

Hazardous Hilarity: Traps that attack the Funny Bone!

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WELCOME TO WHACKY WARDS AND TICKLING TRAPS!

The subject matter of this supplement is not so serious, but the consequences to your players might be! Hazardous Hilarity is all about traps, haunts and other devious devices that might leave your players both laughing and crying!

THE HAZARD SCALING SYSTEM

The hazards listed here are mostly level -1, but can be scaled to *any level* with the use of the hazard scaling system in the [Hazard Scaling and Modification Rules](#) supplement. To recap briefly, that system relies on the Building Hazards guide in the Gamemastery Guide (GMG), pg 74. For each numeric value a hazard has, like “Stealth DC 16 (*High*)” you look up the level-based values for that hazard in the tables provided in the GMG and scale the number to whatever level you wish your hazard to be, choosing the column based on the annotation such as “High” or “Extreme”.

That’s most of it, but the document linked above has far more detail on all sorts of special cases.

HAZARDS

BANANA PEEL [HAZARD -1 AND UP]

[MECHANICAL][TRAP]

Stealth DC 12 (*Low*) (untrained, *Moderate*) to spot the banana peel.

Description There is a banana peel in front of an area where you could fall, such as a cliff, pit, etc.

Disable DC 0 Thievery (untrained). You move the banana peel. On a failure, you slip on the peel.

AC 10, **Fort** +1, **Ref** +1

Hardness 0, **HP** 4 (BT 2); **Immunities** critical hits, object immunities, precision damage, potassium deficiency.

Slip ☹ **Trigger** A creature steps into the 5 ft. square where the banana peel is located. **Effect** The creature must make a DC 16 (*Hard*) Reflex save or fall, taking falling damage of 2d4+1 (*per the hazard scaling*).

Spiked Pit Trap Variant See [Pit Trap](#) in the New and Old Hazards and Traps supplement for details on this variation.

Scaling Do not scale the Disable DC, AC, Saves, Hardness or Hit Points when scaling the other attributes of this hazard.

DANCE, DANCE COMPETITION! [HAZARD -1 AND UP]

Based very loosely on [Dance of Death](#), *Gamemastery Guide* pg. 81

[COMPLEX] **[HAUNT]**

Stealth +15 (*High*) (untrained, *Moderate*) with a +2 circumstance bonus to the roll for each proficiency rank in Arcana, to recognize the magical overtones to the music.

Description A music box plays or ghostly musicians manifest, causing those who hear to dance off against each other!

Disable DC 15 (*High*) Religion to subdue the animating spirits or DC 17 (*Extreme -1*) Diplomacy to convince them that they are dead and to move on. Disabling can only be attempted via each of the two means once per reset.

Performance \cup (auditory, enchantment, incapacitation, occult) **Trigger** A creature approaches within 20 feet or activates the haunted object (e.g. a music box); **Effect** The music compels all creatures that can hear it to begin dancing in competition with each other. Each creature must attempt a DC 16 (*Hard*) Will save with a +2 circumstance bonus for each proficiency rank in Performance, with the following effects.

Critical Success The creature may dance if it wishes, and if (and only if) it does, it is counted in the final comparison (see Routine, below). After this round the creature is immune to the effect for 24 hours as if they were the winner.

Success The creature must dance and is flat-footed and cannot use reactions. Additionally, it must spend 1 of its actions each round dancing. Dancing is a move action that allows the creature to Stride up to half its Speed.

Failure As success, except the creature must spend 2 of its actions each round dancing.

Critical Failure As failure, except the creature must spend 3 of its actions each round dancing.

Routine (1 action; auditory, enchantment, incapacitation, occult) The orchestra performs a raucous tune, compelling all creatures that can hear it to spend actions dancing. Each round, each creature in range is subject to the Performance at the start of its turn as if it had just entered the range of the effect. At the start of the haunt's turn, all who have danced since its last turn compare the results of their Will saves. The "winner" is the one with the highest total, and that creature becomes immune to the Performance for 24 hours. The "loser" with the lowest roll takes 1d4+1 mental damage. If there is only one person affected, they are both the winner and the loser.

Lingering Effect The first winner to be determined gains a ghostly signifier of their accomplishment. This might be an immaterial wreath worn on their head, a medal on their chest or some other sign or trophy that is visible. This conveys a +2 circumstance bonus to anyone familiar with the haunt on all Charisma-based skill checks performed by the winner. The effect ends in 24 hours.

Reset The haunt requires 24 hours once no one is affected, after which it is ready to begin its routine again.

