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DUNGEON DRESSING: DOORS & DOUBLE DOORS



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DUNGEON DRESSING: DOORS & DOUBLE DOORS

*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 doors and double doors in your dungeon. Designed to be used both during preparation or actual play, *Dungeon Dressing: Doors & Double Doors* is an invaluable addition to any GM's armoury!*

CREDITS

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SINGLE DOORS

Dungeon doors come in many different shapes and sizes. Doors are one of the most basic dungeon features and as such can offer clever explorers vital clues to what might lie beyond.

MAJOR SINGLE DOOR FEATURES

Use this table, to generate interesting characteristics for your doors. 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	There is no readily apparent handle or latch on the portal. A mechanism is hidden nearby ¹ .
06-10	A large and elaborate baroque doorknocker is affixed to the door.
11-12	The door's oversized hinges enable it to open both inward or outward.
13-14	A grate or window allows one to look into the chamber or passage beyond the door.
15-16	A small peephole pierces the door. The door is shut, but the peephole is open.
17-18	The door slides open into a slot into the wall rather than swinging open.
19-20	The door is incongruous to its surroundings. In a plain setting, it is elaborately decorated; in a palatial room, it is plain and unmarked.
21-22	A pulley and counterweight mechanism opens the door, which is unusually heavy.
23-24	The door is a jib door, a secret door designed to blend in with the wall panelling.
25-26	Ventilation slats are built into the door, but do not permit a view of the other side.
27-28	Fluted and scroll-like mouldings delicately painted in an array of colours around the door's frame make the whole an impressive work of delicate craftsmanship.
29-30	The door is constructed of folding panels, sliding to one side to allow entrance.
31-32	The door is made of hollow material and is exceptionally easy to destroy. (The door is only half as sturdy as normal).
33-34	The image of a demonic or devilish face covers the door's surface, carved in high relief. The face is screaming. A tiny peep hole pierces one of its eyes.
35-36	The door fits very closely into its frame and is harder to open than normal.
37-38	This set of narrow double door opens like a pair of shutters and is as wide as a normal single door.
39-40	The door is cut in half; the lower and upper portions can open separately.
41-42	A small door is cut out of the bottom, with a swinging flap, to allow smaller than man-sized creatures access.
43-44	The elaborate iron strap-hinges of this door extend from the side nearly to the opposite edge of its surface, forming a floral motif.
45-46	The door is painted with a crude portrait of whoever or whatever lives within.
47-48	The door is designed to appear to be the tongue and throat of a great demonic mouth.
49-50	The door is cunningly devised to resemble a different material than its true composition; for example, wood is painted to resemble stone, iron plates cover a wooden door and so on.
51-52	The door's handle, doorknob and dimensions are sized for someone substantially smaller or taller than a normal human.
53-54	The cornices and frame of the door vastly dwarf the portal itself.
55-56	The doorsill is a significant step up for human-sized and small creatures ² .
57-58	Gilded writing in an appropriate alphabet decorates the door. It is rendered in immaculate cursive.
59-60	The door revolves when pushed.
61-62	The door is oval or round in shape.
63-64	The door is triangular or rhomboid in shape.
65-66	A sliding panel of paper, canvas or parchment serves as a door.
67-68	The door is a dense curtain of beads or cloth. Moving through the door quietly is virtually impossible.
69-70	The door has a small viewport set at head height. An iron grill protects the viewport. The viewport has a small wooden door.
71-72	The door is actually a large painting surrounded by a wide, gold leaf frame. The "door" opens outwards and swings to the left.
73-74	Two heroic nude figures decorate the doorframe, standing considerably higher than human height.
75-76	A bookshelf is attached to the rear of the door. If the door is forced open many of the things stored in the bookshelf fall onto the floor, making a loud noise and creating an area of difficult terrain.
77-78	The handle is in the form of an open hand, which must be grasped as if to shake to open.
79-80	Supple leather covers the door. A pattern stitched into the door is significant to whoever dwells within.
81-82	A large silvered mirror hangs on the door.
83-84	The door's hinges contain a one-minute hourglass. After the door has remained open for one minute, it shuts automatically.

85-86	The heavy door is of perfectly balanced stone. It can be opened with no more effort than a normal door.
87-88	Two elaborately robed exotic figures in gold leaf and enamel decorate the door's panels.
89-90	The image of a sinister figure is outlined in a blackened iron silhouette nailed to the door.
91-92	Nails hammered into the door outline a religious or martial symbol appropriate to whoever dwells within.
93-94	The door is low but wide. Medium-sized and larger creatures must duck to pass through ² .
95-99	The door is false and it does not open. Removing it reveals a blank stone wall.
100	The door is trapped. Refer to "Door Tricks & Traps".

- 1: A successful search for secret doors locates.
- 2: It costs twice as much movement as normal, to pass through this door.

DOOR CONSTRUCTION

Most doors are wooden affairs, but in dungeons where access to wood is limited or nonexistent, stone is often used. In particularly deep, outlandish or otherworldly dungeons, adventurers may encounter doors made of even rarer, stranger or valuable materials such as glass, mithral, gold, silver, bone and so on.

- **Adamantine Doors:** Exceedingly rare, adamantine doors are used to both awe their viewers and protect items of surpassing importance.
- **Bead Curtains:** Although not "proper" doors, bead curtains are occasionally used to offer a modicum of privacy, and as an alarm for approaching danger.
- **Bone Doors:** A feature of necromancer's lairs and ancient tombs, bone doors are designed to frighten away the superstitious or gullible.
- **Iron Door:** The toughest of nonmagical doors iron doors often protect vaults, sacred burial chambers and other important areas.
- **Leather Door:** These doors normally take the form of hardened leather stretched over a wooden frame.
- **Mithral Doors:** These light, silvery doors are much easily worked than adamantine doors and are often in themselves works of art.
- **Paper Doors:** Rarely encountered, paper doors are flimsy at best; fantastical paintings often cover their surfaces.
- **Stone Door:** Crafted of stone these doors are difficult to break through. They are a feature in dungeons built by deep-dwelling races such as dwarves, drow and the like.
- **Wooden Door, Good:** These sturdy doors can take some punishment before breaking.

