

NIGHTMARE FUMES

HAZARD 10

COMPLEX

MECHANICAL

TRAP

Complexity Complex


Stealth +15 (expert)

Description The ventilation floods a cozy reading nook with soporific gas that gives its victims disturbing nightmares.

Disable DC 35 Thievery (expert) to unlock the door, DC 40 Athletics to Force Open the door, or DC 27 Crafting (Alchemical Crafting) to create a counteragent.

AC 10, **Fort** +21, **Ref** +16

Hardness 14, **HP** 56 (BT 28); **Immunities** critical hits, object immunities, precision damage

Slam Door  **Trigger** A creature steps into the northeastern half of the reading nook; **Effect** The door to the room slams shut and locks. The trap then rolls initiative.

Routine (1 action) Each round on its initiative count, the trap pumps more Nightmare Fumes into the room. Any breathing creature in the room is exposed to the toxin. If a creature acts before the trap on the first round, it has the option of holding its breath to postpone breathing in the poison - holding one's breath after the trap's first action has no effect. The trap functions for 1 minute before all the gas is expended, after which it rapidly decays. Forcing open the door to the library initially exposes anyone else in both rooms to Nightmare Fumes, but the gas becomes too diluted to affect creatures on the trap's next action - disabling it.

Nightmare Fumes (inhaled, mental, poison) **Saving Throw** DC 30 Fortitude; **Maximum Duration** 6 hours; **Stage 1** slowed 1 (1 round); **Stage 2** unconscious with no Perception check to wake up (1 round); **Stage 3** unconscious with no Perception check to wake up. The creature experiences nightmares and awakens fatigued (2d4 hours)

Reset The gas must be manually reloaded.