

This material is Open Game Content, and is licensed for public use under the terms of the Open Game License v1.0a.

## EPIC OBSTACLES

### Walls

In addition to the standard types of wall, walls in dungeons can be made of mithral, adamantine, or even pure force.

Wall Type	Typical Thickness	Break DC	Hardness	Hit Points*	Climb DC
Paper	Paper-thin	1	—	1hp	30
Wood	6in.	20	5	60hp	21
Masonry	1ft.	35	8	90hp	15
Masonry, superior	1ft.	35	8	90hp	20
Masonry, reinforced	1ft.	45	8	180hp	15
Stone, hewn	3ft.	50	8	540hp	22
Stone, unworked	5ft.	65	8	900hp	20
Iron	3in.	30	10	90hp	25
Mithral	3in.	46	15	90hp	70
Adamantine	3in.	66	20	120hp	70
Magically treated**	—	20	x2	x2†	—
<i>Wall of force</i>	1in.	n/a	n/a	n/a	70
<i>Wall of ice</i>	1in./lvl	15+1/in.	0	3hp/in.	25
<i>Wall of iron</i>	1in./4lvls	25+2/in.	10	30hp/in.	25
<i>Wall of stone</i>	1in./4lvls	20+2/in.	8	15hp/in.	22

\*Per 10-ft.-by-10-ft. section.

\*\*These modifiers can be applied to any of the other categories and types.

†Or 50, whichever is greater.

### Doors

Door Type	Typical Thickness	Hardness	Hit Points	Break DC	
				Stuck	Locked
Simple wooden	1 in.	5	10 hp	13	15
Good wooden	1 1/2 in.	5	15 hp	16	18
Strong wooden	2 in.	5	20 hp	23	25
Stone	4 in.	8	60 hp	28	28
Iron	2 in.	10	60 hp	28	28
Mithral	2 in.	15	60 hp	40	40
Adamantine	2 in.	20	80 hp	60	60
Force	1 in.	n/a	n/a	n/a	n/a
Portcullis, wooden	3 in.	5	30 hp	25*	25*
Portcullis, iron	2 in.	10	60 hp	25*	25*
Portcullis, mithral	2 in.	15	60 hp	30*	30*
Portcullis, adamantine	2 in.	20	80 hp	40*	40*
Portcullis, force	1 in.	10	n/a	n/a	50*

\*DC to lift. Use appropriate door figure for breaking.

### Obstacles and Hazards

Obstacle/Hazard	Effect
Acid tank	1d6 damage per round, or 10d6 per round for total immersion; plus poison fumes.
<i>Antimagical field</i>	Negates all spells or magical effects.
<i>Dimensional anchor</i> trap	Blocks bodily extradimensional travel.
Hurricane-force winds	Ranged attacks impossible, flight virtually impossible.
Lava pit	2d6 damage per round, or 20d6 per round for total immersion; plus continuing damage.
Permanent <i>prismatic sphere</i>	Requires seven different spells to bypass.

Permanent <i>solid fog</i>	Move at one-tenth normal speed, –2 penalty on attack and damage (good when coupled with incorporeal monsters).
Permanent <i>wall of force</i>	Blocks most spells and ethereal travel, can't be <i>dispelled</i> .
Three-dimensional dungeons	Levitation/flying required to move between areas.
Unconnected rooms	Teleportation required to move between areas.
Variable gravity	As <i>reverse gravity</i> , but direction random each round.

## Slimes, Molds, and Fungi

For purposes of spells and other special effects, all slimes, molds, and fungi are treated as plants. Like traps, dangerous slimes and molds have Challenge Ratings, and characters earn experience points for encountering them.

### Flux Slime (CR 21):

Flux slime appears as a clear, viscous liquid that seeps from some unseen origin point. This origin point is extradimensional, so the slime may even appear in midair. As the slime flows, it settles and fills the area around the origin point.

Flux slime seems to be an inert substance, devoid of sentience. It is not caustic or toxic, but it radiates an *antimagic field* within a radius of 10 feet. This *antimagic field* has a caster level of 21. Any quantity of slime that is removed from the main mass yellows and hardens in a matter of minutes, turning into a flaky material that will not adhere to anything.

In reality, flux slime is a growth with a ravenous appetite for magical forces. It is a natural draining phenomenon: Magical energy drains through the origin point in one direction in exchange for the residue on the far side. The *antimagic field* a flux slime generates is actually the byproduct of the consumption of magical energy.

In addition to the *antimagic field*'s effects, magic items that come into contact with flux slime permanently lose their magical abilities; creatures with spell-like or super-natural abilities that come into contact with it take 2d6 points of temporary Constitution damage per round while it devours flesh; creatures without such abilities are immune to this effect.

On the first round of contact, the slime can be scraped off a creature, but after that it must be frozen, burned, or cut away (dealing damage to the victim as well). Extreme cold, heat, or sunlight destroys a patch of flux slime.

When destroyed, a patch of slime releases the byproducts of its magical digestion in a dangerous burst that radiates out 50 feet. All creatures caught in this burst are subject to some random and permanent transmutation effect, as generated on the table below. Each burst generates one of these effects. Creatures may resist this effect with a Fortitude saving throw (DC 29).

d%	Result
01–10	Blindness (as blindness/deafness spell)
11–16	Cursed (as bestow curse spell; –4 enhancement penalty on attack rolls, saving throws, ability checks, and skill checks)
17–26	Deafness (as blindness/deafness spell)
27–32	Disintegrate (subject is destroyed by a disintegrate spell)
33–40	Etherealness (as etherealness spell)
41–48	Gaseous (as gaseous form spell)
49–54	Iron body (as iron body spell)
55–60	Petrification (as flesh to stone spell)
61–68	Plane shift (subject instantly transports to a random plane)
69–74	Polymorph (as polymorph other spell; choose form randomly)
75–80	Reverse gravity (flux slime becomes the center of a reverse gravity spell).
81–88	Teleport (each subject teleports to a different, random location)
89–94	Temporal stasis (as temporal stasis spell)
95–00	Reverse aging (subject gets younger each year, disappearing at moment of “birth”)

After the burst, the extradimensional origin point is sealed.