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DUNGEON DRESSING: ARCHWAYS



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DUNGEON DRESSING: ARCHWAYS

Tired of your dungeons lacking in verisimilitude? Want to add cool little features of interest to your creations but don't have the time to come up with non-essential details? Want to make your dungeons feel more realistic? Then Dungeon Dressing is for you! Each instalment focuses on a common dungeon fixture such as stairs, pillars or pools and gives the harried GM the tools to bring such features to life with interesting and cool noteworthy features.

This instalment of Dungeon Dressing presents loads of great features and details to add to the archways in your dungeon. Designed to be used both during preparation or actual play, Dungeon Dressing: Archways is an invaluable addition to any GM's armoury!

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ARCHWAYS

A marvel of architectural engineering the archway lends itself as much to decoration as it does to functionality. The archway provides an open, unhindered transition from one area to another. Their use can make rooms and buildings feel more open and accessible. As a method of transition, an archway can be the physical or arcane entrance to somewhere beyond the mundane.

An archway extending beyond the wall it pierces and continuing like a hallway is a vault. These hallways are natural extensions of the archway. A series of archways running along a wall or around a room separating two areas form an arcade.

Though normally constructed from carved stone, other materials can be used. Wood can be shaped, metals can be poured and bones of large creatures could all be used in an archway's construction.

MAJOR ARCHWAY FEATURES

Use this table, to generate interesting characteristics for your dungeon archways. Some features listed below may be inappropriate based on your dungeon's setup—ignore or modify such entries as appropriate.

D%	MAJOR FEATURE
01-05	A simple, yet elegant archway ¹ pierces the wall.
06-10	A rounded undecorated archway of evenly cut, though thickly mortared and haphazardly arranged, stones pierces the wall.
11-12	The archway is wide enough for four people to stand side by side and is much higher and more ornate than other nearby features.
13-14	A complex mosaic forms the border of the archway. Tiny glass tiles form a rampant griffin.
15-16	This stacked bone archway is formed from large rib bones ² , whose tips extend out like overlapping fingers.
17-18	A single block of carved obsidian forms the archway. Its massive size dominates the wall.
19-20	The archway is vaulted for 2d10 feet. The walls are smooth and of exceptional craftsmanship.
21-22	One stone is hollow ³ . Inside lies a brass key to a nearby door.
23-24	A riot of painted colours decorates the archway.
25-26	A series of razor-sharp basalt stones protrude from the archway's flanks.
27-28	Black and white streaks colour the archway's mirror-smooth granite blocks.
29-30	A rosette carved into the archway's keystone contains a tapered garnet (100 gp).
31-32	Elaborate carvings of tentacles emerging from the floor decorate the archway.
33-34	A portcullis blocks the archway. The portcullis's lever is cunningly hidden ³ in the wall near the archway.

35-36	Carved demonic faces decorate the archway. The demons' leering faces laugh and grimace.
37-38	The archway is freestanding in the middle of a chamber or wide passageway.
39-40	The stones of this archway are cut into a bas relief that tells an ancient, but well known, tale.
41-42	An archway set into the middle of a wall forms the frame for a mural of miners or stonemasons.
43-44	Two iron torch sconces flank the archway; both are tilted to the left.
45-46	Tiger eye inlayed with silver decorates the archway. The stone's layout forms a floral filigree pattern.
47-48	A carven lidless eye surrounded by a writhing mass of tentacles decorates the arch's keystone.
49-50	A relief of an open mouth forms the archway. Stones are cut into fangs ringing its mouth.
51-52	An inflexed archway built from two quarter circle stones pieces the wall. Each stone is cut from a single, sodalite block.
53-54	A stout iron bound wooden door fills the archway. The door has a small barred viewing port.
55-56	A lancet archway constructed from rhodochrosite stones of equal dimensions fits flush with the wall.
57-58	The stone of the archway is pitted with holes; beetles and ants swarms over it.
59-60	An epidote column divides this archway. Small or larger creatures must squeeze to get through.
61-62	This archway has roughly cut stones. Its sides are straight with a single large stone at each base.
63-64	The deep archway is vaulted for 10 feet. The vault's walls are of crudely cut stones.
65-66	A set of carved figures support the archway. They stand on each other's shoulders.
67-68	Two statues of warriors raising their spears in salute support the archway.
69-70	The sandstone forms a jagged archway. Red and orange colours sparkle from quartz trapped in its surface.
71-72	Bent wooden staves form the archway. Their colour is a deep, rich mahogany.
73-74	This triangular style archway is of alternating sizes of calcite. The pattern is offset with long flat stones extending into the walls.
75-76	Every other stone in the archway is of a different colour, creating a patchwork effect.
77-78	The atlantiste of the archway is carved into a triangular shape. The tips of the stones point inside the archway.
79-80	Corroded steel axes are mounted above the archway. Their condition makes them useless.