- **Wooden Door, Simple:** These doors constructed from stout wooden planks will not keep out determined intruders.
- **Wooden Door, Strong:** These wooden doors are bound with iron and often guard important areas.

DOOR CONDITION

Not all doors are created equal. Doors providing access to a storeroom, for example, may be of average quality while those leading to abandoned rooms are most likely dilapidated. Use the table below to determine the door's general condition:

CONDITION	HEAR NOISE	HP	CHANCE TO OPEN DOOR ¹
	ROLL		
Dilapidated ²	+20%	-50%	+3
Poor ²	+10%	-25%	+2
Average	+0%	-	+1
Good ³	-10%	+25%	+0
Excellent ³	-20%	+50%	-1

- 1: Apply this modifier to the chance a character has to open a door. For example, a character with Strength 13 normally has a 2 in 6 chance of opening a door. Such a character could have a 3 in 6 chance of opening an average door.
- 2: These doors often do not fit their frame well. At the GM's discretion, a character may be able to peek under or over such a door to gain a limited view into the area beyond.
- 3: Doors in good or excellent condition often fit their frame well; characters can rarely find a gap to see through.



MINOR SINGLE DOORS FEATURES & DRESSING

Use this table, to generate interesting features for your doors. 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	The door is warped and bent, as if something huge and strong slammed against it. It opens (noisily) only with difficulty ¹ .
02	The door is crudely barred from the party's side.
03	The door is blocked or barred from the opposite side.
04	The door has been detached from its hinges and is leaning against the wall.
05	The door shows signs of repeated, amateur repair.
06	A curtain or cabinet has been used to conceal the door from casual observers.
07	"Way Out?" is written in blood at the foot of the door.
08	Someone has scratched the word "tyger" on the door.
09	The prints of two humanoid hands are burned or melted into the door's surface.
10	Insects, rust or other rot have so thoroughly eaten away at the door that it crumbles at a touch.
11	Blood-like sap or mould oozes from the door.
12	Wisps of smoke or fog drift under the door.
13	The door is propped open by a small, heavy object.
14	The door is open, and is securely fastened by a chain to a metal ring on the wall.
15	A bell is attached to a string to the other side of the door, creating a makeshift alarm.
16	Thorns and spikes, appearing as if they have grown from the door, festoon its surface.
17	The door is ill-fitting and overlarge for its frame ¹ .
18	The door is painted a vibrant colour and is the most eye-catching feature of the room.
19	The door has been cut into the wall and installed as an obvious redesign of the area.
20	The door opens of its own accord when anyone approaches within five feet.
21	The door's handle has been broken off; it lies mangled on the floor nearby.
22	The door is enveloped in ivy or fungus.
23	An empty suit of armour is nailed to the door.
24	A door once filled this doorway; hastily-set masonry now replaces it.
25	The door has been deeply charred or melted in an uneven pattern.
26	The door stands at least five feet off the floor, but there are no steps leading up to it from this side.
27	A worn and filthy doormat lies in front of the door.

28	A yellowed and faded label is pinned to the door with two iron nails. The letters read "Doct... Mo..." (or perhaps, "Dont... Wo...")
29	The door and surrounding wall are scorched by fire. Soot covers the floor.
30	Crudely painted in brownish-red are the words "Pleaz Com In."
31	A folk-art motif showing a marvellous tree reaching toward the heavens, inhabited by serpents and squirrels, is painted on the door.
32	The door is upside down.
33	The door's key is in the lock on the party's side.
34	A soft knocking, in a staccato rhythm, is coming from the door's other side.
35	The door gives off a glow, as if affected by a <i>continual light</i> spell.
36	A thin coating of dust makes it clear no-one has opened this door for generations.
37	A partially skeletonized arm, severed at the elbow, hangs from the door's handle.
38	Cobwebs and tiny spiders festoon the door's hinges and its lintel.
39	Grime cakes the door's handle.
40	Fourteen hash marks are scratched into the door, near the floor.
41	A perfectly round hole is punched out of the lower left corner of the door.
42	Unintelligible graffiti covers the door.
43	Splotches of wet sand or mud cling to the door.
44	A set of lock picks dangles from the door's lock.
45	Someone has shoved rags under the door to block up the large crack between it and the floor.
46	Soot stains the wall around the doorframe, as if a fire once burned on the far side.
47	This door has stood open for so long a spider's web, festooned with dead flies, fills the upper corner, near the frame.
48	The door has been carefully cleaned and polished, and its hinges oiled.
49	A stone foot from a statue stands beside the door and serves as a doorstep.
50	The door has been replaced by a table leaning against the open frame.
51	The metal hinges and fittings of the door are still fixed to the wall, or lying nearby. The door itself is missing.
52	The latch of the door is connected to a music box, making an eerie series of chimes if its turned.
53	The muddy prints of a dog or wolf (as if the animal had jumped up) cover the middle portion of the door.
54	A series of random numbers are carved into the door's surface. The number nine appears repeatedly.

