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DUNGEON DRESSING: CEILINGS & WALLS



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DUNGEON DRESSING: CEILINGS & WALLS

*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 ceilings and walls in your dungeon. Designed to be used both during preparation or actual play, *Dungeon Dressing: Ceilings & Walls* is an invaluable addition to any GM's armoury!*

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CEILINGS

A ceiling affects a room's mood and style. A ceiling's style can vary between simple and plain to expansive and elaborate with ornate painted frescos (or somewhere in between).

MAJOR CEILING FEATURES

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

D%	MAJOR FEATURE
01-05	The domed and multi-faceted ceiling is seemingly comprised of some kind of hard, slightly ribbed organic substance ¹ .
06-10	An expansive and vivid fresco featuring several examples of powerful figures ² is expertly painted onto the plaster ceiling.
11-12	The bleached white bones of a large creature support the curved stone ceiling ³ .
13-14	The ceiling is conical with a tiny aperture allowing a beam of light to be focused onto a low stone dais in the centre of the room.
15-16	The smooth, unadorned ceiling has a domed aperture in the centre from which hangs a large, ornate iron pentagram-shaped candelabrum.
17-18	With a black background punctuated with shimmering crystals, the ceiling has been decorated to mirror a constellation of stars ⁴ .
19-20	The wooden ceiling—the remains of a ship's hull—comprises tarred boards and tightly ribbed timber trusses and rafters.
21-22	Painted knot work motifs frame an intricate design of concentric fleur-de-lis medallions on the ceiling.
23-24	The ceiling is quartered with intricate plastered mouldings; each section bears a lavish fresco in tribute to one of the four seasons.
25-26	A guilt and enamelled relief of a lion rampant with two heads dominates the white plastered ceiling.
27-28	Intricate and highly detailed, the ceiling and walls are painted with a fresco portraying a multitude of angels locked in combat with a horde of Hell's denizens.
29-30	Made from thousands of tiny ivory panels carved with runes and sigils, the ceiling is embellished with a large mosaic depicting a bird rising from flames.
31-32	The panels in the coffered ceiling are shield-shaped and brightly painted with a variety of heraldic and religious sigils ⁵ .
33-34	Four large pools filled with what appears to be a thick black undulating fluid ⁶ pierce the ceiling. The pools emanate an overwhelming aura of evil, and their contents seemingly resist gravity.
35-36	A mixture of exquisite sculpture and bas relief cover the ceiling in a beautiful and artistic map of the surrounding kingdoms.
37-38	The ceiling is in the shape of an inverted dome and is abstractly painted to resemble the world with its continents, seas and kingdoms.
39-40	A helix of tightly wound staircases mirrors one another as they spiral towards the centre of the room's cone-shaped ceiling.
41-42	The ceiling is constructed to look like a scrolled parchment with text chiselled into the stone page. (The text is a prayer to the patron power of the dungeon's original lord).
43-44	Water cascades from a diamond-shaped aperture in the ceiling, creating a waterfall which empties into a sinkhole piercing the floor.
45-46	A large stone medallion of an eight-pointed star embellishes the groin-vaulted ceiling.
47-48	Several complex clockwork mobiles depicting an unknown solar system hang from the ceiling. The planets are made from spheres of semi-precious stone. The set (intact and complete) is worth 400 gp.
49-50	Marble pillars protruding from the room's walls depict warriors with their swords raised towards each other. These crossed swords create the vaulted ceiling's ribs.
51-52	The thick canopy of a large living tree comprises the ceiling; the tree's thick trunk serves as the sturdy pillar supporting the ceiling.
53-54	The painted ceiling portrays a blue sky and wisps of clouds akin to that of a perfect summer day.
55-56	Numerous large demonic statues embellish the ceiling. Hanging from the tails of each is a large iron gibbet cage.
57-58	The ceiling, painted with blue and green paint and embellished with glass tiles, resembles the ever-moving surface of the sea.
59-60	The plain white plaster ceiling is decorated with red handprints made by many different individuals.
61-62	Seemingly crafted from a single pane of tinted glass the ceiling is nearly opaque and provides a dim view of the room above.
63-64	The ceiling has been constructed with a mechanical trapdoor. A hidden lever ⁷ operates the door and drops a wooden ladder into the chamber.
65-66	The ceiling is dodecahedral with a single point. Each side is painted with a fresco depicting a different hellish realm and its devilish lord.
67-68	A dais when stood upon levitates up to the ceiling (a segment of which retracts enabling access to the area or chamber above).

69-70	The ceiling appears to be of an unknown mottled stone. Investigation reveals it to be the petrified underside and gills of a giant mushroom.
71-72	The ceiling is not solid but is instead an ironwork grille made from many diagonal bars.
73-74	The highly polished ceiling mirrors the area below.
75-76	The rough ceiling—studded with metallic ore—glitters invitingly in the characters' lights.
77-78	The ceiling comprises magically toughened glass and is transparent. Several skeletons clad in rags and surrounded by gear sprawl in the space above.
79-80	A large, inverted dome dominates the ceiling. When properly commanded, the dome opens like a gigantic eye which moves and blinks. The eye can act as a <i>crystal ball</i> once a week, on command.
81-82	The pillars supporting the ceiling are life-like statues of devils holding wickedly curved swords.
83-84	The ribs of the domed ceiling splay out like a giant spider's web. Investigation reveals the ribs are of magically hardened spider web.
85-86	The ceiling is a dense forest of stalactites which have grown until they meet an equally dense stand of stalagmites growing up from below.
87-88	Old mottled, faded purple paint covers the ceiling, giving the room a diseased—or bruised—look.
89-90	A great crack runs through the ceiling and down one wall. When it rains, water drips down through the crack to stain the floor.
91-92	Stone rafters jut from the walls to support the ceiling. Shadows cluster thickly around the rafters, which make good hiding places. A secret door ⁷ pierces the wall high up near the ceiling next to a rafter.
93-94	The ceiling is a false ceiling of painted hide treated to look like stone. A small crawlspace lies above and several tiny peepholes ⁷ pierce the ceiling.
95-99	The vaulted ceiling has partially collapsed, and is sagging dangerously in the centre of the room.
100	Roll again to determine the ceiling's appearance. The ceiling is also trapped. Refer to "Ceiling Tricks & Traps".

1. A druid or ranger can identify the ceiling as the underside of a giant sea turtle's shell.
2. A cleric or wizard can identify the figures as long forgotten deities.
3. A cleric or wizard can identify them as a dragon's leg bones.
4. A character with astrological knowledge identifies the constellation.
5. The devices include those of several prominent knightly orders and families.
6. A cleric or wizard can identify them as infernal portals.
7. A successful find secret door roll locates.

