

RAGING SWAN PRESS

DUNGEON DRESSING: FLOORS & TRAPDOORS



OSR



YOUR TIME IS PRECIOUS

MAKE YOUR CAMPAIGN PREP. EASIER

JOIN RAGING SWAN PRESS'S PATREON CAMPAIGN

[PATREON.COM/RAGINGSWANPRESS](https://patreon.com/ragingswanpress)

DUNGEON DRESSING: FLOORS & TRAPDOORS

*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 floors and trapdoors in your dungeon. Designed to be used both during preparation or actual play, *Dungeon Dressing: Floors & Trapdoors* is an invaluable addition to any GM's armoury!*

CREDITS

Design: Thomas King and Mike Welham

Development: Creighton Broadhurst

Art: William McAusland, Matt Morrow and Dean Spencer. Some artwork copyright William McAusland, used with permission.

All rights reserved. No part of this publication may be reproduced, stored in a retrieval system or transmitted, in any form or by any means, without the prior permission in writing of Raging Swan Press or as expressly permitted by law.

©Raging Swan Press 2020.

CONTENTS

Credits	1
Contents	1
Floors	2
Major Floor Features	2
Common Floor Characteristics	3
Minor Floor Features & Dressing	4
Floor Tricks & Traps	6
Cantilevered Floor	6
Musical Keys	6
Spinning Floor	6
Venus Floor Trap	7
Trapdoors	8
Major Trapdoors Features	8
Common Trapdoor Characteristics	9
Construction	9
Concealed Trapdoors	9
Minor Trapdoors Features & Dressing	10
Trapdoors Tricks & Traps	12
Bashing Door	12
Flooding Chamber	12
What Goes Up	12
OGL V1.0A	14

To contact us, email gatekeeper@ragingswan.com

To learn more about Raging Swan Press, visit ragingswan.com

To learn more about Raging Swan Press on Patreon, visit
patreon.com/ragingswanpress



FLOORS

The dungeon's floor is the one feature with which every adventurer will interact.

MAJOR FLOOR FEATURES

Use this table, to generate interesting characteristics for your dungeon floors. 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	This floor is comprised of an eight by eight array of alternating squares of black and white marble; the four centre squares reverse the pattern.
06-10	Two inches of undisturbed, fresh earth cover this rough stone floor.
11-12	A round floor sits in this perfectly square room; the gaps in the room's corners created by the floor's arc reveals another hidden room underneath with no other obvious entrances or exits.
13-14	This stone floor slopes downward to the east; the western side sits one foot higher.
15-16	The cobbled stones comprising this floor seem more at home in a city street than a dungeon.
17-18	This tiered floor has six-inch-tall steps every five feet; the centre square has a shallow circular indentation.
19-20	The marble floor does not meet the wall on any side; the two-inch gap separating the floor from the wall reveals a narrow trench of unknowable depth.
21-22	Pitted and old, the flagstones comprising this room's floor have a diseased crumbling look. Investigation reveals, the stone is easy to scuff, bash or cut.
23-24	Mahogany slats securely fastened to one another comprise this floor's surface.
25-26	This polished steel floor's mirror-like surface clearly reflects the images of all treading upon it.
27-28	At regular intervals, coffin lids jut from the floor's surface; prying the lids open mostly reveals empty coffins or centuries-old corpses. A few of the coffins, though, might hold guardian undead.
29-30	A circular seal dominates this marble floor; the seal has a blue edge broken through by a golden roc carrying a bundle of spears.
31-32	The metal floor echoes with a tone, which increases in pitch as a character proceeds toward the far door.
33-34	This transparent floor has the hardness of stone and reveals another room below with the same dimensions as this room.
35-36	An etched map covers the floor; this map could show another level of this dungeon, the location of a hidden treasure or another location altogether.
37-38	In each corner of this room, a soft light emanates from the floor, illuminating nothing more than the section of floor where it glows.
39-40	Thick, plush carpet covers the floor; the carpet has a strange, almost hypnotic, pattern.
41-42	The centre portion of this floor moves of its own accord, carrying passengers from the entrance to the opposite door at a rate of 20 feet per round; moving in the opposite direction to the floor reduces a character's speed by 10 feet.
43-44	Each five-foot square section of floor lights up with a different colour and sounds a different tone when something weighing more than 50 pounds steps (or lands) on it.
45-46	Glyphs cover the floor's entirety; any attempt to study them reveals them to be nothing but gibberish.
47-48	Metal grates line this floor; investigation reveals an eight-inch-tall crawlspace underneath.
49-50	The floor seems to be a solid block of ice; occasionally, a thin, one-inch layer of water forms and subsequently refreezes. Slowly, the floor is rising to meet the ceiling.
51-52	This stone floor rings hollowly when traversed; a hidden panel in the floor reveals an empty eight-inch-tall space below the floor.
53-54	A threadbare carpet covers the stone floor; the carpet shows the most wear in an obvious path.
55-56	This metal floor is magnetised; characters wearing metal armour move at half speed, attacks with metal weapons have a -2 penalty and dropped metal items must be prized from the floor.
57-58	This rough floor is actually a chitinous shell ¹ .
59-60	This gold-plated floor gleams in the light. The gold is fake ² and is nothing more than a thin paint.
61-62	This "floor" comprises several wooden planks over a deep pit. One of the wooden planks is rotten ³ .
63-64	Someone has painted this stone floor to depict a beach, battered by incredibly detailed crashing waves.
65-66	The floor is hinged at opposite walls and has a seam at the centre; a winch outside the room allows a character to raise both ends of the floor, revealing a space below the floor.
67-68	This surprisingly sturdy floor appears to be crafted from many strips of laminated paper. In places, faint illegible writing is still barely visible ² .
69-70	An open silver eye, roughly ten feet in diameter, juts out a few inches from the floor; the eye does not follow any movement, but the next time the party visits the room it is closed.
71-72	This stone floor is cut such that it spirals downward ten feet before reaching a small hole in the room's centre.

