

A Dozen Dungeon Hazards

by Philip Reed

Requires the use of the Dungeons & Dragons®
Player's Handbook



Special thanks to Mark Gedak for proofreading and rules assistance.

Introduction

Many an adventurer has encountered such terrible dungeon hazards as green slime and yellow mold. A recent purchase I made, Silverthorne Games' *All Hazards Great and Small*, reminded me of just how much fun these unexpected bits of dungeon dressing can be. While reading over the Silverthorne Games PDF, and working on a different project, my mind continued to turn over ideas for new slimes, molds, and fungi. This short PDF supplements the hazards found in the SRD and, for those in need of even more, I highly recommend Silverthorne Games' product. You can learn all about their work at www.silverthornegames.com.

Disclosure: I recently completed a project, along with Michael Hammes, for Silverthorne Games. While this does make me at least partially biased, I stand behind my endorsement of *All Hazards Great and Small* (of which I had no part in).

Product Identity

Ronin Arts and the names of creators are designated as product identity. Silverthorne

Games and All Hazards Great and Small are designated as product identity of Silverthorne Games and are used with permission.

Open Game Content

All of the text in this PDF, with the exception of the product identity identified above, is presented as open game content. While this means absolutely nothing to your campaign it does give other publishers permission to use this material as long as they follow the open game license (see the end of this PDF).

About the Author

Philip Reed has been working professionally in the roleplaying game industry since 1995. In that time he has worked for such companies as West End Games, Privateer Press, and Steve Jackson Games. Today Philip spends his days at home running Ronin Arts, writing and designing new games, and reading whatever books interest him at the time. To learn more about Philip Reed – and Ronin Arts – please visit www.roninarts.com.

Fogs

Heavy, cloud-like fogs that cling to the earth are typically no more than a nuisance to adventurers. A few unusual types of fog, usually formed near other types of hazards, are dangerous in nature and mostly indistinguishable from normal, non-threatening fog.

CRIMSON FOG (CR 2)

This bright red fog, found in environments heavily covered by scarlet mold (see below), is a thick, noxious gas that inflicts those breathing it with a mild form of the same disease that is spread by scarlet mold. Crimson fog comes into existence when a patch of scarlet mold is destroyed by fire (whether the patch has been disturbed or not). It is a well-known, though rarely encountered, hazard found in dungeons and other underdark locations.

A typical patch of crimson fog appears as a 20-ft. cube. Entering a patch of crimson fog forces DC 18 Fortitude save. If the save succeeds the fog has no effect on the character or creature that entered the fog patch. If the check fails, the victim has contracted a variant form of slimy doom (see box). A patch of crimson fog can be dissipated harmlessly with *gust of fog* or a similar spell.

NEW DISEASE: SLIMY DOOM, RED

This brutal form of slimy doom not only turns the victim to infectious goo but also causes more potent ability drain and takes effect faster than the traditional variety of slimy doom.

Infection: Contact, Inhaled, or Injury

DC: 18

Incubation: 2d4 hours

Damage: 1d6 Str, 1d6 Con (Once a creature has been infected there is no secondary saving throws to resist further effects; only magical healing can prevent the eventual death of the creature.)

NECROMANTIC FOG (CR 4)

This dark gray fog is found in cemeteries or burial chambers. Clinging not only to the graves and bodies of the dead but also to any creatures that happen through it, necromantic fog slowly enters the pores of a creature and begins to eat away at the life of those foolish enough to pass through the fog. Identifying necromantic fog requires a DC 25 *Knowledge (dungeoneering)* or *Knowledge (nature)* check.

A typical patch of necromantic fog appears as a 20-ft. cube. On the first – and each subsequent – round of damage that a character or creature remains within the patch of fog then the necromantic fog deals 1d6+1 points of damage to its victim. Any victim that suffers 10 points of cumulative damage from any number of patches of necromantic fog within one-hour of time is bestowed one negative level by the necromantic fog. After 24-hours the affected character or creature must make a DC 13 Fortitude save – if the save is successful the negative level goes away with no effect but, if the save fails, the negative level goes away and the character or creature permanently loses one level. A separate Fortitude save must be made for each negative level that the character or creature has accrued.

Necromantic fog can be completely destroyed by a successful turn undead check – the fog is treated as a 6 HD creature for these purposes. *Gust of wind* or a similar spell dissipates a necromantic fog but the affected patch reforms within 2d4 rounds of the end of the spell's duration.

Anyone reduced to 0 hit points or 0-level by necromantic fog collapses, only to arise 1d4+2 rounds later as a zombie. Additionally, necromantic fog heals undead 1d6+1 points each round that the undead remains within the fog patch.