CEILING STYLES

Ceilings come in many styles:

Coffers: These are sunken panels in the shape of a square, rectangle or octagon in a ceiling, soffit or vault.

Domed: This ceiling resembles the hollow upper half of a sphere.

Hipped: All sides slope downwards to the walls, usually with a fairly gentle slope.

Vault: An arched shape used to provide a space within a ceiling.

Barrel Vault: This is the simplest form of a vault and resembles a barrel or tunnel cut lengthwise in half.

Vault, Fan: Curving ribs radiate upward like the ribs of a fan to form concave half cones that meet or nearly meet at the apex.

Vault, Groin: When two semi-circular barrel vaults of the same diameter cross one another their intersection (a true ellipse) is known as a groin.

Vault, Rib: The intersection of two or three barrel vaults produces a rib vault (which is also known as a ribbed vault).

CEILING TERMS

Ceilings comprise several common features:

Buttress: Vertical feature used to stabilise an arch, ceiling or vault.

Gable: Triangular section between edges of roof and walls.

Pillars: A vertical structure used as a support for a ceiling.

Truss/Rafters: A series of sloped structural beams used to support the ceiling and its associated loads.



MINOR CEILING FEATURES & DRESSING

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

D%	MINOR FEATURE OR DRESSING
01	A section of the ceiling appears to have melted; molten rock—now cooled—has dripped onto the floor.
02	A fresco of a ruling noble has been vandalised with the words, "Power to the rebellion."
03	A haze of green flame—a highly combustible natural gas—wreaths the ceiling ¹ .
04	Thick, wet cobwebs cover the ceiling. The webs are so damp they resist natural fire; only magic can burn them away.
05	Long, thick viscous globules of a dark brown slime hang from the ceiling. A long white funeral gown which flutters in an unseen draught, is stuck to the ceiling.
06	A long, thin ladder leans against the wall. A pot of whitewash balances on the top rung.
07	The mouldering corpse of a dungeon denizen lies partially buried in the rubble of the collapsed ceiling.
08	The prints of wet, bare human-sized feet are visible across the ceiling.
09	Numerous limp and dusty pennants and banners hang from the vaulted ceiling.
10	A profusion of javelins, crossbow bolts, arrows and axes are imbedded in the ceiling.
11	A tatty canvas is strung up as a hammock, between two rafters or pillars.
12	Streamers of many colours hang from the ceiling.
13	Of shattered plaster and charred stone, the ceiling is crackling with arcs of red lightning.
14	The buttresses supporting the vaulted ceiling have been sabotaged ¹ . A loud noise or explosion could trigger a collapse of the whole ceiling.
15	A crimson pool collects as blood drips from the rafters. A corpse slumps over one rafter.
16	Water drips from a small crack in the ceiling.
17	Softly glowing arcane runes mark this high ceiling.
18	The ceiling is cold which causes condensation to form and water to drip into the room.
19	The vivid illusion of a beautiful sunrise on the ceiling is flickering and failing.
20	Several blocks of stone have been removed from the ceiling, to reveal a small storage niche.
21	A small black cat meows softly from its perch among the rafters and trusses.
22	Glowering eyes peer down from the shadowed ceiling. Light reveals no lurking creatures.

23	Dark green moss and lichen cover the moist, pockmarked stone ceiling.
24	A bucking and swaying sack hangs from the ceiling. Inside is an irritated and angry half-starved cat.
25	A rope hangs from the ceiling above a chasm which has swallowed a large section of the floor.
26	The skeletons of unlucky individuals are impaled on spikes protruding from the ceiling.
27	The boards which make up the ceiling have become swollen leaving several unsightly bulges.
28	The impaled body of a humanoid lies on the floor grasping a splintered stalactite which has broken off from the ceiling.
29	Thick roots have grown through the ceiling forcing several blocks of stone to fall to the floor.
30	A russet-coloured mould is growing in thick clumps across the ceiling and walls.
31	Bloodied and lifeless, a body lies next to scrawled words written in blood "Look above...we are all lost."
32	A lit lantern sits on the floor. A trail of gore and ichor splatters the floor, one wall and ceiling.
33	A beautiful dream catcher hangs from the ceiling.
34	An inexpertly hidden grey net hangs from the ceiling.
35	Dark green algae covers the trusses of the ceiling, as if the chamber had been submerged in water.
36	A dark black tar-like substance drips from the ceiling. It sizzles when it hits the floor.
37	Deep gouging claw marks are visible in the stone of the ceiling.
38	An owl hoots and tilts his head to watch the party from its perch among the rafters.
39	A huge humanoid-shaped dent has been made in the metal ceiling.
40	Two chains attached to iron rings in the ceiling swing gently. Broken manacles lie on the floor.
41	Several large logs brace the sagging ceiling.
42	A thick caustic smell fills the chamber as white vapours emerge from the chamber's ceiling and pillars.
43	Nailed across the ceiling is a banner with the word "Welcome" in large bright green letters.
44	The ceiling appears in a state of mid-collapse; fractured stone hangs impossibly in midair.
45	Thick curling tendrils of steam spray into the room through small holes in the stone ceiling.
46	The faint sound of grinding from above is accompanied by falling dust and grit ¹ .
47	A rough and teetering scaffold tower has been built to aid in repainting the ceiling.
48	A red tinted light glimmers on the ceiling and casts lurid shadows about the area below.
49	Soot covers the ceiling.