COMMON FLOOR CHARACTERISTICS

In a dungeon sometimes not even the floor is safe, and it is a foolish adventurer who assumes that it is so. However, dungeon floors come in many varieties, and a wise adventurer is keenly aware of on what they stand.

Flagstone: Flagstone floors are made of fitted stones. They are usually cracked and only somewhat level. Slime and mould grows in these cracks. Sometimes water runs in rivulets between the stones or sits in stagnant puddles. Flagstone is the most common dungeon floor, and one of the easiest to pierce with a trapdoor, pit trap or the like.

Uneven Flagstone: Sometimes old flagstone floors become so uneven a character must roll equal or under their Dexterity score on 3d6 to run or charge across them. Failure by 3 or more means the character can't move that round as they slip and rebalance themselves.

Hewn Stone Floors: Rough and uneven, hewn floors are usually covered with loose stones, gravel, earth or other debris. A character must roll equal or under their Dexterity score on 3d6 to run or charge across such a floor. Failure means the character can still act, but can't run or charge that round.

Natural Stone Floors: The floor of a natural cave is normally uneven. Some adjacent floor surfaces might vary in elevation by only a foot, so that moving from one to the other is no more difficult than negotiating a stair step, but in other places the floor might suddenly drop off or rise up several feet or more. Rubble and stalagmites often slow movement on a natural stone floor.

Grate: A grate often covers a pit or other area lower than the main floor. Grates are usually made from iron, but large ones can also be made from iron-bound timbers or even bone. Many grates have hinges to allow access to what lies below (and can be locked like any door). Unwary characters crossing a grate might trip and fall or trap their foot between the bars.