55	A whistling and tangible breeze blows through the cracks in the door.
56	The door's handle is grander and of much higher quality than the door itself. The door's lock is of good quality and difficult to pick ² .
57	A dagger has been driven into the door.
58	A chair sits next to the door. A slumped skeleton, sword in lap, as if on watch, sits in it.
59	Many small teeth are stuck in the door's frame.
60	A rope is tied to the handle, and stretches across the room, ending in a frayed tangle.
61	The wall and ceiling above the door are cracked and bowed. The ceiling is unstable and may collapse, if the door is opened ³ .
62	In chalk, a huge eye has been drawn on the door.
63	The door is icy cold to the touch.
64	Deeply incised into the door is an elaborate sigil or arcane seal dealing with death ⁴ .
65	A harness is attached to the door frame, and the door is open. The harness is stretched and shredded.
66	The bottom of the door has been gnawed away; Small or smaller creatures can crawl through the gap.
67	A pewter bowl, covered in mould, and a wooden cup, filled with stagnant water, sit before the door.
68	A half-completed attempt to brick-up the doorway is evident. Tools are scattered in disarray on the floor.
69	A sweet fragrance, as if from many roses, wafts through the door.
70	Though the door is missing, a luminescent door-like shape fills the gap, suggesting the door's original form and design.
71	Twelve throwing daggers are deeply embedded into the door.
72	Sticky black tar has been daubed on the door. Drips and splatters cover the floor nearby.
73	A flattened scroll (perhaps containing a message or map) has been shoved under the door.
74	A brass horn hangs from a hook that's been screwed into the middle of the door.
75	Hundreds of iron nails have been hammered into the door. Some have been hammered all the way in while others yet stand proud.
76	A knot in the wood or a crack in the door has been widened to make a makeshift peephole ⁵ .
77	Fur and hairs are stuck to the side of the door, as if it was used for scratching by a large animal.
78	The door casts its own dim shadow outward, independent of all light.
79	The door is ajar and a metal bucket full of liquid is propped above it. Characters opening the door get drenched as the bucket clatters to the floor.

80	The door makes a shrill, almost deafening, squeaking noise as it opens.
81	The poorly-made door sits loosely on its hinges and can be easily removed.
82	A sign is pasted on the door, reading "EGRESS" in ornamental capitals.
83	The shell of the door is blackened and peeling.
84	An <i>arcane lock</i> protects the door.
85	The door's handle and lock have been ripped or torn out, leaving a ragged hole filled with bunched cloth.
86	This door opens up onto empty space, with a 10 foot drop to the floor beyond.
87	A <i>hold portal</i> protects the door.
88	Something has been painted over hurriedly on the door, leaving an ugly blob of pigment. The image below is faintly visible.
89	Snatches of conversation and laughter emanate from behind the door.
90	Someone has gouged out apparently valuable or dangerous decorations from the door, leaving it pitted and scored.
91	The hinges of the door are rusted shut. A <i>grease</i> spell or similar effect is necessary to open it.
92	The door shimmers and sparkles with iridescence. An <i>arcane mark</i> is in its centre.
93	A faded sign by the handle reads, "This door has been locked for safety."
94	The door is broken in half; one part lies nearby while the upper part still hangs from a hinge.
95	The number 13, daubed in whitewash, decorates the wall above the door.
96	The door's frame has been replaced and is much newer than the door it surrounds.
97	The walls around the door's hinges are pitted and scarred as if someone had tried—and failed—to smash through them.
98	Though this was once a door, the portal is now bricked or boarded up. Only a blank wall lies beyond.
99	Roll twice on this table, ignoring results of 99-100.
100	The door is trapped. Refer to "Door Tricks & Traps"

- 1: Reduce the character's chance to open the door by 1 in 6.
- 2: Apply a -10% to the open locks roll.
- 3: A dwarf, gnome or other character wise in the ways of engineering or the like recognises the ceiling is unstable.
- 4: A wizard or other character steeped in arcane lore identifies.
- 5: A successful search for secret doors locates.

DOUBLE DOORS

Double doors almost always guard areas of great importance. Often throne rooms, subterranean chapels, crypts housing the remains of important personages and similarly important locations lie beyond. Thus, such dungeon features are often well-built, sturdy and ornately decorated.

Given double doors represent a significant expenditure of coin and skilled labour they are almost never placed "frivolously." They have a specific place in the dungeon and often act as a subconscious cue to explorers they are entering an important (and perhaps dangerous) part of the complex. Many are ceremonial in nature and have been designed to elicit feelings of awe in those passing through them.

Double doors are perhaps the type of dungeon doors most likely to be guarded either by mundane guards, animated constructs or traps. Exploring adventurers should therefore be wary of such features and take extra time in their vicinity.

MAJOR DOUBLE DOORS FEATURES

Use this table, to generate interesting characteristics for your double doors. 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	The carving of a great, lidless eye surrounded by grasping tentacles decorate the wall above and around the doors.
06-10	The doors are banded and sealed with silver.
11-12	The doors are sealed with red wax. Dust covers them (and the floor in front of them).
13-14	One of the doors has a small door built within it; it can open independently. Medium or larger creatures must squeeze through the door.
15-16	A <i>continual light</i> above the doors illuminates the surrounding area.
17-18	A heavy crimson curtain obscures the doors.
19-20	The doors are crafted from darkwood.
21-22	The doors are crafted of alternating planks of light and dark wood.
23-24	The doors' wood is highly polished and extremely smooth to the touch.
25-26	One of the doors has a large mirror affixed to it.
27-28	Iron bands—forged to represent swords—decorate the doors (and could form part of a trap).
29-30	Intricate religious carvings surround the doors.
31-32	The doors stand atop a short flight of low, worn shallow steps.
33-34	The statues of two mail-clad warriors flank the doors.
35-36	A devil's (or demon's) leering face is carved into the doors and is picked out in silver.