50	A section of plaster has cracked and fallen to smash on the floor; thick dust covers everything.
51	The coffered ceiling has had several panels vandalised; one once protected a secret niche.
52	The ceiling emits a subtle mauve glow ² .
53	Hundreds of dark, but luscious, green vines have crept up the pillars and now blanket the ceiling.
54	A multitude of furniture is stacked precariously in one corner. The teetering tower reaches the ceiling.
55	The wooden buttresses supporting the ceiling have begun to bow; signs of cracking are evident.
56	Many cracks run through the ceiling.
57	Many of the glass panes comprising the ceiling have been smashed; shattered glass litters the floor.
58	The unadorned rafters and ceiling are hung with macabre trophies of skulls and bones of humanoids.
59	A once elaborate, now vandalised, fresco of an epic battle decorates the ceiling.
60	The lifeless body of an unfortunate rogue hangs from his malfunctioned climbing harness.
61	The lifeless body in full plate with his sword skewered through his chest is stuck to the metal ceiling. Beneath him is a raised pressure pad slick with blood.
62	Several small spy holes pierce the ceiling ³ .
63	The ceiling—comprising a chunk of super-tough stone—is much lower than in surrounding rooms.
64	An 'X' is marked on the ground beneath a large stone medallion on the ceiling.
65	The ceiling is thick with a frost which glows with a bright crystal-like shimmer.
66	Preparatory charcoal work for a painting covers the newly whitewashed ceiling. The picture will depict a flight of dragons.
67	A section of one pillar has broken and a squished metal strongbox is wedged in the gap as a support.
68	The ceiling is a forest of stalactites; among it lives a bat colony that swarms if disturbed.
69	The imprint of a large gauntleted fist in the stone ceiling is easily visible.
70	A perfectly round hole pierces the glass ceiling; shattered glass lies beneath the hole.
71	The paint and plaster on the ceiling has thinned enough to make out the sigil of a deity ⁴ beneath.
72	The metal ceiling is stretching and rivets are breaking; water is spurting through the gaps.
73	Stalactites have been removed from the ceiling. They have been neatly stacked nearby.
74	A sign written in Dwarven reads, "Ceiling unsafe."
75	A bloodied notepad containing sketches and notes about hundreds of frescos and vaulted ceilings lies on the floor.

76	The chamber is thick with viscous spider web. Five cocooned corpses are visible in the web.
77	The ceiling has small magical lights; several have gone out while others blink intermittently.
78	Screaming emanates through the iron grill ceiling. Blood rains down and the screams cease.
79	Several climbing pitons have been driven into the stone ceiling. A long rope connects the pitons.
80	Ornamental gargoyles decorate the room's corners.
81	A shoeless body lies broken on the floor.
82	Several pillars lie smashed over the segmented body of a gargantuan centipede.
83	A section of the ceiling have been repaired with a permanent <i>wall of force</i> .
84	A layer of slippery orange ooze coats the ceiling.
85	Several horse bridles are tied to a thick chain wrapped around the ceiling's thickest rafter.
86	Several sheets of rustling parchment are stuck against the ceiling, by a strong draught.
87	A set of platemail-covered legs protrude through several broken boards in the ceiling.
88	A huge boulder has shattered the ceiling and now rests precariously against three pillars.
89	Hundreds of candles flicker on the ceiling's wax-covered rafters.
90	A large block of stone hangs in a primitive crane, ready to be hoisted into a gap in the ceiling.
91	Dust and dirt falls from the ceiling as a small tremor shakes the room.
92	Refuse and sewage drains through a large opening in the ceiling.
93	The ceiling is teeming with thousands of beetles.
94	A noose looped over the rafters hangs around the neck of a mouldering corpse.
95	A stone block has fallen from the ceiling. Blood splatter surrounds the fallen block.
96	The painted ceiling depicts a summer sky.
97	The painting of a grinning skull decorates the ceiling.
98	A mass of rusted chains hang from the ceiling.
99	A damp patch mars the ceiling. Cold water drips from it onto the floor.
100	Roll again to determine the ceiling's dressing. The ceiling is also trapped. Refer to "Ceiling Tricks & Traps".

1. A dwarf or other character wise in the ways of mining knows this gas is explosive.
2. This effect is similar to *faerie fire*.
3. A successful find secret door roll spots.
4. A cleric or paladin knows this is the symbol of a demon lord.

CEILING TRICKS & TRAPS

Of course, ceilings are not always safe. Occasionally, a 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 be installed in ceilings.

CAVE-IN

Cave-ins are incredibly dangerous. Whether caused by happenstance or design, a cave-in can bury an entire adventuring party. Unless deliberately set as a trap, a cave-in does not normally occur without warning. Warning signs could include:

- A fine network of cracks running throughout the ceiling.
- Dust and small stones falling from the ceiling.
- Warning sigils carved or daubed on the walls of passageways leading to the area.
- Dust and grit covering the floor.

Activation: Major impacts, loud noises, explosions and the like can trigger an accidental collapse. Deliberate collapses can be triggered by collapsing pillars and so on. Cave-ins do not reset.

Find the Danger: A dwarf making a successful stonemasonry roll, a character with a background in mining or a thief making a successful find/remove trap roll realises the area is dangerously unstable.

Effect: Not all cave-ins are created equal, but all comprise a bury zone and a slide zone. Characters in the bury zone suffer the damage noted below and are buried. A successful saving throw against breath weapons halves the damage and the character avoids being buried. Characters in the slide zone making a successful saving throw against breath weapons suffer no damage and are not buried.

- **Minor:** Characters in the bury zone suffer 5d6 damage; those in the slide zone suffer 2d6 damage.
- **Normal:** Characters in the bury zone suffer 8d6 damage; those in the slide zone suffer 3d6 damage.
- **Major:** Characters in the bury zone suffer 12d6 damage; those in the slide zone suffer 5d6 damage.

CRUSHING CEILING

This trap uses the ceiling to crush intruders to a bloody pulp.

Activation: A character activates this trap when they step on a hidden pressure plate. Once triggered, the ceiling returns to its original position after six rounds.

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

Defeating the Trap: A character making a successful find/remove trap roll disables the trap. A character rolling 10% more than their chance to disarm the trap accidentally activates the trap. Destroying the ceiling or the room's stone door defeats the trap. Alternatively, a character making a successful find secret door roll spots a small switch at floor level next to the door which activates and deactivates the trap.

Characters in the room when the trap activates can try one of these two strategies (or something else) to avoid being crushed:

- **Create a Niche:** A character can smash a niche in the floor or ceiling (AC 3, hp 40). One Medium or smaller creature can hide in a niche.
- **Brace the Ceiling:** A character reaching the ceiling who rolls under their Strength score on 5d6 arrests the ceiling's descent for one round.

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

A grinding sound emanating from the ceiling 25 ft. above your head heralds the beginning of its slow descent to the floor.

- **The Beginning (Round 1):** The chamber's stone door (AC 3, hp 40, a successful open locks/unlocks) slams shut and the crushing ceiling activates.
- **Descending Ceiling (Round 2-5):** The crushing ceiling descends 5 ft. each round. When it reaches the floor it inflicts 12d6 damage on all individuals in the chamber.
- **Retreating Ceiling (Round 6):** The ceiling retreats to its original starting position at a speed of 5 ft. per round.

FALLING BLOCK

The falling block trap is a staple of dungeon design. These blocks can be of any size; larger blocks can block passageways, provide cover in combat and so on.

