rush attack (CMB +14) against climbing character. Success knocks the character back to the floor and the character takes damage as if he had fallen onto a soft surface.

Effect (Quicksand) After five rounds, the mud acts like quicksand. Characters can make a DC 10 Swim check to tread water or a DC 15 Swim check to move 5 feet in any direction. A character failing either check by 5 or more sinks below the surface and begins to drown when he can no longer hold his breath. Characters below the surface can swim back to the surface with a DC 15 (+1 per consecutive round under the surface) Swim check. The mud stops pouring into the pit when it is 40 ft. deep.

SLIDE PIT
CR 3 (800 XP)

The floor drops away dropping you into a pit with a smooth, sloped floor. You land prone and start sliding down the floor toward a steeply sloped tunnel.

Search DC 25 Perception; **Type** mechanical

Disarm DC 20 Disable Device (2d4 rounds); activates on DC 15 or less; **Bypass** DC 25 Perception (a switch near to the pit locks the lid open or closed)

Destroy Destroying the switch (AC 4, hardness 8, hp 15, DC 20 Break) destroys the trap's mechanism.

Trigger location; **Reset** automatic (5 minutes)

Effect When triggered, this trap has the following effects:

Effect (Fall) The pit opens; characters failing a DC 25 Reflex check fall 20 ft. and suffer 2d6 falling damage. They land prone on the sloping pit floor and slide 10 ft. along the floor.

Effect (Slide) Characters in the pit, slide 20 ft. down the sloping tunnel. A DC 20 Reflex save arrests progress while a DC 15 Reflex save reduces the distance travelled to 10 ft. Characters on the slide can climb its walls with a DC 20 Climb check. The slide is 60 ft. long.

Effect (Fall) At the slide's terminus characters must make a DC 25 Reflex save or fall 40 ft. into a deep pool of water (2d3 nonlethal damage). The walls of this pit are rough (DC 20 Climb check). The water is 20 ft. deep and calm (DC 10 Swim check). The only exit from the pool chamber is up the slide.

Variant Such pit traps often have things living in the deep pool. Constrictor snakes (CR 2) or most creatures listed in The Thing in the Pit sidebar are excellent candidates for such locations. Treat this as a separate encounter and award XP accordingly.

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

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

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