

ENVIRONMENTAL HAZARDS FOR COMBAT

Scroll
of
Revelation
#101

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1. **{Acidic Plants}** Nearby flora spits acid if their sensitive roots are disturbed.
 2. **{Mucus Air}** Fiendish vents fill the air with sheets of mucousy fog that make projectiles attacks all but impossible.
 3. **{No Gravity}** Jumping in any direction causes you to fly in a straight line until something stops your movement.
 4. **{Flint Mist}** The air is filled with tiny flakes of flint that causes critical misses made with metal weapons to detonate a Fireball centered over the target.
 5. **{Mushroom Mines}** Stepping on one of these tiny mushrooms springs you 1d10 x 10 feet straight up.
 6. **{Seering Wind}** Powerful gusts blow hot embers and smoke from a nearby wild fire across the battlefield that can burn, blind, and suffocate creatures.
 7. **{Crumble Crystal}** These towering crystals offer great but temporary cover as the slightest pressure will shatter them into a million microscopic shards.
 8. **{First Steps}** Psychic anomalies make movement feel like an unfamiliar function, requiring creatures to pass an INT check to avoid falling prone.
 9. **{Vanishing Strikes}** Massive busts of infamous arcane tricksters look down upon the battlefield and turn any creature they see take damage invisible until that creature makes an attack or takes damage again.
 10. **{Slamming Tiles}** Every time new weight is applied to one of the chamber's large tiles, it is lifted up by a podium and slammed into the ceiling.
 11. **{Heat Rays}** Giant mirrors reflect sunlight with such intensity that they act like heat rays. Occasional gusts of wind will spin the mirrors in a random direction.
 12. **{Rusty Air}** Rust dust in the air makes metal armor particularly brittle. A critical hit scored against a creature wearing non-magical armor destroys the armor.
 13. **{Sink}** A creature that doesn't move on their turn begins to sink into the ooze-like floor.
 14. **{Arcing Spells}** Runes etched into the floor causes spells that target a creature to also target all other creatures within 5 feet of the original target with the same spell.
 15. **{Transmuter Stones}** Touching one of these cracked obelisks polymorphs you into a random beast {some harmless, others deadly} for 1 minute or until you touch the stone again.
 16. **{Obelisks of Death}** So long as these 3 crumbling monoliths are standing, their necrotic enchantments cause all living creatures in the chamber to have their max HP cut in half.
 17. **{Mind Sapper}** Floating within the domed ceiling are 5 Mind Flayer skulls etched with psychomantic runes that cause all INT saves made in the chamber to be at disadvantage.
 18. **{Magnetic Walls}** While the graviturgry crystal orb remains floating atop the central podium, all of the walls and ceilings in the chamber can be moved across as if they were flat surfaces.
 19. **{Spell Golem}** A large golem stands in the center of the battlefield, and it will obey the verbal commands of whoever has cast the highest level spell on the mana reactor set within its chest.
 20. **{Death Eater Fog}** If you're reduced to 0 hit points within this soul-chilling, you instantly die.