

<p>Ambush</p>	<p>The monsters gain a +4 circumstance bonus to all Hide and Move Silently checks prior to initiative.</p>
<p>Ambush (darkness)</p>	<p>In addition to Ambush, the monsters attack all light sources at first from a distance and then attack the PCs from darkness, taking advantage of their darkvision.</p>
<p>Bog</p>	<p>Every creature's Dexterity modifier is reduced by -3. If this reduces the Dexterity bonus to 0 or less, the creature is considered flat-footed. Movement is halved (minimum 5 ft.) and no one can take a free 5-foot step. Torches have a 50% chance of guttering out in the damp air. If a PC falls into the bog, his torch automatically goes out.</p>
<p>Concealment</p>	<p>The monsters in the room gain the benefits of concealment (hiding in shadows, etc.), unless they are adjacent to a PC. Concealment confers a miss chance of 20% on any successful attack against the monsters or NPCs.</p>

<p>Concealment (total)</p>	<p>The monsters in the room gain the benefits of total concealment (hiding in shadows, etc.), unless they are adjacent to a PC. Total concealment confers a miss chance of 50% on any successful attack against the monster or NPC.</p>
<p>Cover</p>	<p>The monsters in the room maintain cover (they push over a table, stand behind barrels, etc.), unless they are adjacent to a PC. Cover grants a number of benefits, including bonuses on Reflex saves, Hide checks, and AC.</p>
<p>Cover (soft)</p>	<p>As Cover, but soft cover provides no bonus to Reflex saves.</p>
<p>Cover (total)</p>	<p>As Cover, but the benefits are total.</p>

Cursed X	The longer PCs spend in this Room, the harder it is for them to leave. Increase the DC of all Willpower saves by X while in this Room. Monsters or PCs already suffering from madness do not suffer this penalty.
Deep Darkness	This room is cast in perpetual darkness that cannot be dispelled. Torches and lanterns give off ½ their normal light and magical light requires a Concentration check (DC 15 + spell level) or it is extinguished.
Deep Silence	This room is cast in perpetual magical silence that cannot be dispelled. Listen checks are altogether impossible, and spellcasters cannot cast spells requiring a Verbal component.
Desecration X	This encounter takes place in a desecrated room. X is the turn resistance all undead gain against turn attempts.

Diseased (Name) X	For every minute the PCs spend in this room, they must succeed at a DC X Fortitude save or contract the named disease. Even diseases that normally are only contracted through ingestion or injury can be contracted in this room.
Distracting Noises X	There are noises in the darkness that cannot be explained. Nonetheless, they can affect the wandering minds of PCs. Similar to Echoes, this room also affects Willpower and Reflex saves, by imposing a penalty equal to X. In addition, Concentrations and Listen checks suffer a penalty equal to X. Like Haunted, rest is nearly impossible here.
Distracting Visions X	Something is waiting in the darkness, or the shadows play strangely on the walls. While in this room, the PCs suffer a penalty to their Initiative checks equal to X. In addition, all Attacks of Opportunity suffer a penalty to the attack roll equal to X. Like Haunted, rest is nearly impossible here.
Drafty	Lanterns (other than hooded lanterns) and torches have a 50% chance of being extinguished.

<p>Echoes X</p>	<p>A great deal of noise and distraction increases the DCs of all Listen checks by X.</p>
<p>Extreme Cold</p>	<p>Anyone remaining in this room for more than 1 minute begins to suffer the effects of cold, as per the DMG. Casting spells is difficult; the caster must succeed at a Concentration check (DC 10 + spell level) or the spell is lost.</p>
<p>Extreme Heat</p>	<p>Anyone remaining in this room for more than 1 minute begins to suffer the effects of heat, as per the DMG. PCs in medium or heavy armor cannot take a charge action in extreme heat.</p>
<p>Fear X</p>	<p>An inexplicable pallor of evil permeates the room. PCs that fail a Willpower save (DC equal to X) are shaken until they leave the room, plus Xd6 minutes afterwards. Shaken PCs suffer a -2 morale penalty to attacks, saves, skill checks, and ability checks.</p>

<p>Fearless</p>	<p>The monsters and NPCs here cannot be intimidated or cajoled, and do not back down from any fights. Undead cannot be turned; instead, they suffer damage equal to character's cleric level on a successful turn attempt.</p>
<p>Flooded</p>	<p>These rooms have become flooded. Every creature's Dexterity bonus is reduced by 2. If this reduces the Dexterity bonus to 0 or less, the creature is considered flat-footed. In addition, movement is halved (minimum 5 ft.), and no one can take a free 5-foot-step. Torches have a 50% chance of guttering out in the damp air. If a PC falls into the water, his torch automatically goes out.</p>
<p>Fog X</p>	<p>Fog reduces visibility in the room (except darkvision) to X ft. Creatures up to X ft. away have concealment (20%). Beyond that, creatures have total concealment (50%).</p>
<p>Hallowed X</p>	<p>This room is holy. Clerics and paladins gain a bonus to all Charisma-based skill checks (including turn attempts), equal to X, but suffer a penalty of –X on rebuke attempts.</p>

<p>Haunted</p>	<p>Rest is impossible. Spells cannot be memorized, meditation doesn't work, and the benefits of natural healing are cut in half.</p>
<p>Hazardous Footing X</p>	<p>PCs moving faster than ½ speed must succeed at a DC X Reflex save or fall to the ground, suffering 1d4+1 points of damage from the debris. No one can take a free 5-foot step. Tiny or smaller creatures gain a +6 competence bonus on this save.</p>
<p>Invisible</p>	<p>The monsters in the room gain the benefits of invisibility, until they perform an action (attacking, casting a spell, etc.) that removes this benefit. In addition to its other benefits, invisibility works as Total Concealment, offering a 50% miss chance.</p>
<p>Negative Energy</p>	<p>Undead heal 1 hit point per hour in this room. PCs suffer 1 hit point per minute in this room.</p>

<p>Poor Footing X</p>	<p>All monsters and PCs suffer a penalty to their base attack equal to X unless they succeed at a Reflex save (DC 10+X).</p>
<p>Positive Energy</p>	<p>PCs heal 1 hit point per hour in this room. Undead suffer 1 hit point of damage per minute in this room.</p>
<p>Safe</p>	<p>This room is generally safe and might be a good place to rest. Reduce the chance of an encounter here to 1/6th normal.</p>
<p>Smoke</p>	<p>The air in this room is thick with unbreathable smoke. A character who breathes 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.</p>

**Spell
Resistance X**

Treat all occupants as having Spell Resistance equal to X.

Stagnant Air

A character who breathes stagnant air must make a Fortitude save each round (CD15, +1 per previous check) or spend that round choking and coughing. A character that chokes for 2 consecutive rounds becomes nauseated.

Submerged

The PCs must have some way to breathe water to remain in this room

Tremors X

Stones drop from the ceiling. PCs must succeed at a CD X reflex save or suffer 2d6 points of damage at a random point in this area.

Unhallowed X

Clerics and paladins suffer a penalty to all Charisma-based skill checks (including turn attempts) equal to X, but gain a +X bonus to rebuke attempts.