FEAST OF GORGING [HAZARD -1 AND UP]

[MAGICAL] [TRAP] [POISONABLE]

Stealth DC 18 (*Extreme*) (untrained, *Moderate*) to recognize that the food is magical and potentially poisoned. Gain a +2 status bonus for each proficiency rank in Arcana. Detect magic can also be used to determine the nature of the food.

Description A fabulous feast is laid out on a dining table, ready to eat!

Disable DC 11 (*Low*) (untrained) Thievery to safely dispose of the food or DC 15 (*High*) Arcana or dispel magic (1st level; counteract DC 15 (*High*)) to neutralize the magical enchantment and render the food safe to eat. However, the enchantment is also what is keeping the food fresh, so it will begin to decay normally once deactivated.

AC 12 (*Low*), **Fort** +8 (*High*), **Ref** +2 (*Low*)

Hardness 2, **HP** 11 (BT 5); **Immunities** critical hits, object immunities, precision damage

Curse of Gorging (magical, consumable, poison, arcane) ☹ **Trigger** A creature eats some of the food. **Effect** This acts similarly to a poison. **Saving Throw** DC 16 (*Hard*) Will; **Maximum Duration** none; **Stage 1** continue eating on the next round (1 round); **Stage 2** continue eating on the next round and become sickened 1; **Stage 3** continue eating on the next round, take 1d4+1 poison damage and become sickened 2 (1 round). The nature of this curse allows the creature to continue eating while sickened. Eating requires two actions. The target can perform any other action for the rest of their turn that does not involve leaving the table, disabling the hazard or preventing themselves from eating. That action can include retching (*Core Rulebook pg. 622*) though the save from retching only affects the sickened condition, not the curse.

Removal If removed from the table by force, the target's stages of Curse of Gorging will pause, but they will feel an overwhelming urge to return, preventing them from taking any other action but to return and eat more, unless that action is required in order to return (e.g. to open a door or free themselves from restraints). Taking no action at all once physically removed from the table requires another DC 16 (*Hard*) Will save with the following results:

Critical Success The curse is broken and no further compulsion is felt.

Success The curse continues to be paused and no further Will save needs to be made for 1 minute.

Failure The creature must take any movement or interact action necessary to return to eating. They can engage in combat with anyone obstructing them if the player wishes, but this is not required. Roll again next round.

Critical Failure The creature makes no more Will saves until returning to the table to eat. They must attempt to do so at all costs, including attacking those that stand in their way.

The save can be aided by anyone who is trained in Medicine.

The effect continues for 1 hour or until they again spend a round eating from the table. After 1 hour, they will lose one stage of the curse each hour, but do not receive any of the effects listed for the stages until they eat again.

Eldritch Variant As above, but the Disable check with Arcana is replaced with Occultism and the Curse of Gorging replaces the arcane trait with occult. Divine and Primal variants behave the same way, using the appropriate checks and traits for those traditions. **Extra levels 0.**

Alchemical Variant As above, but the Disable check with Arcana is replaced by a Crafting check requiring the Alchemical Crafting feat and dispel magic cannot be used to disable. The magical trait on the hazard is replaced with alchemical and the magical and arcane traits on the Curse of Gorging are replaced with alchemical. This variant is incompatible with the Eldritch or other tradition variants. The hazard does not reset. **Extra levels 0.**

Reset The food will begin to replenish itself 2 rounds after someone starts to eat, keeping sufficient food present for up to 4 people to keep eating without interruption. If the food is dispelled or deactivated with Arcana, it will no longer reset.

HALLWAY OF ROT [HAZARD -1 AND UP]

[COMPLEX] [MAGICAL] [TRAP]

Stealth DC 0 (untrained) to notice the hallway of rot.

Description The hallway is lined with protuberances such as rotting limbs that flail about or giant, rotting food items that appear to be animated (e.g. rotting sausages attached to the walls and ceiling that pummel passers by). The section of hallway affected might be 5-20 ft. and is treated as difficult terrain.

Disable Dispel magic (1st level; counteract DC 15 (*High*)) to neutralize the magic.

AC 15 (*High*), Fort +2 (*Low*), Ref +8 (*High*)

Hardness 3, HP 16 (*level +1*) (BT 8); Immunities critical hits, object immunities, precision damage

Flailing Protuberances ☹ (attack) **Trigger** A creature enters a section of hallway containing the rot or attacks from an adjacent square. **Effect** The flailing attack (below) is executed against the creature. This can happen multiple times per turn if the creature is moving through multiple sections of hallway. If the creature ends its turn in an affected section and has not yet been attacked this turn, it is immediately attacked.