Activation: A character activates this trap when they step on a hidden pressure plate. Once activated, the stone block must be manually winched back into position to reset the trap.

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

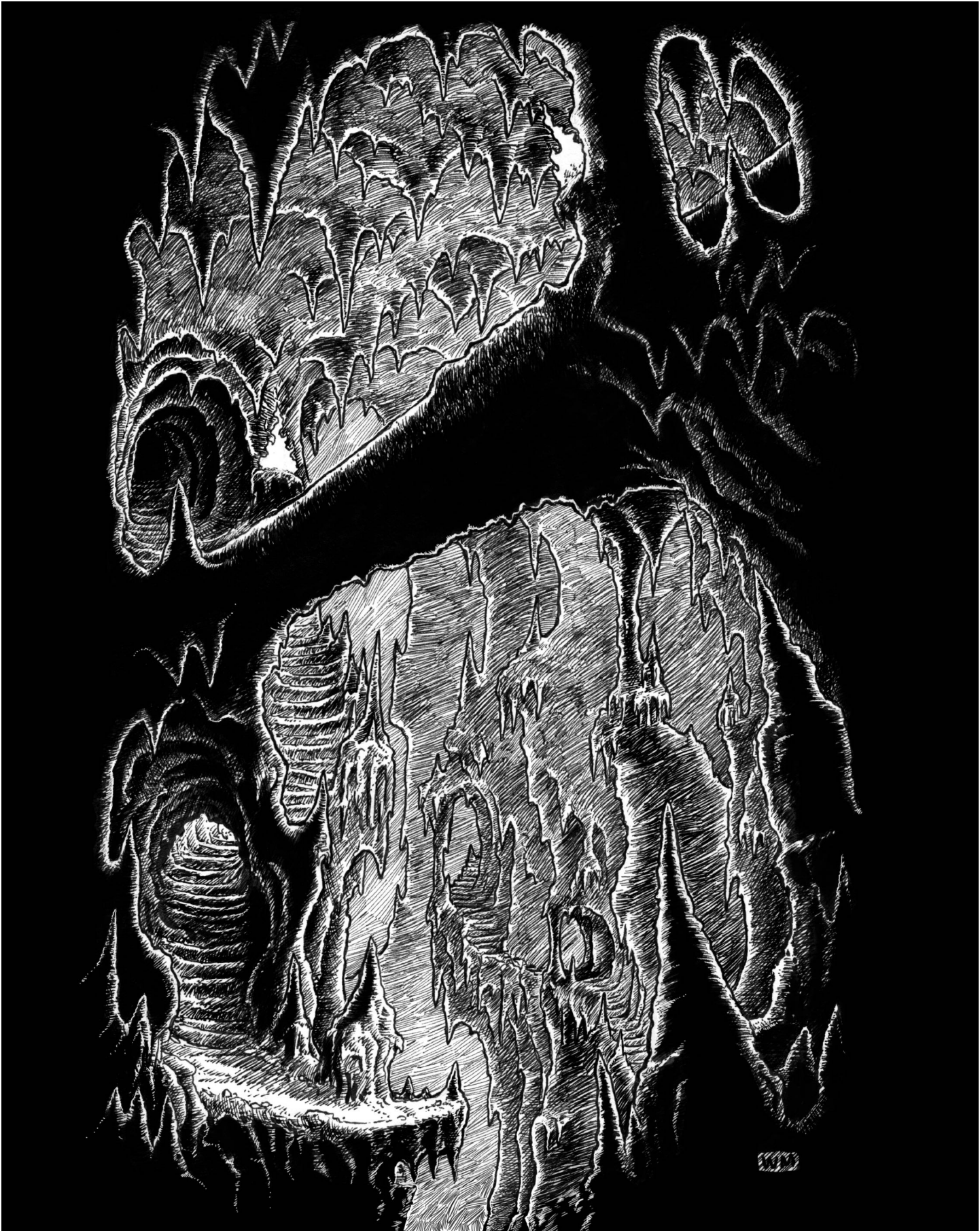
Defeating the Trap: A character making a successful find/remove trap roll disables the trap. A character rolling 10% more than their chance to disarm the trap accidentally activates the trap. Destroying the stone block (AC 3, hp 80) or its chain (AC 3, hp 20) defeats the trap. Alternatively, a character making a successful find secret door roll spots a small switch next to the pressure plate which activates and deactivates the trap.

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

Without warning, a stone block falls from the ceiling.

- **Falling Stone Block:** A Medium-sized stone block falls from the ceiling (THAC0 10, 5d6 bludgeoning damage).

Variant: A Huge-sized stone block falls from the ceiling (THAC0 5, 8d6 bludgeoning damage).



WALLS

One is hard-stretched to design a dungeon without noting the appearance of its walls. Whether the dungeon is an ancient and forgotten crypt haunted by the ghosts of yesteryear or a newly-built den of smugglers and slavers staffed by men most foul, a dungeon's walls help set the tone for an adventure as well as player expectations for what horrors might lurk within.

