

MAGICAL

TRAP

**Complexity** Simple**Stealth** DC 40 (master)**Description** The labyrinthine script draws you into an extradimensional nightmare maze of eldritch origin and traps you there.**Disable** - Thievery DC 40 (master); or dispel magic (8th level; counteract DC 35) to counteract the trap before it triggers or to counteract the effect after the trap is triggered**Trigger** - Touching the door or reading the runes attempts to trap intruders in an extradimensional nightmare maze.**Effect** - All valid creatures within 30 feet are trapped in a Maze spell (DC 36), but once any one trapped creature escapes the maze, all currently entrapped victims escape at once, reappearing on the north side of the now-once-again closed Aklo doors. Each round they are trapped each victim is subject to a 4th level Phantasmal Killer spell (DC 36)