37-38	A portcullis protects the doors. A winch in the area beyond raises and lowers the portcullis.
39-40	Many small nails are hammered into the doors. The nails form the heraldic device of the dungeon's master.
41-42	The doors are painted jet black.
43-44	The double doors are recessed into an archway.
45-46	The doors are of stone. They have nested hinges and open both in and out.
47-48	Two ornate good iron locks ¹ , forged in the shape of snarling wolf heads, protect the doors.
49-50	A highly-detailed carving of a dragon—its wings outstretched—looms over the doors.
51-52	The doors have huge, over-sized iron handles of cold, black iron.
53-54	Each door has a small, grilled viewport. A shutter blocks the view of what lies beyond.
55-56	A small stained glass window overlooks the doors. The window is an intricate mix of reds, blues, yellows and blacks. Flickering light from beyond the door casts coloured shadows on the floor and ceiling.
57-58	Two arrow slits flank each side of the doors.
59-60	Murder holes pierce the ceiling above and in front of the doors.
61-62	Carvings of leaping flames surround the door. Tiny carved figures writhe among the flames ² .
63-64	The doors are 30 ft. high and incredibly heavy ³ .
65-66	The doors are of dull iron. Flaming glyphs provide the same illumination as candle light.
67-68	The top and bottom of each door can open independently of the other in the same fashion as a stable door.
69-70	The doors are particularly thick and heavy ³ ; sound beyond them is muffled ⁴ .
71-72	The doors are false—they do not open and are merely used for ceremonial purposes.
73-74	The doors stand at the bottom of a short flight of shallow steps.
75-76	As 69-70, but the doors have a secret compartment within ¹ that holds their key.
77-78	An open pit stands in front of the doors. A lever at the bottom of the pit lowers the doors in the same manner as a drawbridge.
79-80	The doors slowly shut two rounds after the last character passes through (unless spiked open).
81-82	Elaborate sheets of bronze cover the doors; their engravings depict sinners in hell or some other lurid, sinister scene.
83-84	Six transparent black gems (onyxes each worth 50 gp) fill a like number of wall niches above the doors.

85-86	The doors do not fit well; scrape marks on the floor bear witness to how hard they are to open.
87-88	Skulls fill small niches in the walls flanking the doors. They grin at intruders.
89-90	The doors have no lock and are perfectly balanced. They open silently into the space beyond.
91-92	Narrow glass windows flank the doors. They have shutters, but these are opened when the room beyond is in use.
93-94	An <i>alarm</i> spell protects the door. Roll again to determine the door's appearance.
95-99	A <i>magic mouth</i> spell protects the door. Roll again to determine the door's appearance.
100	A trap protects the door. Refer to "Door Tricks & Traps". Roll again to determine the door's appearance.

- 1: Apply a -10% to the open locks roll.
- 2: A close examination or a successful find secret door roll locates.
- 3: Reduce the character's chance to open the door by 1 in 6.
- 4: Apply a -10% chance to hear sound coming from beyond the door.

DOUBLE DOOR DECORATION

As previously noted, double doors often protect areas of importance and are themselves important (and often) impressive dungeon features. Such doors are rarely undecorated. Use the tables below to generate the basic details of such decoration before tailoring them to suit your campaign and dungeon.

DECORATION STYLE & TYPE

Use this table to determine exactly how the doors' decoration has been rendered.

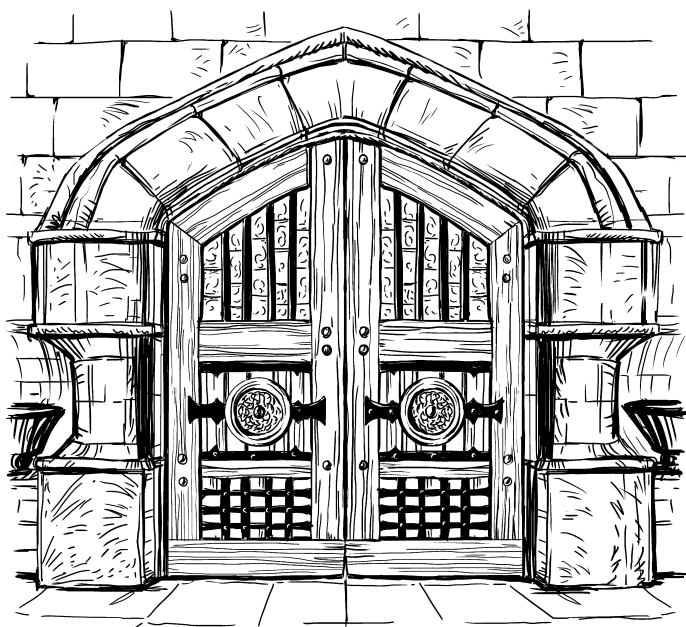
D20 DECORATION STYLE

1-5	Carved into the door: no additional features
6-7	Painted
8-9	Carved into the door: painted
10-12	Carved into the door: picked out with precious metal (gold, silver etc.)
13	Studded with inexpensive gemstones
14	Glowing, magical runes
15	Burnt into door
16	Permanent illusion
17	Mosaic
18	Obviously repaired; roll again to determine style
19	Badly damaged; roll again to determine style
20	Unfinished; roll again to determine style

D20 DECORATION TYPE

1	Arcane runes ¹
2	Geometric patterns
3	Heraldic device ²
4	Holy/unholy symbol ³
5	Image: creature
6	Image: deity
7	Image: dragon
8	Image: fantastical creature
9	Image: fantastical scene
10	Image: landscape
11	Image: portrait
12	Inscription: dire warning
13	Inscription: holy/unholy scripture ³
14	Map: legendary place ⁴
15	Map: star map
16	Map: surrounding area ⁴
17	Map: wide area (continent, world etc.) ⁴
18	Religious runes ³
19-20	Door has two types of decoration; roll again, ignoring results of 19-20.

- 1: These runes could provide a vital clue as to what dangers lurk beyond the doors.
- 2: This symbol likely depicts the personal or family sigil of the dungeon's lord.
- 3: This symbol likely pertains to the religion of the dungeon's lord.
- 4: This map could reveal act as an adventure hook—perhaps it depicts the site of the characters' next adventure.