73-74	A mild static discharge accompanies those walking on this metal floor; the electricity deals no damage.
75-76	This floor is merely hard-packed earth with no other remarkable features. However, if the characters dig into the earth they discover a veritable carpet of tangled bones.
77-78	A hidden switch in this room ³ reveals a spiral staircase corkscrewing downward into darkness.
79-80	This transparent floor is the only thing that stands between the characters and the seemingly endless void below.
81-82	This obsidian floor's centre features a gold sun (worth 400 gp if removed intact ⁴). Stylised rays emerge from the sun; the longest point to a secret door.
83-84	This laminated wooden floor has a woven pattern with a different symbol contained within the centre of each diamond in the weave.
85-86	Round serrated blades poke two-inches up from this marble floor; a blade rotates freely when a character attempts to spin it. This is an unfinished, triggered or broken trap.
87-88	This sturdy wooden floor has a series of springs underneath it that cushion the blows of those landing on it; the floor reduces the effective distance for falling onto it by 10 feet.
89-90	The floor's maker crafted it to amplify the sounds of those traversing it ⁵ . If the floor is wood, it creaks alarmingly and loudly; if it is stone, footsteps clack loudly in the room.
91-92	Several small red rugs cover this plain wooden floor; one conceals a trapdoor. All the rugs are threadbare and clearly old and much used.
93-94	This floor has four identically-sized quadrants, each composed of different materials: basalt, granite, sandstone and shale.
95-99	One-foot-square ceramic tiles cover the floor; each tile has a spiral pattern either painted in a different colour or in a different direction from a tile with the same colour. The pattern is baffling.
100	This stone floor has a heavy, round stone cap in one corner of the room, its seam barely noticeable ³ . The stone cap is difficult to unscrew ⁶ . Once this is completed, however, a dark room and a dusty spiral staircase are revealed.

1. Druid or ranger identifies.
2. Close examination reveals.
3. Successful find concealed doors roll spots.
4. Successful find/remove traps roll removes intact.
5. -20% chance Stealth checks made to move silently.
6. A character rolling under or equal their Strength score eight times succeeds.

MINOR FLOOR FEATURES & DRESSING

Use this table, to generate interesting features for your floors. 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	Fresh guano coats the floor.
02	The floor shows evidence of a heavy rectangular object dragged from one door to another.
03	In a dark corner of this room, a cluster of five-foot-tall purple fungi grow in damp earth exposed by the floor's cracked surface.
04	Charred insect carcasses litter the floor; a handful of the insects reflexively twitch.
05	A 10-foot square section of the floor glows red and becomes warm to the touch, but it deals no damage to a character touching it.
06	A thin coating of grease covers the floor ¹ . Characters moving at full speed may fall prone ² .
07	Long grooves mar the floor's surface, as though a large and powerful clawed creature pawed at it. The stone is scrapped and splintered.
08	A ten-foot-high ant mound has erupted through the floor; thousands of ants swarm nearby.
09	Crude chalk arrows mark a seemingly random path along this floor.
10	Broken shards of glass, set so the pointy sides are up, jut from the floor; treat them as caltrops.
11	One section of floor gives slightly when a character weighing more than 150 pounds crosses it ¹ .
12	The floor suddenly ripples as if some large creature moved just below it.
13	The floor constantly cleans itself; blood, dirt and other minor detritus dissolves within two rounds.
14	A hole pierces the floor in one corner, as if a rodent had chewed through it from underneath.
15	The word "Danger" is scrawled on the floor in relatively fresh blood.
16	A thin layer of pebbles covers the floor, making moving silently here difficult ³ .
17	A series of two-foot-tall wooden barricades are affixed to the floor.
18	The floor is uneven and in bad repair.
19	Something has removed the top of the floor; the new surface bears indentions indicating the floor was carved into a jigsaw puzzle before removal.
20	Insubstantial tentacles erupt from the floor and grasp ineffectively at the characters.
21	Each five-foot section of the floor holds up until all creatures leave that section, at which point it falls away into a pit of indeterminate depth.