Melee flailing +8, **Damage** 1d4+1 bludgeoning plus Dungeon Decay

Dungeon Decay (disease) **Saving Throw** DC 16 (*Hard*) Fortitude; **Onset** 1 day; **Stage 1** enfeebled 1 (1 day); **Stage 2** as stage 1 (1 day); **Stage 3** enfeebled 2 (1 day); **Stage 4** as stage 3; **Stage 5** enfeebled 2 and fatigued (1 day).

Needle Variant Giant needles extend along the hallway. The damage type is piercing instead of bludgeoning. **Extra levels 0.**

Inappropriate Variant Some sort of inappropriate objects line the hallway. The GM decides what they are, but the effect on those observing this amuses observers to the extent that they may laugh out loud (Will save DC 15 (*Hard -1*)) which might alert other creatures in the area to their presence. **Extra levels 0.**

Tickling Variant The appendages along the hallway attempt to tickle passers by. If the flailing attack hits, it does no damage but in addition to the Dungeon Decay, the target must make a

Will save at DC 16 (*Hard*) to avoid being incapacitated with laughter; they become stupefied 1 until the end of their next turn. **Extra levels** 0.

Reset The hazard resets immediately.

LOVE'S ARROW [HAZARD -1 AND UP]

[MAGICAL] [TRAP] [POISONABLE]

Stealth DC 15 (*High*) (untrained, *Moderate*) to notice the minute motions of the statue responding to nearby creatures by beginning to animate.

Description The figure of a god of love (e.g. Shelyn) is holding a bow with a single arrow knocked. When an intelligent creature gets within 10 ft. the statue briefly animates, firing the arrow.

Disable Thievery DC 15 (*High*) (untrained, *Moderate*) to deactivate the magical sensors that trigger the statue.

AC 15 (*High*), **Fort** +8 (*High*), **Ref** +2 (*Low*)

Hardness 4 (*one level higher than the hazard*), **HP** 12 (BT 6); **Immunities** critical hits, object immunities, precision damage

Love's Arrow ☹ (attack); **Trigger** A creature with Int of 8 or higher walks within 20 ft. of the statue. **Effect** The arrow is fired.

Ranged arrow +10, **Damage** 1d4 piercing (*the listed damage for "Complex" traps, but without any bonus flat damage, e.g. at level 8, the listed damage is 2d10+11, so this arrow would do 2d10*) plus Love's Kiss

Love's Kiss If the arrow hits, it will inject the target with a small amount of a magical potion called Love's Kiss which acts like a poison. DC 16 (*Hard*) Fortitude, Maximum Duration 6 hours, **Stage 1** stupefied 1 and become infatuated with whatever living creature is visible closest to you (1 hour); **Stage 2** as stage 1, but stupefied 2 (1 hour); **Stage 2** as stage 1, but stupefied 3 (1 hour)

Note The effect causes infatuation, not lust and it does not force any creature to take any action at all. A player who does not wish to roleplay infatuation could keep this entirely to themselves, and of course, if a player's character is the *object* of someone's infatuation, they may or may not be comfortable with that. Let your players' comfort be your guide in mediating these situations!

Variante Hate's Arrow Trap As above, but the god is one associated with fear or vengeance and the toxin is called Hate's Kiss and replaces infatuation with hatred. **Extra levels** 0.

Reset The statue will return to stone as soon as it fires its arrow, in its original pose. After 1 hour, a new arrow will appear and the trap will re-arm.

POWDERED DONUT [HAZARD -1 AND UP]

Originally [posted to reddit](#) in reply to a comment about D&D rogues.

[CONSUMABLE] [MECHANICAL] [TRAP] [POISONABLE]

Stealth DC 15 (*High*) to notice the dangerous powder.

Description Delicious, delicious donut.

Disable DC 11 (*Low*) Thievery (untrained). You safely dispose of the donut.

AC 10, **Fort** +1, **Ref** +1

Hardness 0, **HP** 4 (BT 2); **Immunities** critical hits, object immunities, precision damage.

Weaknesses fire 5, water 5

Dusting ☹️ **Trigger** Someone eats part or all of the donut. **Effect** A dusting of powdered sugar makes the creature that ate it more noticeable as well as seeming messy, throwing off potential social interactions. Make a DC 16 (*Hard*) Reflex Save (with a +2 status bonus for each proficiency rank the target has in Society) or take a -2 circumstance penalty on all Stealth checks as well as any Charisma-based checks, -4 on a critical failure. The penalty ends when the target takes at least 1 minute to clean their clothing.

Special If someone damages the donut with an attack, the donut will make a 5 ft. burst attack, starting at a corner of the donut's square, chosen by the GM. Within this area the Dusting effect takes place against all creatures present.

Reset If there is at least one bite of the donut left, it automatically and instantly resets, but once the donut is gone or thrown away, the trap is no longer active and must be reset from scratch.

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