MINOR DOUBLE DOOR FEATURES & DRESSING

Use this table, to generate interesting features for your double doors. 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	A chain wrapped through and around the handles holds the doors shut.
02	A spear nails a decomposing corpse to the door.
03	One door is shut; the other hangs from one hinge.
04	The doors' lock has been badly damaged by a heavy, blunt object.
05	The doors' hinges are partially melted.
06	The bottom of the left-hand door is scorched and burnt. The remains of a fire mar the floor directly in front of the door.
07	Symbols daubed in whitewash cover the doors.
08	The flagstones in front of the doors have been pried up revealing rock beneath.
09	Thick cobwebs cover the doors. Small spiders scuttle about within.
10	A single bloody handprint mars the right-hand door. The print is from a human-sized creature.
11	"Danger" is written (in Common) in big chalk letters across both doors.
12	A zombie is chained to each door by a 15 ft. length of pitted and rusted chain.
13	Half a pentagram decorates the floor in front of the door; the rest adorns the floor beyond.
14	Both doors have fallen. Chunks of masonry have been ripped from the doors' surround.
15	Splattered blood decorates the doors.
16	Bent and broken torch sconces hang from the wall on either side of the doors.
17	The doors are spiked open.
18	The doors are spiked shut. If the spikes are on the other side of the door, they make it harder to force the doors open.
19	Rubble litters the floor in front of the doors.
20	The doors have been badly damaged (they only have half the normal hit points) by many weapon strikes.
21	"Morgan was here" is scratched into the doors.
22	Looted bodies litter the floor about the doors. The dead comprise the slain members of an adventuring party and their enemies.
23	An empty vial lies in front of the door. Minor signs of acid damage mar the lock.
24	Wisps of smoke seep under the door.

25	A wooden stave is hammered into the ground between two flagstones. Atop it a decomposing head sightlessly stares at the doors.
26	The doors' lock has been removed. Characters can easily peer through the resulting hole.
27	The stone around the doors' hinges is chipped; someone has tried to pry them out with a chisel.
28	The fiery scorch marks of an obviously magical explosion mar the door.
29	A broken crowbar lies on the floor; its tip remains wedged between the doors.
30	The door is locked and the key remains in the lock (but on the other side of the door).
31	An open pit dominates the floor in front of the door. It is filled with trash and rubbish.
32	A small hole has been smashed into one of the doors at a human's head height.
33	The doors are a loose fit—a large crack between the two has been stuffed with rags.
34	One door is open a crack, allowing a character to look through easily.
35	The door is old and battered; the lock is broken and falls out of the door if touched.
36	Several pieces of old paper have been nailed onto the door. The paper is old and yellowed and bears lists of slain foes (along with the cause of their death).
37	The doors have been ripped from their hinges. They now rest horizontally in the doorway and form a barricade about 5 ft. high.
38	The doors have been poorly whitewashed. Atop the whitewash has been painted a crude heraldic device.
39	Dripping water has stained the doors.
40	One of the doors is bent and bowed ¹ .
41	About six-foot off the ground, small holes stud both doors. They once held gems but are now empty.
42	Torch sconces line the walls either side of the doors. All have burnt out torch stubs within.
43	<i>A continual darkness</i> —cast on the door's outer face—affects the area. The darkness does not penetrate the chamber beyond the doors.
44	<i>A magic mouth</i> spell affects the doors. When a character touches the door, the spell intones in a deep voice, "Go back. Your doom awaits within."
45	An open book—the journal of an explorer—lies open on the floor near the door. The open pages bear a partially finished sketch of the doors.
46	Beautifully painted ceramic tiles surround the door frame; a different sigil decorates each tile.
47	A huge blood smear—starting at waist height and running down to the floor—mars the door.
48	The doors' frame is bent and bowed ² . The lintel above the door is also crumbling. Dust covers the door.

49	Harmless yellowy-brown mould covers the doors. The doors themselves are sodden with moisture and rotten (reduce the doors' hardness and hit points by half).
50	Wooden scaffolding surrounds the door. The beginnings of an elaborate mural cover some of the surrounding walls.
51	The stench of smoke and incense hangs in the air.
52	A helmet props open one of the doors.
53	Niches on either side of the door hold the melted remains of many candles. Wax has dribbled down the wall and pooled on the floor.
54	A silver coin wedged between the two doors keeps them open a crack.
55	A large chalk arrow drawn on the wall points to the left-hand door.
56	A torch stub lies near the doors.
57	The doors' hinges and locks are heavy with rust.
58	The doors are open wide and secured by rope run through the handles and tied to iron spikes hammered into the wall on either side of the doors.
59	Muddy footprints lead through the closed doors.
60	Webs cluster thickly about the doors' hinges.
61	The remnants of a campsite lie about the chamber. The doors have been spiked shut.
62	"Not this way" is scrawled on the doors in large, simplistic chalk letters.
63	The doors stand in an elaborately carved archway. A demon head once leered over the doors but it has been smashed and broken. Rubble covers the floor.
64	A slight breeze blows under the doors.
65	An arrow is embedded in one of the doors.
66	The doors' handles show signs of being gnawed by something large and strong.
67	A torn, bloodied sack lies on the ground.
68	Bats hang from the ceiling above the door. Guano covers the floor below, making it slippery.
69	Damage on both sides of the doorway show where their handles have been rammed into the walls.
70	The doors have been chained shut, but the chain is rusty and pitted.
71	The doors smell of rot and decay, but otherwise seem normal and sturdy.
72	Water drips from the ceiling and a puddle has formed over much of the area's floor.
73	A holy symbol hangs from a chain wrapped around one of the doors' handles.
74	A damp patch covers the wall to one side of the doors.
75	Pottery shards lie on the floor in front of the door.
76	The doors creak loudly when opened ³ ; oil applied to the hinges solves the problem.
77	An acrid smell fills the air.