81-82	Cut blocks of calcite filter and reflect any light brought into the archway. The area glows slightly orange as a result, when light is brought within.
83-84	A large carved skull keystone tops the archway. Darkly coloured dust heightens its glowering features.
85-86	This reverse ogee archway is flanked by cyclopean half-columns. Its design makes it difficult to look at.
87-88	Extravagant carvings of mythical beasts decorate the archway. A rearing dragon decorates the keystone.
89-90	Manacles hang from either side of the archway. A horribly mutilated corpses hangs from both sets.
91-92	This archway has vivianite supports. Its spiral appearance is that of a staircase.
93-94	A set of stairs ascends/descends on the other side of the archway.
95-99	An ogee archway built from tall, thick stones sits atop a small flight of stairs.
100	The archway is freestanding. It is filled with an iridescent blue mist.

1. A dwarf, gnome or engineer can confirm the archway's superior construction.
2. A wizard can confirm the bones are dragons' ribs.
3. A successful find secret doors roll locates.

ARCHWAY STYLES

Archways come in many styles. Other than the standard round top archway, some other commonly encountered styles include:

- **Inflexed Archway:** Inflexed archways have a convex quarter circle mirrored left to right at their apex.
- **Lancet Archway:** The simplest style of archway. It has tall uprights and a steeply pointed peak; often set in a series.
- **Ogee Archway:** A top style defined by an "S" curve shape (mirrored left to right) at its apex.
- **Shouldered Archway:** The top of the archway is defined by a quarter, inward rounded corner above which is set a flat top.

ARCHWAY DECORATION

Archways are rarely plain and unadorned. An archway's decoration can be simple or ornate. Adorned with carvings, paint or tile archways may announce the transition from common areas to those of greater importance. This is often done with imposing designs or bas relief's depicting the importance of the next location. Often the master stonemason or the dungeon's design lavish care and attention decorating them. Use this table to randomly determine the basic kind of decoration present, adding flavour as necessary.

D20 ARCHWAY DECORATION

1	Marching warriors
2	Kneeling priests
3	Elaborate scrollwork
4	Dragons
5	Wild beasts
6	Holy symbols
7	Religiously significant images
8	Warriors fighting racial enemies
9	Wilderness scene
10	Prayer or hymn
11	Otherworldly scene
12	A dire warning or curse
13	Magical sigils or runes
14	Bones
15	Clouds
16	Obviously otherworldly scene
17	Tentacles or other ancient, unknowable symbols
18	Famous personalities
19	Carvings are defaced; roll again to determine the kind of decoration featured.
20	Carving is partially finished; roll to determine the kind of decoration featured.



MINOR ARCHWAY FEATURES & DRESSING

Use this table, to generate interesting features for your archways. Some features listed below may be inappropriate based on your dungeon's setup—ignore or modify such entries as appropriate.