MAJOR WALLS FEATURES

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

D%	MAJOR FEATURE
01-05	An intricate carving of a mythical place decorates the wall. Rendered in astounding detail, the carving is a work of art (and could hide a trigger for a secret door, a trap or clue as to how to reach the mythical locale).
06-10	A number of small storage nooks are incorporated into the wall; all have hinged wooden doors.
11-12	1d12 prisoners were sealed within the wall, their cells marked by small, barred openings from which their remains can be viewed.
13-14	An elegant wooden crowning with a motif matching the chamber's purpose decorates the wall.
15-16	The wall is a patchwork of different materials; these materials may be of the same type, such as multiple kinds of wood or stone.
17-18	The wall was designed as a gauntlet and has 2d4 arrow slits openings.
19-20	The wall is built with an alcove designed to house a statue. The alcove stretches from the chamber's floor to its ceiling, but the statue is missing.
21-22	The wall has 1d3 barred windows; each window is fitted with a flickering <i>continual light</i> spell which casts lurid, dancing shadows into the room or corridor.
23-24	Fine gravel or sand was added to the wall's construction materials, giving it a rough texture.
25-26	The wall is perfectly smooth and cannot be climbed without magical aid.
27-28	Rather than being perfectly vertical, the wall leans inwards to meet the ceiling at a 45° angle.
29-30	Decorative paper covers the wall. Now discoloured and torn in places, the paper has clearly seen much better days.
31-32	The wall is painted an exotic orange hue. In places, however, the paint is flaking away.
33-34	Iron hooks protrude from the wall, allowing objects such as weapons, suits of armour and clothes to be hung there. Macabre battle trophies could also hang from the hooks.
35-36	Exquisite stone shelves line the walls and jut out into the corridor or room; there is a 10% chance each shelf holds a forgotten valuable item.
37-38	A secret door ² is built into the wall. This door may lead to a forgotten chamber or a secret passage. The door's trigger—a slightly raised stone at floor level—subtly juts from the wall nearby.
39-40	The wall was designed to display a fantastic tapestry and includes several iron hooks as well as the tapestry itself (or perhaps its remains).
41-42	A holy (or unholy) symbol is prominently painted on the wall.
43-44	The wall was constructed from petrified creatures whose expressions and forms continue to haunt the area and its surrounds.
45-46	The wall was twisted and warped into its current shape by a spell such as <i>stone shape</i> or <i>warp wood</i> .
47-48	The wall was created by a spell, such as <i>wall of stone</i> or <i>wall of iron</i> .
49-50	The wall is reinforced to withstand punishment, increasing its hit points by 50%.
51-52	The wall has several protruding blocks designed to allow defenders within the chamber to gain cover from one of the chamber's entrances.
53-54	The wall was designed to act as a fountain and utilises a hidden <i>decanter of endless water</i> and a myriad of tiny holes to achieve this effect. The water drains away through cleverly carved drainage channels.
55-56	Fine oak wood panelling covers the walls. The panelling features a concealed door ¹ which enables access to a small priest hole.
57-58	The wall has been treated with an alchemical substance to give it a unique, relaxing scent. This scent could relax select types of creatures or mask other smells in the area.
59-60	Roll twice on this table. The wall possesses a magical glamour that fools viewers into thinking the wall has the first result when it actually possesses the second ³ . Alternatively, the illusion could conceal a trap.
61-62	Each brick in the wall bears a religious symbol carefully carved into its surface. Some of the symbols are picked out with lurid-coloured paint.
63-64	This brick wall is built around several large chunks of stone which were too tough for the builders to remove. The chunks stick out into the area, creating an obstacle (and cover in combat).
65-66	Niches surmounted with decorative arches pierce the walls. A different fresco decorates each niche and depicts an important life event for the dungeon's original master.

COMMON WALL DECORATIONS

Many dungeon walls are decorated in some way. Common decorations include the features described below.

ARRAS, BANNERS & TAPESTRIES

Serving as both decoration and covering, arras, banners and tapestries are common features in temples, great halls, bedchambers and similar areas. They can conceal doors or other rooms beyond. In battle, a canny combatant can hide behind a tapestry, try to pull it down to entangle a foe or even climb it to escape an enemy..

CARVINGS & RELIEFS

There are three basic kinds of carving a dungeon delver may encounter. These carvings could decorate walls, pillars and other substantial dungeon features.

Low-Relief: Also known as bas relief this kind of carving features a projecting image with a shallow overall depth.

Mid-Relief: In mid-relief carvings, over half of the depicted subject projects from the wall. No elements of the carving, however, are undercut or fully disengaged from the background.

High-Relief: In high-relief, more than half the mass of the sculpted figure (or other subject) projects from the background. Sometimes prominent features—such as a hand, head or weapon—are completely undercut and detached from the background.

FRESCOS

A fresco is a wall painting executed on a section of lime plaster or whitewashed wall. Frescos can depict anything. They are susceptible to water damage, however, and frescoes discovered in dungeons may be water damaged, peeling away from the wall or splattered with blood or grime.

TORCH SCONCES

In dungeons populated by creatures that need light, torch sconces are a common feature. Set into the wall such features can be nothing more than a plain fixture for a torch or can be much more elaborate—wrought in some fantastical shape such as a mailed fist, bony arm and the like.

WAINSCOTTING

Wood panelling is often used to cover and decorate walls. Wainscoting can incorporate doors—concealed, secret or obvious—and can be painted or carved.



67-68	As 65-66, but the frescoes have been systematically defaced and smashed.
69-70	The wall is set on stone rollers and can be pushed back and forth to change the size of the space. Doing so creates a low rumbling sound audible throughout the surrounding areas.
71-72	Thin ventilation shafts ¹ pierce the wall near the ceiling, providing fresh air and a slight breeze. Paranoid characters may think the shafts are parts of a trap.
73-74	A small collapse has dumped a tumbled pile of bricks onto the floor. The collapse has also revealed a natural cavern behind the wall.
75-76	Fine wainscoting once covered the walls, but much of it has been battered and pulled off. Haphazardly-piled debris litters the floor.
77-78	Glowing arcane and esoteric runes decorate the walls at human head height. The runes speak of glory, death and the unspeakable horrors of the "other worlds beyond our own".
79-80	Arrow slits pierce the walls. Beyond the slits, a narrow passageway links several chambers and enables guards to quickly move about the place.
81-82	Three deep arched niches pierce the wall. A carefully ordered pile of bones fills each niche. A pyramid of skulls rests atop each pile of bones.
83-84	Strange scabbling and scratching sounds emanate from behind the wall ² . A colony of vermin live in a honeycomb of small cracks behind the wall, but none of the cracks reach this area.
85-86	Faint thumping and moaning sounds come from behind a recently bricked up archway. An emaciated prisoner—near death—is incarcerated beyond.
87-88	A barred gate barely one-foot high pierces the wall near the ceiling. A sluggish dribble of water emerges from within to ooze down the wall.
89-90	Sections of wall are crumbling away as if the stone itself was beset by some terrible disease.
91-92	Cleverly concealed piping in the walls supplies four burning lamps with a steady supply of oil. Breaking the lamps or pulling them from the wall results in oil sluggishly flowing into the room.
93-94	Roll twice on this table ignoring results of 93-100. Integrate both features rolled into the area's description. The features could be combined in some way or appear on different walls.
95-99	Roll again. The resulting feature is present, but was clearly added after the wall's construction.
100	The wall is trapped. Refer to "Wall Tricks & Traps".

1. A successful find secret door roll with twice the normal chance of success spots.
2. A successful find secret door roll spots.
3. A successful saving throw against spells resists.