78	The distant clamour of a gong sounds from somewhere behind the door.
79	A barrel lies on its side 10 ft. in front of the door. It contains nothing but straw.
80	A partially completed carving of a rearing dragon decorates the doors.
81	The doors have been badly damaged by weapon strikes. A pile of wooden planks and carpentry tools is stacked nearby against a wall.
82	The doors' hinges have been disabled. If opened, the doors fall on the character opening it ⁴ .
83	Two pillars of warriors—their swords raised high—flank the door. Both warriors have been decapitated.
84	The doors are old, but their lock is much newer.
85	Brightly coloured tiles once decorated the front of the door. Their smashed remains now lie on the floor.
86	Small animal skulls, secured with wire, hang from the doors' handles.
87	Protective symbols have been hurriedly and crudely carved into the door.
88	A shield rests against the other side of the doors. When they are opened, it crashes to the floor.
89	A tapping sound comes from beyond the doors.
90	A bullseye lantern on the floor illuminates the doors. Twenty minutes of oil remain.
91	A flagstone in front of the doors is loose ³ . Below is the doors' key.
92	A half-full chamber pot lies on its side nearby.
93	Two bleached giant' skulls—doorstops—flank the doors.
94	Peeling black paint covers the doors.
95	Phosphorescent moss covers the doors.
96	The floor in front of the door is riven with cracks.
97	The doors are missing; only the hinges remain.
98	The doors are chained shut on the other side and opening them only creates a one-foot wide gap.
99	The doors were once inlaid with gold and silver set into a beautiful pattern of a rearing swan, but the precious metal was looted long ago. Only tiny flecks of metal remain to taunt explorers.
100	The floor is worn by the footsteps of all those who have passed through the doors.

1: The doors have been affected by a *warp wood* spell.

2: A dwarf, gnome or other character wise in the ways of engineering or the like recognises the ceiling is unstable and will likely collapse if the doors are opened.

3: A successful search for secret doors locates.

4: 2d6 damage, save against breath weapon halves.

DOORS TRICKS & TRAPS

Dungeon doors are not always safe. Occasionally, the dungeon's designer use clever traps and tricks in key locations throughout the complex to protect important areas. The traps and tricks here are examples of such features.

MUNDANE DEFENCES

Many doors have one or more locks, to stymie explorers and areas of importance are normally protected by good (or better) locks, traps and even magical wards on occasion. Poison needle traps, protect many dungeon doors.

BASIC POISON NEEDLE TRAP

Use the basic statistics of the trap listed below and adjust its difficulty to take into account the characters' levels and the type of poison coating the needle.

Activation: A character activates the trap, when they attempt to pick the lock.

Find the Trap: A character making a successful find/remove traps roll notices the poison needle lurking in the lock.

Defeating the Trap: A character making a a successful find/remove traps roll disables the trap.

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

- **Poisoned:** The poisoned needle inside the lock attacks the character (THAC0 14; 1 damage plus poison).

MAGICAL DEFENCES

Defensive spells can be added to a dungeon's doors to slow down, kill, capture or dissuade intruders. Such effects common include the following spells (but remember virtually any spell can be added to a magic trap):

DEFENSIVE SPELLS	OFFENSIVE SPELLS
<i>Alarm</i>	<i>Explosive runes</i>
<i>Arcane lock</i>	<i>Fire trap</i>
<i>Hold portal</i>	<i>Glyph of warding</i>
<i>Magic mouth</i>	<i>Symbol of death, fear etc.</i>

ADHESIVE HANDLE

This relatively simple trap uses alchemical glue to bind a character's hand to the handle, making them easy prey for the dungeon's guardians. There is a faint oily sheen to the latch, but it takes a keen eye to detect this trap.

Activation: A character triggers this trap when they touch the door's handle.

Find the Trap: A character making a successful find/remove traps roll notices a faint oil sheen on the door's handle.

Defeating the Trap: A character making a successful find/remove traps roll disables the trap. A character failing this check

accidentally activates the trap by touching the handle. Destroying the handle defeats the trap.

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

Your hand is stuck to the door's handle.

- **Stuck Hand:** The character's hand sticks to the handle, unless they roll under their Dexterity score on 4d6. The character is unable to remove their hand from the latch unless they roll under their Strength score on 3d6. Success frees a character's hand but inflicts 1d4 damage.

DOOR OF SLUMBER

Linked to a pocket realm within the plane of dreams and nightmares, this door causes the opener to fall into a magical sleep, wherein they are assailed by horrific nightmares.

Activation: A character activates the trap, when they touch the door.

Find the Trap: A character using *detect magic* (or similar spell) finds the trap.

Defeating the Trap: A character casting *dispel magic* can attempt to dispel the magic trap as if the trap's creator was an 8th-level illusionist.

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

As you touch the door, a great weariness comes over you.

- **Go to Sleep (Round 1):** Anyone within 10 ft. of the door when it is touched is targeted with a *sleep* spell.
- **Dream Terrible Dreams (Round 2):** Characters failing the first saving throw and falling asleep are targeted by a *phantasmal killer* spell.

EXPLODING DOOR

When a creature move adjacent to the door, it explodes deluging the area with sharp wooden splinters.

Activation: A character activates the trap when they move adjacent to the door.

Find the Trap: A character using *detect magic* (or similar spell) finds the trap.

Defeating the Trap: A character casting *dispel magic* can attempt to dispel the magic trap as if the trap's creator was an 5th-level wizard. A successful find secret doors or find/remove trap roll reveals a hidden switch at the rear of the room which disarms the door.

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

As you approach, the door explodes and hurls a cloud of sharp wooden splinters outwards.

- **Exploding Door:** The door explodes and everyone within a 20 ft. radius suffers 6d6 damage; a successful saving throw against breath weapons halves this damage.

ILLUSIONARY DOOR

These two *permanent illusion* spells are designed to slow down and baffle intruders.

Activation: The illusions comprising this trap are always active.

Find the Trap: A character using *detect magic* (or similar spell) finds the trap by detecting the two illusion auras in the area.

Defeating the Trap: A character casting *dispel magic* can attempt to dispel the trap as if the trap's creator was an 12th-level illusionist. A character casting *true sight* (or similar spell) or disbelieving the various illusions in the area defeats the trap. A character successfully disbelieving the illusions can provide their companions with a +4 bonus to any saving throws made to disbelieve the illusionary effects.