D%	MINOR FEATURE OR DRESSING
01	Empty vials lie on the ground. Some are broken while others still leak fluids.
02	A slight draft flows up from the tiles within the archway.
03	A twisted gate blocks the passage. Intruders slip through the bars as if it were difficult terrain.
04	Seemingly random chips and nicks decorate the archway's walls.
05	Reddish-blue fungi grows on the archway and forms a sodden curtain of hanging vegetation.
06	A broad-headed axe protrudes from one wall. Its handle is nowhere to be found.
07	Thick cobwebs fill the archway. A halfling skeleton (in rotting clothes) hangs within a dusty cocoon.
08	Faintly glowing green moss grows thickly over the archway's stones and floor.
09	Clothing is scattered around the archway. The smell of decomposition is thick in the air.
10	A broken, almost burnt out torch lies on the floor. Spots of blood mar the surrounding stone.
11	Slippery brown slime coats the floor, making the area difficult terrain.
12	Shards of broken lute lie on both sides of the archway.
13	A dented shield emblazoned with a rampant wyvern lies on the floor.
14	Pale yellow puffballs of mould cover the archway.
15	Several bedrolls lie on the floor. Their disarray denotes a hasty departure.
16	A jumble of bones partially blocks the opening. Most bear the marks of many tiny teeth marks.
17	A spider had begun spinning its web in the archway.
18	Drag marks of heavy objects mar the floor. The gouges are deep and wide.
19	Claw marks rake one sides of the archway. The marks are deep and rough.
20	The smell of vomit fills the air. The mortar around the archway pulses like blood vessels.
21	Roots dangle around the archway. The tangled mass blocks sight of what lies beyond.
22	The sound of settling weight emanates from the dangerously unstable archway ¹ .
23	A body lies on the floor, a blowgun dart in its arm. The flesh surrounding the wound is discoloured.
24	Thick, pearlescent lichen grows over the archway. Small bumps dot the lichen's surface.
25	A broken key attached to a length of frayed string lies to the side of the archway.
26	The archway is (badly) bricked up.
27	Powdery mildew coats the archway's stones. Golden dust motes drift in the air.
28	The stones sweat foul-smelling liquid; a thick cloud of flies buzzes about. The cloud blocks vision for 10 ft. around the archway.
29	An obvious tripwire, one end attached to a 10-foot pole and the other tied to a balanced shield, crosses the archway.
30	An arcane pattern is set into the floor in the archway ² .
31	Sickly green ooze seeps from the base stones of the archway, birthing foul rivulets on the floor.
32	A charred rope lies on the floor. An iron spike hammered into the arch's keystone is attached to a similar length of rope.
33	Spiny crystal growths jut from the archway's peak.
34	Glowing ichor covers the floor. It appears to be the blood of some creature.
35	A large wooden table, standing on its end, blocks the archway. The words "Keep out" daubed in blood marks its top.
36	Small albino plants grow from the mortar of the archway. They end in a cluster of sticky hairs.
37	The smell of earthy rot fills the air. Muddy footprints proceed through the archway.
38	Bloody feathers are strewn about the hallway close to the archway.
39	Nonsensical runic markings are scrawled on one side of the archway.
40	Scraps of a torn map is scattered on the floor.
41	A dead eviscerated goblin lies in the archway. Curled up, it clutches at its stomach.
42	A copper piece is wedged between two stones. The next stone to the left is marked with an "X."
43	A broken keg has spilled oil in the archway, covering 2d3 squares to either side; sconces holding lit torches blaze from the wall.
44	A stone from the archway has fallen, weakening the structure ³ .
45	Tufts of thin pale white grass grow around the archway. The grass is short and springy; perhaps unnaturally so.
46	Oak supports hold up the archway ¹ .
47	A small archway ⁴ hides behind a thick growth of mould.
48	A hasty chalk map is drawn on the floor. It shows the location of a nearby secret door.
49	The archway has partially collapsed, but is still safe ³ .
50	A locket (worth 20 gp) on a silver chain lies on the floor. It contains a portrait of a small child.

51	Dense cobwebs fill the archway. The cobwebs are actually a <i>permanent illusion</i> .
52	Streaks of bloody handprints mar the arch.
53	A swarm of wasps nest at the arch's peak. They buzz about the archway but ignore intruders who do not attack their nest.
54	Partially chipped away, an image of a gaping maw adorns the arch's keystone
55	Some construction is blasted away. Scorch marks remain on what is left of the archway.
56	The archway is cracked badly. Dust falls from its broken keystone at the top of the archway.
57	Random painted handprints cover the archway.
58	Corroded bands of steel are riveted to each of the stones. The bands reinforce the archway ³ .
59	A heavy curtain is drawn across the archway.
60	A broken and splintered door partially blocks the archway. It hangs precariously on one hinge.
61	Sickly blue/white smoke wafts through the arch.
62	A crushed scroll case lies on the floor. Mouldy velum pokes from within.
63	Thick boards of pine spiked in place with climbing pitons block the archway.
64	The archway bleeds a thick, glossy rubescent fluid.
65	The badly written word "Doom" (written in Orc) decorates the archway.
66	A spiral of charcoal marks the stones near the base of the archway.
67	Soot covers the ceiling and archway. Two blackened and crushed human skulls lie on the floor.
68	A trail of blood and intestines passes through the archway. Bloody handprints mar the floor.
69	A row of pebbles lines the floor at the archway's base. One pebble is jet black in hue.
70	Decay has taken its toll on the archway's stones. Their surface crumbles, if touched.
71	Broken furniture is piled up blocking the archway. Arrows protrude from the makeshift barricade.
72	Harmless beetles swarm over a meat-covered bone.
73	The stench of the sewer percolates through the archway. The smell drowns out all others.
74	Inky blackness (a <i>darkness</i> spell) obscures what lies beyond the archway.
75	The stink of reptiles pervades the air. Small dried scales lie on the floor.
76	A broken crate lies on the floor, filled with broken bottles. The smell of alcohol fills the air.
77	Frost coats the archway. A cold, moist wind blows through it into the characters' faces.
78	The smell of brimstone pervades the area. Flickering light shines through the archway.

