Rite Publishing Presents:

101 Hazards and Disasters

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

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™ 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™*) 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

<table>
<tr><td colspan="2" style="text-align:center">Designer's Note: Destroying Hazards</td></tr>
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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 Patch	Spore Cloud Radius	Acid Damage	Ref 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 (CR 6)

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 × 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 −4 penalty 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 15 Reflex 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