Effect: The trap comprises two *permanent illusion* spells:

The door stubbornly resists all your attempts to open it.

- **Obvious Door (Permanent Illusion):** The illusion presents an illusionary door. The "door" radiates illusion magic.
- **Hidden Door (Permanent Illusion):** The illusion hides the true door by creating the appearance of a blank wall. The affected portion of wall radiates illusion magic.

Variant: Adding a *magic aura* spell to the door hidden by the second illusion makes it undetectable by *detect magic*.

Variant: A *fire trap* spell protects the real door, and activates when it is touched.

POISONED BEADS

This "door" of hanging beads is coated with virulent contact poison. Characters pushing their way through it risk suffering its effects. This type of trap is also easily applied to a standard door; in that case the contact poison is applied to the door's handle.

Activation: A character activates the trap, when they touch the hanging beads with bare flesh.

Find the Trap: A character making a successful find/remove traps roll notices a faint glimmer of liquid on the hanging beads.

Defeating the Trap: A character making a successful find/remove trap roll disables the trap. Characters coming up with an inventive way of cleaning the beads—perhaps repeated applications of *create water*—also defeat the trap. Destroying the curtain also defeats the trap. A character attacking the curtain with a melee weapon under five-foot long is attacked by the trap.

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

You push through the beaded curtain easily.

- **Poisoned Beads:** The poisoned beads attack the creature passing through the "door" (+8 to hit, and on a hit the creature suffers the effect of the poison; this poison could paralyze, sleep or kill the intruder ([a successful saving throw against poison negates])).

Variant: The beads in the curtain are metal and jangle nosily when a creature passes through them.



MAGNETIC DOORS

These stone doors are crafted from magnetite—a naturally occurring magnetic rock. The magnetism within the doors is potent and can snare metal-clad or carrying intruders. This trap is particularly fun (and exciting to run) when paired with one or more monsters unaffected by the door's magnetism.

Activation: A character carrying or wearing any large metal objects (such as weapons, armour and the like) activates the trap when they come within 30-foot of the doors.

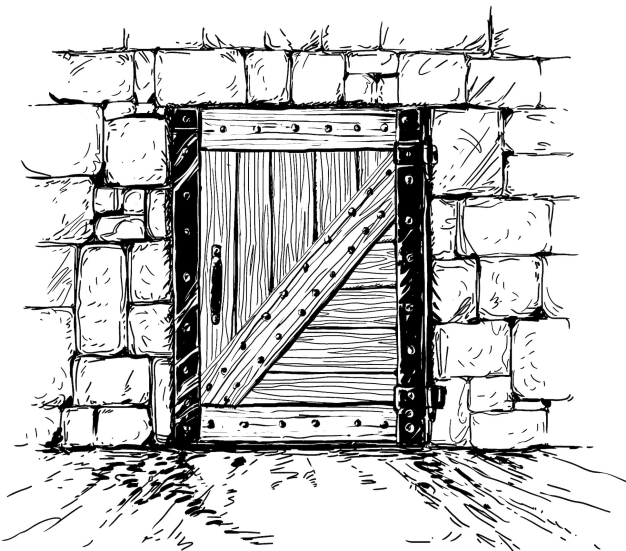
Find the Trap: A character making a successful find/remove traps roll discovers the trap by noticing several small telltale signs of magnetism on and around the doors.

Defeating the Trap: A character adjacent to the doors making a successful find/remove traps roll disables the trap by dropping a lead sheath hidden in the ceiling over the doors. A character making a successful find secret doors roll finds a switch hidden behind a secret panel which drops the lead sheath over the doors. Destroying the doors defeats the trap.

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

The doors are of a brownish-black stone shot through with a thick streak of ebon rock. As you approach the doors, an unseen force plucks at your armour and begins to drag you toward the doors.

- **Magnetic Attraction (Round 1 [Ongoing]):** The doors are magnetic and exert an attraction on any metal objects within 30 ft. The doors' magnetism pulls a character wearing or carrying one or more metal items toward them. If a character carries or wears items in more than one category, use the hardest category to determine how difficult it is to resist the doors' pull. Every round, on their initiative, a character must roll against their Strength score using the relevant number of dice to resist the doors' pull. Success indicates the character can move 5 ft. away from the doors or stay in the same square. A character who fails is pulled 5 ft. closer to the doors.
- **Miscellaneous Metal Equipment and Small Weapons:** The character must roll under their Strength score on 2d6, to resist the doors' magnetism.



- **Metal Weapons:** The character must roll under their Strength score on 3d6, to resist the doors' magnetism.
- **Metal Armour:** The character must roll under their Strength score on 4d6, to resist the doors' magnetism.
- **Spike Attack (Round var. [Reaching the Doors]):** When a character reaches the doors, a myriad of small spikes emerge from the stone to pierce the unfortunate's body (1d4+1 spikes [THAC0 14, 1d4+1 damage each]).

Variant (CR var.): Characters trapped by the doors make easy prey for monsters unaffected by magnetism. Such monsters (typically constructs, undead or otherwise unintelligent creatures) could include black puddings, giant spiders, grey oozes, skeletons, zombies, stone golems and so on. Constructs, oozes and undead creatures can be hidden in a nearby secret niche and be released once a creature has become stuck to the doors.

DRESSING

This is a fun trap to run. Before using it, give some thought to what lies beyond, the doors' previous victims and so on. For example, does a jumble of bones lie in front of the doors? Are some metal objects stuck to the doors? These kind of visual clues give the characters the sense something is not right with the doors and lets them investigate more cautiously before the trap activates.

SLAMMING DOOR

This door flies violently open when a creature touches it. The door then swings slowly shut again. This trap is particularly troublesome because the act of triggering it also resets it.

Activation: A character activates the trap, when they touch the door. The door resets automatically after one round.

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

Defeating the Trap: A character making a successful find/remove traps roll disables the trap. A character making a successful find secret doors roll locates a hidden switch which deactivates the trap.