79	The outline of a secret archway ⁴ cuts through the opposite wall to the archway.
80	A trail of mouldy grain runs through the archway. It ends in a small pile.
81	The stone of the archway is melted to slag. Its shape is malformed and sagging.
82	The archway and nearby walls are water stained up to the ceiling.
83	Small stalactites hang from the archway's peak. Thin, glossy strands dangle down.
84	Small patches of soot and scorch marks mar the archway's peak.
85	A tattered brown curtain flaps in the archway.
86	Semi-circular holes pierce the archway's stones. The smoothness of the holes is unnatural.
87	All the archway's decoration has been defaced. Dust and gravel litter the floor.
88	Small, round holes pierce each stone of the archway. Each once held a gemstone.
89	Shadows dance oddly over the archway, in torchlight.
90	A thick coat of dust covers the area.
91	Six carved hash marks decorate the wall, next to the archway. The last mark is an arrow pointing up.
92	A small mirror is propped up next to the archway. It reflects the other side of the archway.
93	Water pools on a flagstone at the centre of the archway. Small drops fall from the keystone.
94	A stack of stones sits next to the archway. A scroll is hidden within and contains the last desperate message of a doomed adventurer.
95	Dwarven runes mark the archway as safe. Booted footprints can be seen in the dust.
96	The archway, unlike the surrounding stone, has been transformed into flesh.
97	The smell of roasted meat hangs in the hot air. The sound of fire and clinking metal come from ahead.
98	Sparkling dust coats the floor. Footprints cross the dust and continue onto the next room.
99	Sporadically, strong gusts of wind issue from the archway. They have a 75% chance of extinguishing unprotected flames.
100	Soot and scorch marks cover the floor. The outline of a humanoid figure mars the opposite wall.

1. A dwarf, gnome or engineer can confirm the archway is dangerously unstable.
2. A wizard or cleric can identify this as the remains of a *protection from evil 10 ft. radius* spell.
3. A dwarf, gnome or engineer can confirm the archway is stable.
4. A successful find secret doors roll locates.

ARCHWAY TRICKS & TRAPS

Archways are not always safe. Occasionally, the dungeon's designer hides clever traps and tricks in key locations throughout the complex. The traps and tricks here are examples of such features that can protect archways.

ARCHWAY OF ECHOES

This fiendish trap uses a modified *confusion-like* effect to sow chaos in an invading party's ranks. This is a great trap to place near a guard post—the noise it creates when activated is guaranteed to attract any nearby creatures' attention which means the characters could end up dealing with the trap and hordes of angry guards!

Activation: A character activates this trap when they pass through the archway. This trap must be manually reset.

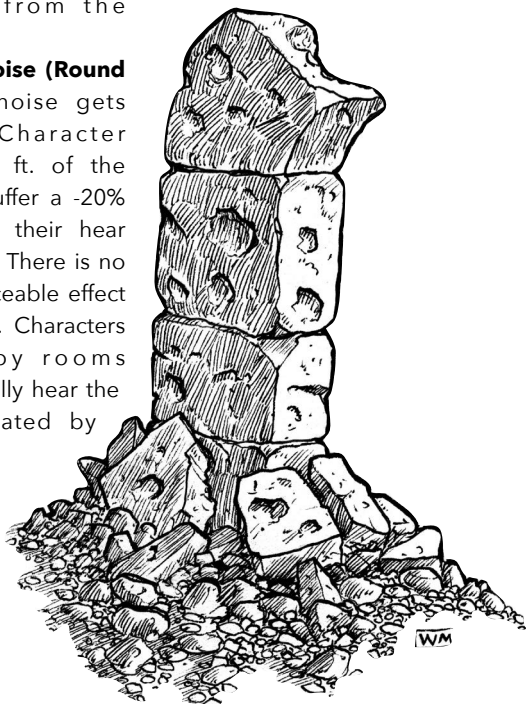
Find the Trap: A character making a successful find/remove traps check finds the trap.