MINOR WALLS FEATURES & DRESSING

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

D%	MINOR FEATURE OR DRESSING
01	Signs of extensive acid damage—partially melted bricks and the like—are evident throughout the area.
02	A proclamation of love—two sets of initials surrounded by a heart—is lightly carved into the wall.
03	A mould infestation has taken over the crumbling wall, reducing its strength by half.
04	A patch of thick, spongy brown-coloured mould has grown over the wall.
05	A patch of mottled yellow and off-white mould has taken over the wall.
06	An important clue is inscribed into the wall, either as graffiti or faint carvings made with a knife.
07	A small area on the wall is lighter and cleaner than the area surrounding it, suggesting an item was hung there before being removed.
08	Nicks and dents—from deflected weapon blows—mar the wall, and hint at a desperate battle fought here.
09	Part of the wall is charred, save for a humanoid-shaped spot in the centre of the damage.
10	Someone appears to have recently attempted to clean the wall with soap and water.
11	A light or one-handed weapon such as a dagger is wedged into a crack in the wall.
12	Small numerals are etched into the wall, noting the passage of time.
13	A meaty slop clings to the wall as though a plate of food were thrown at it.
14	Once-eldritch runes decorate the wall, expended following the casting of a powerful spell.
15	Torch sconces line the wall. Only a few yet hold torches, and one sconce has been partially ripped from its setting.
16	The spoils of conquest, including weapons, armour or even severed limbs, are displayed upon the wall.
17	Water oozes from the base of the wall, to form a small, shallow puddle.
18	The wall is smeared with a now dry foul-smelling yellowy white substance.
19	A childish illustration drawn or carved into the wall depicts a dragon eating a warrior.
20	The wall's mortar is crumbling and overly dry; it is easy to scap more out from between the wall's bricks.
21	The wall has been used as a canvas by an obviously talented artist.
22	Blood splatter coats the wall.

23	Damage from arrows, crossbow bolts or similar pieces of ammunition dot the wall. Several projectiles remain embedded in the wall; others lie at its base.
24	Hundreds of sketches of a particular subject adorn the wall; these sketches may be of a prominent local NPC or even a member of the party.
25	Scorch marks cover the wall. Ash, charred wood and charcoal lie at its base.
26	Dried wild flowers are pressed onto the wall.
27	Roll on "Major Wall Features". The result is actually a wandering mimic in disguise.
28	Major patches of the wall are damaged and have begun to crumble away; treat the wall as though it had half its normal number of hit points.
29	The wall is set slightly at an angle—it seems to lean into the ceiling.
30	A number of wax dolls are pinned to the wall by their heads; these dolls could resemble the characters or a prominent NPC.
31	The wall is slowly sloughing away, in places.
32	Damage from acidic corrosion dots the wall.
33	Water leaks into the chamber from a small opening at the top of the wall.
34	The wall is scarred and heavily cracked; either the original construction was at fault or a slight earth movement is responsible for the damage.
35	Something has made the wall unnaturally smooth to the touch.
36	Several rusty iron pegs protrude from the wall at various heights and angles.
37	A crude drawing of a monster decorates the wall. There is a 25% chance this illustration depicts the most dangerous monster in the dungeon.
38	A small ledge—about one foot high and two-foot wide—at ground level juts from the wall.
39	An old archway—now bricked up—pierces the wall. Examination reveals the brickwork is comparatively new ² . What lies beyond (and why was it bricked up)?
40	A small section of wall has collapse, covering the floor with rubble and debris.
41	Vines, growing from cracks in the floor, choke the wall. These vines offer no protection to whatever lies beneath.
42	As above, except a strange weed lurks on the wall.
43	Ancient runes written in a long-dead language pepper the wall. They name a long-dead sorcerer.
44	A piece of furniture has been smashed into the wall; its broken pieces litter the ground.
45	The wall has been recently whitewashed; it is brilliantly white and ready for painting (or graffiti).
46	A fell prayer dedicated to a dark power is deeply incised into the wall.

47	A holy (or unholy) symbol is scrawled onto the wall.
48	A severed limb is nailed to the wall; a smear of blood covers the wall and floor below the grisly decoration.
49	The notes and musings of a genius (but mad) artist, writer, wizard or philosopher cover the wall.
50	Glittering specks of minerals cling to the wall and create a rainbow of colours in even the faintest light.
51	A spray of spots of a variety of sizes on the wall are unexplainably darker than other parts.
52	Different coloured bricks set into the wall outline a large unholy symbol.
53	Countless fist-sized holes dot the wall. A bat swarm makes its home in a cave beyond the holes.
54	A gargoyle clings to the wall, pretending to be nothing more than a decoration.
55	The wall has been inexplicably bleached of colour in a vaguely man-shaped patch.
56	Thick black curtains obscure the wall (and perhaps a concealed door, hidden guard niche or the like).
57	Small niches high up in the wall each contain a skull, which leers down at those traversing the area.
58	A silken tapestry of spider webs cling to the wall.
59	Countless fist-sized holes dot the cobweb-wreathed wall. A swarm of spider lurks in the holes.
60	Cracks, erosion and mould damage cover the wall. From a certain angle, the damage looks a little bit like a face depicted in profile.
61	An iron hook—such as those used to hang a painting—protrudes from the wall.
62	Magically created albino mushrooms grow on the wall.
63	The wall is leaking a green, slimy substance.
64	The wall has been split open by water erosion.
65	The wall is drenched in slick, pungent oil; the entire wall bursts into flames if it is dealt fire damage.
66	Several long wooden floorboards lean against the wall.
67	A dark spirit passed through the wall, sapping it of any resemblance of warmth, cheer or good tidings.
68	Letters cut from various tomes and pressed onto the wall, spell out one or more of the characters' names.
69	Many fist-sized holes, plugged with new mortar, pierce the wall.
70	Empty torch sconces protrude from the wall. An upturned leather shoe hangs from one sconce.
71	A piece of archaic poetry or philosophy is scribed onto the wall in an elder dialect of the dungeon's dominant denizen. It speaks of an ancient queen.
72	Whitewash is flaking away from the wall. The faded remnants of a large landscape painting depicting the surrounding lands is also visible.
73	Small patches of mineral embedded in the wall glimmer in the party's lights.