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

Suddenly the door flies open violently and slams you into the wall.

- **Open Door:** THAC0 18, 3d6 damage; multiple targets: all characters in front, and those five feet to the left, of the door.

Variant: The door slams open as above but instead of shutting holds those that fail a saving throw against breath weapons against the wall. A character can free themselves by rolling under their Strength score on 3d6. Note, this is a particularly effective trap if it protects a guardroom as those inside can swarm out to slay or capture the pinned intruder.

Variant: The door is spiked. As it flies open, dozens of small spikes emerge from its surface (1d4 spikes, THAC0 14, 1d4+1 damage).

Variant: If this trap wards a pair of double doors, both doors fly open and the right-hand side door targets those in front of it and those five feet to the right of the door.

WEAKENED CEILING

The dangerously weak ceiling here is supported by the double doors. When the doors are opened, the ceiling collapses.

Activation: A character activates the trap, when they open the door. The trap cannot be reset.

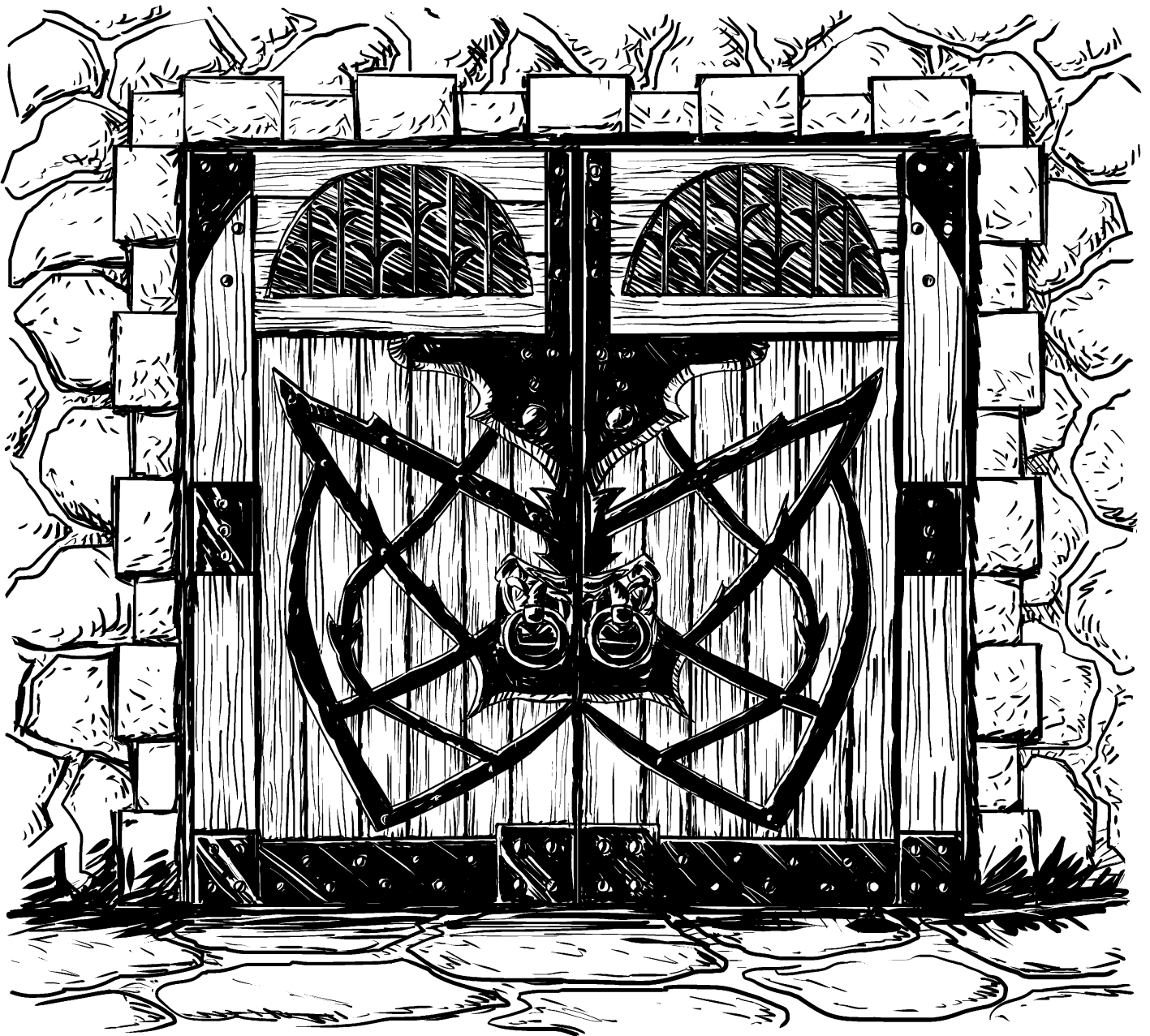
Find the Trap: A character making a successful find/remove traps rolls or a dwarf detecting a stone trap or a gnome detecting an unsafe ceiling realises the ceiling is dangerously unstable.

Defeating the Trap: A character making a successful find/remove traps roll disables the trap. Additionally, the act of triggering the trap destroys it. Repairing the ceiling removes the danger.

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

As the door opens, dust begin to fall from the ceiling.

- **Effect (Opening the Door):** The door is stuck (a successful open doors roll forces open a two-foot gap). Elves and gnomes not wearing metal armour and halflings can squeeze through this gap). A subsequent open doors roll fully opens the door but this causes the ceiling to collapse. Roll initiative.
- **Effect (Round 1):** On the door's turn, the ceiling sags; dust and small rocks fall.
- **Effect (Round 2):** On the door's turn, the ceiling collapses. Characters within 20 ft. of the door are caught in the bury zone (6d6 damage [save against breath weapons halves] and are buried). Characters within 10-foot of the bury zone are caught in the slide zone and suffer 2d6 damage [save against breath weapons negates]).



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