Defeating the Trap: A character making a successful find/remove roll disables the trap. A character failing this check by 20% or more accidentally activates the trap. Alternatively, a character making a successful find secret doors roll finds a small stone decorated with a tile pattern set into the archway which controls the trap. Destroying the stone with the tile pattern (AC 8, hp 20) defeats the trap.

Effect: When triggered, this trap has the following effects:

As you pass through the archway, a soft echoing sound begins to resonate through the nearby stones.

- **Echoing Sound (Round 1):** A quiet echoing sound coming from the archway's stones begins. A successful hear noise roll reveals the sound is coming from the archway.
- **Louder Noise (Round 2):** The noise gets louder. Character within 40 ft. of the archway suffer a -20% chance to their hear noise rolls. There is no other noticeable effect this round. Characters in nearby rooms automatically hear the noise created by the trap.



- **Deafening Noise (Round 3):** Each character within 40 ft. of the archway must make a saving throw against spells as the walls, floor and ceiling of the area begin to throb in tandem with a thunderous cacophony. Deaf characters are immune to this trap's effects.
- **Confusion Reigns (Round 4 - 10 [Affected Characters]):** Characters who failed their save act as if affected by a *confusion* spell for the next six rounds. Such characters may attempt a new saving throw against spells each round at the start of their turn to throw off the trap's effects.
- **Resist the Chaos (Round 4 - 10 [Unaffected Characters]):** At the start of their turn, a character unaffected by the trap's effects but within the area of affect must make a saving throw against spells or become affected as detailed above.

Variant: Some of these traps also comprise creatures immune to the archway's sonic effects. Undead and constructs make excellent companions to the Archway of Echoes as they can prey on confused and disabled intruders.

Variant: At higher levels, this trap can be augmented with a more powerful *confusion* effect. In this instance the spell is particularly potent and characters hearing the stones may suffer a -1, -2 or even -3 penalty to their saving throws to resist the trap.

WATERY GRAVE

This trap seals unfortunate explorers in a chamber before flooding it with water. (Other versions of this trap uses sand). Nastier versions of this trap also incorporate bound water elementals or other (hungry) aquatic creatures.

The circular chamber has four archways each set at a cardinal compass point and its ceiling is 15 ft. high. A blue wavelike mosaic decorates the floor. To escape, the characters must either disarm or destroy the trap, or break their way through one of the chamber's iron doors.

Activation: A character activates this trap when they touch the mosaic. This trap automatically resets after two hours.

Find the Trap: A character making a successful find/remove traps roll with a -10% chance of success finds the trap.

Defeating the Trap: A character making a successful find/remove traps roll disables the trap's mechanism in each archway. Destroying the mechanism in each archway (AC 4, hp 30) defeats the trap atop that arch. However, a character intent on disarming a trap or destroying a mouth must first scale the relevant archway or wait for the water level to rise sufficiently.

A character failing to disarm the trap by 20% or more accidentally activates the trap. Alternatively, a character making a successful find secret doors roll discovers a bas relief of the water element sigil positioned on the opposite side of each archway which controls that archway's water jet.

Effect: When triggered, this trap has the following effects:

As you touch the light blue wavelike mosaic set into the floor of this circular chamber, heavy iron doors slam down from the archways blocking all four exits.

- **Door Slams Shut (Round 1):** An iron door (AC 2, hp 30) slams down to block each archway.
- **Ominous Gurgling (Round 2):** Mouths carved into each archway's keystone swivel downwards (spot secret doors roll notices). An ominous gurgling sound emanates from each archway.
- **Flooding (Rounds 3-10):** Powerful jets of water erupt from the mouth atop each archway. The room begins to flood; every round each mouth increases the water level by half a foot. Water levels in the chamber have the following effects:
 - **1 ft. - 3 ft. Deep:** Small or larger creatures treat the floor as difficult terrain (it costs 2 squares of movement to enter each square).
 - **4 ft. - 6 ft. Deep:** Small or smaller creatures must swim in the chamber. Medium or larger creatures treat the floor as

difficult terrain (it costs 2 squares of movement to enter each square).

- **6 ft. and Deeper:** All characters in the chamber must swim or sink. When the water reaches the ceiling, the characters must hold their breath or drown.
- **Drain Away (1 Hour):** The water drains slowly through tiny holes in the base of the four archways.

Variant: As the version of the trap detailed above, but four water elementals enter the chamber through the water jets and attack any living creatures within. If the trip utilises sand, or other substance, replace these elementals with elementals of the relevant type.



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