74	A grey ooze makes its home in a jagged irregular hole at the base of the wall.
75	The wall is coated with a grainy substance that, if licked, tastes like the individual's favourite meal.
76	A wooden door—complete with rusting hinges—leans against the wall. A nearby doorway lacks a door.
77	Parts of the wall have been removed, exposing bare rock beneath, and piled on the floor.
78	A dirty sheet hangs from a protruding brick.
79	Four wooden pegs jut from the wall; two have dirty brown cloaks hanging from them. Splatters of mud cover the floor below.
80	Some of the mortar holding the wall's bricks in place has a distinct reddish tinge akin to dried blood.
81	A faint sheen of moisture on the wall glimmers in the party's lights.
82	Forlorn, rusting tapestry hooks hang from the wall near the ceiling. From their placement, a long arras once hung here.
83	A bloody, smeared handprint marks the wall near an exit. From the size of the print, it looks to have been left by a creature the size of an ogre.
84	A religious symbol is crudely carved into the wall.
85	Dead whiteish yellow fungus clings to the wall. It crumbles to dust, if touched.
86	An empty water flash hangs from a bump in the wall.
87	Drab paint, used to obliterate an older painting ¹ , covers the wall.
88	Several bricks have been removed from the wall at human head height to reveal an (empty) once-secret treasure niche.
89	The wall is warm to the touch.
90	A broken spear shaft lies on the floor by the wall.
91	Unreadable water-stained posters cover the wall.
92	Blue paint covers an irregularly-shaped swath of wall.
93	Thin, glimmering slime trails, akin to those left by slugs, criss-cross the wall.
94	"Keep Out" is daubed on the wall in whitewash.
95	A small fist-sized hole piercing the wall has been crudely carved to resemble an open mouth.
96	The configuration of the walls amplify and distort echoes of events in surrounding areas.
97	The wall oozes a gooey, amber sap that has ensnared thousands of insects.
98	A foul, violet mist leaks from cracks in the wall.
99	The wall has two features. Roll twice on this table.
100	The wall is trapped. Refer to "Wall Tricks & Traps".

1. A successful find secret door roll spots.
2. A dwarf using stonecunning detects.

WALLS TRICKS & TRAPS

Of course, walls 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 a well-constructed wall can hide.

CRUSHING WALLS

This classic trap utilises a chamber's wall to crush intruders to death. Best used in empty chambers or rooms cloaked with an illusion to appear treasure-filled these traps are some of the deadliest mechanical traps a dungeon delver can face.

Special Note: The version of this trap assumes a 30 ft. square room with one exit. Modifying the chamber's size gives the characters more or less time to escape the trap. Moving the position of the door also affects this trap's lethality.

Activation: A character activates this trap when they stand on a pressure plate in the centre of the room. The trap resets after one hour.

Find the Trap: A character making a successful find/remove trap roll discovers the trap.

Defeating the Trap: A character making a successful find/remove trap roll disables the trap. A character rolling 10% more than their chance to disarm the trap accidentally activates the trap. Destroying the pressure plate (AC 3, hp 20) or wall (AC 3, hp 80) defeats the trap. Alternatively, a character making a successful find secret door roll spots a small switch next to the chamber's door which activates and deactivates the trap.

Characters in the room when the trap activates can try one of these two strategies (or something else) to avoid being crushed:

- **Create a Niche:** A character can smash a niche in the floor (AC 3, hp 40). One Medium or smaller creature can hide in a niche.
- **Brace the Ceiling:** A character who rolls under their Strength score on 5d6 arrests the wall's advance for one round.

A grinding sound emanating from one of the walls heralds doom. Slowly and surely, the wall begins moving across the room toward you.

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

- **Round 1:** The chamber's stone door (AC 3, hp 40, successful open locks roll unlocks) slams shut and the crushing wall activates.
- **Rounds 2-7:** The crushing wall advances 5 ft. each round. When it meets the other wall it inflicts 12d6 damage on all individuals in the chamber. Characters so damaged are pinned until round 10.
- **Round 10:** The wall retreats to its original position, at a speed of 5 ft. per round.

MECHANICAL MIMIC

This subtle trap is designed to ensnare greedy adventurers. It activates when a thief fails to understand its true nature.

Activation: A character activates this trap when they mistakenly attempt to open the secret door. The trap resets after one minute.

Find the Trap: A character failing a find/remove trap roll identifies the trap as a secret door. A character making a successful find/remove trap roll reveals the trap's true nature and location.

Defeating the Trap: A character making a successful find/remove trap roll disables the trap. A character rolling 10% more than their chance to disarm the trap accidentally activates the trap. Destroying the pressure plate (AC 3, hp 20) defeats the trap. Alternatively, a character making a successful find secret door roll spots a small switch next to the pressure plate which activates and deactivates the trap.

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

- **False Identification:** A character that fails to successfully find the trap, identifies the mechanical mimic as a secret door. Attempting to operate a mechanical mimic without identifying its true nature triggers the trap. When the trap activates, a chute located under the disarming character opens, dropping them into a dangerous area, holding prison or similar location. A character making a successful saving throw against breath weapon avoids the trap as it opens beneath their feet.

MURDER HOLES

A classic trap, automatic murder holes can be placed in almost any dungeon locale.

Activation: A character activates this trap when they step on a hidden pressure plate. The trap must be manually reset.

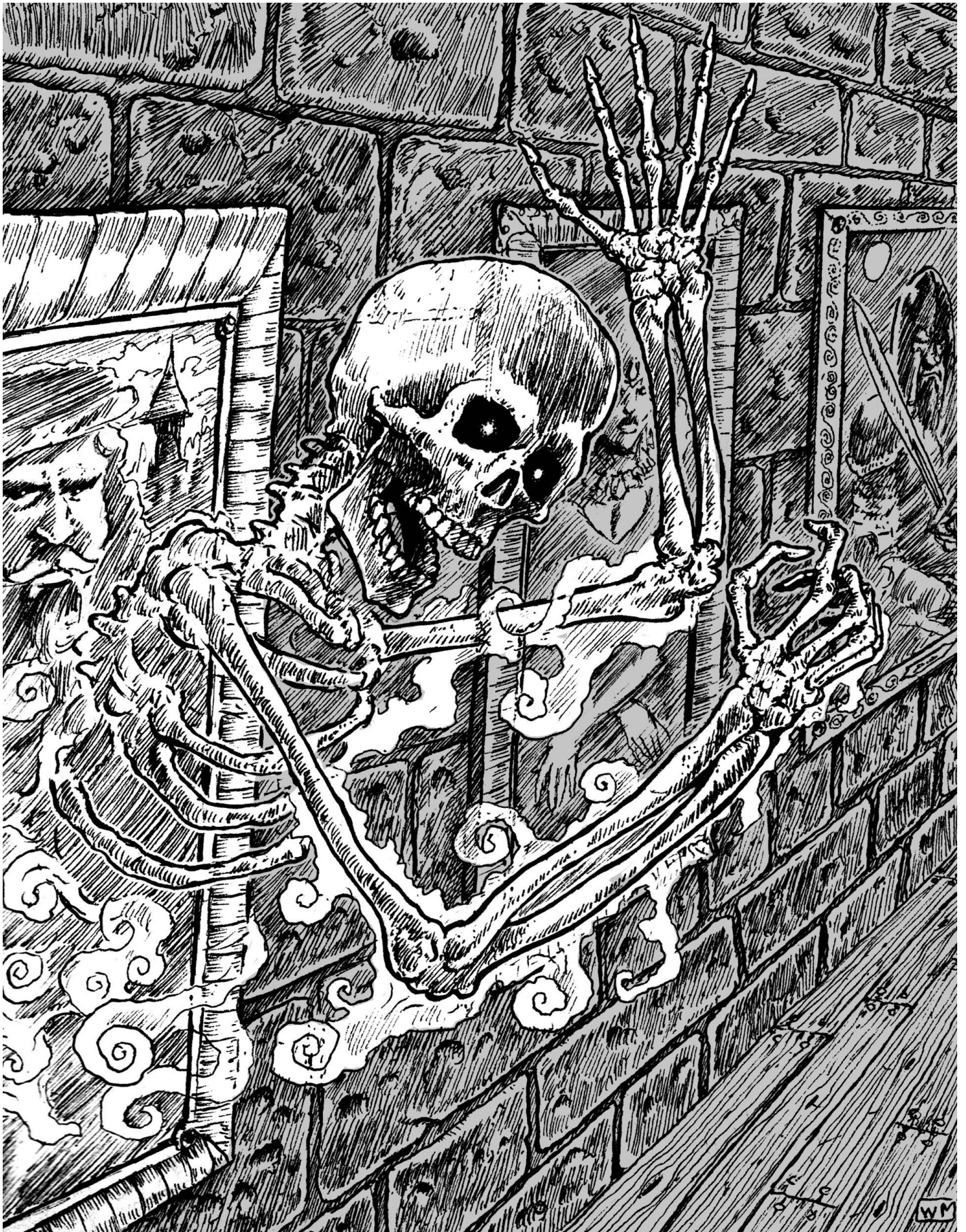
Find the Trap: A character making a successful find/remove trap or find secret door roll locates the trap.

Defeating the Trap: A character making a successful find/remove trap roll disables the trap. A character rolling 10% more than their chance to disarm the trap accidentally activates the trap. Destroying the pressure plate (AC 3, hp 20) defeats the trap. Alternatively, a character making a successful find secret door roll spots a small switch next to the pressure plate which activates and deactivates the trap.

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

A click beneath your foot heralds three concealed murder holes sliding open. Crossbows hidden in the wall unleash a volley of bolts at you.

- **Bolt Attack:** Heavy crossbow (THAC0 10, 12-5 piercing damage); multiple weapons (three separate crossbows attack the same target simultaneously).



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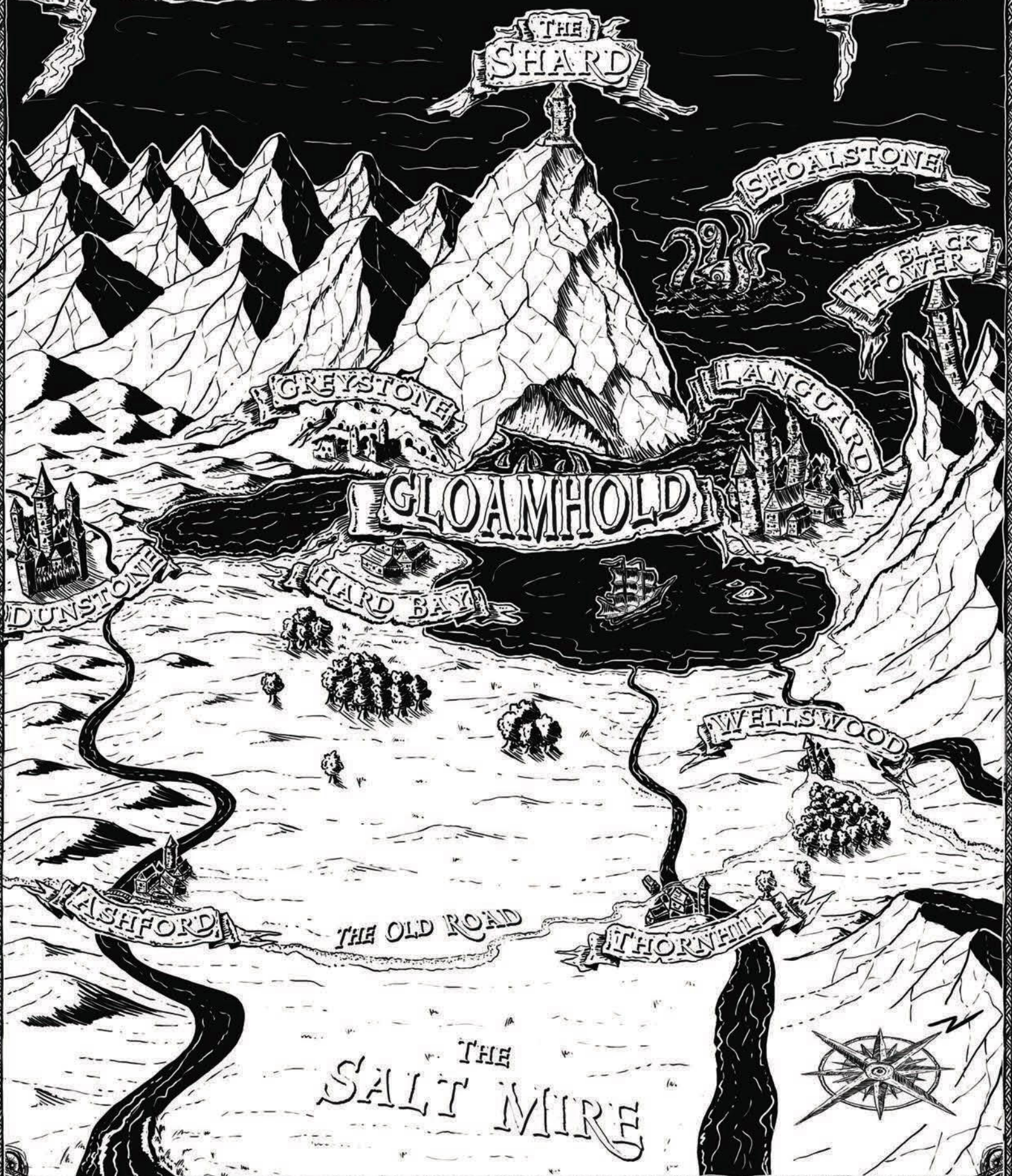
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