22	Small drifts of dog and cat hair lie piled up against the chamber's walls ⁴ .
23	Water bubbles up through cracks in the floor.
24	The rotting remains of a partially eaten goblin corpse lie on the floor.
25	A repeated thumping sounds comes from somewhere beneath the floor.
26	A two-inch-diameter, four-inch-deep gouge in the floor shows where something extremely heavy hit it.
27	The floor had symbols or a pattern on it, but they have been effaced by scratches.
28	"You lose" is written in chalk on the floor.
29	Soapy water covers a section of the floor. An abandoned mop lies nearby.
30	Drying pools of blood cover the floor; a trail of blood leads out the opposite door.
31	A chunk of floor sits loosely over its former spot; a pair of coins lies beneath the loose flooring, and are responsible for the raised bit of floor.
32	Hundreds of marbles cover the floor. Characters moving at full speed through the area may fall prone ⁵ .
33	Thick fog roils up from the floor to a height of five feet.
34	A five-foot wide slime trail coats the floor.
35	A pair of skeletons rest on the floor; both reach out to a door with their right arms.
36	One section of the floor has melted as if some incredibly powerful, but self-contained, fire struck it.
37	A small campsite fills one of the room's corners; two bedrolls and the ashen remains of a fire mark the site.
38	A jumble of muddy tracks crisscross the floor.
39	A beaten metal tray rests on the floor; the remnants of days-old meals lie atop it on carved wooden plates.
40	A seven-foot diameter hole pierces the floor; earth lies scattered around the hole and a nearby pickaxe is jammed into the floor.
41	The shadows cast by the characters on the floor do not seem to match perfectly with their movements; those on the walls appear correct.
42	Crude chalk drawings of a dragon eating various humanoids adorn the floor.
43	A small tree etched or illustrated on the floor animates, growing taller and blossoming.
44	Scratches, made by a knife or other blade, form a tally sheet on the floor; the count stands at 44.
45	When a random character steps on the floor, the stone seeps blood.
46	Soot covers the floor with the exception of a ten-foot-square area, which marks the location of a recently moved object.
47	One section of floor has been removed, revealing dark (and disturbed) earth beneath.

48	A chalk drawing on the floor has an alternating set of single and double squares leading up to a semicircle; two pebbles rest in separate squares.
49	Thick dust covers the floor.
50	Tiny holes cover the floor's entirety; a handful of the worms that bored through still crawl on it.
51	Spikes—a tripped trap—jut up from the floor.
52	A hastily sketched summoning circle covers the floor; a tiny section of the circle has been erased.
53	A bulge ¹ marks the location of a colossal skull; further digging reveals the creature's skeleton.
54	A roughly circular section of floor has been bleached and still smells of caustic chemicals.
55	When a character steps on the floor, it crumbles into dust, which results in a six-inch drop; the remainder of the floor behaves the same way.
56	Something has placed a ring crafted from a specific metal (bronze, copper, iron and lead) on the floor in each corner of this room.
57	The words "Go to t..." crudely inscribed in the floor, trail off at the final 't,' as if something had hauled away the inscriber mid-stroke.
58	A crude drill stands upright; the iron bit has only penetrated the floor by about an inch.
59	A chalk pentagram decorates the floor.
60	A section of floor shows pitting and stains indicating a caustic liquid was spilled here.
61	A rat-sized black and red spider scurries across the floor and disappears into a gap in a corner.
62	A buried pipe running under the floor has burst; sludge seeps up through the floor.
63	Rusted caltrops cover the floor. A character injured by a caltrop may contract a mild disease.
64	A chalk cross marks one part of the floor.
65	The floor briefly (for one round) displays a scene from another location in the dungeon.
66	One at a time, one-foot-square sections of the floor levitate, creating an escalating path, which seems to lead nowhere.
67	A sundial set in the floor tracks something, evidenced by a moving shadow, but does not follow normal time.
68	Scattered rice covers the floor; a single set of tracks passes through the mess.
69	A tremor rocks the area, cracking the floor; the characters may fall prone ² .
70	A skeletal arm reaches through the floor and attempts to grasp at a character's legs.
71	For every step a character takes on the floor, a faint shriek emanates from elsewhere.
72	A crude palisade is set on the floor, spear tips pointing towards the characters' entrance.

73	Pinpricks of violet light appear and disappear on the floor, in no discernible pattern.
74	A large canvas map of the world covers the floor; pins stick out of several locations on the map.
75	A five-foot square section of floor has a <i>reverse gravity</i> effect, which cause only slight disorientation unless a character stops there.
76	A pentagram drawn on the floor slowly dissolves into smoke after the characters enter the room.
77	When a character steps on a section of floor, an audible click sounds, but nothing else happens.
78	The floor suddenly drops six inches; this has no adverse effect on the characters standing on it.
79	A chill pervades the area; frost covers the floor.
80	Brambles grow through the floor creating an effect similar to <i>entangle</i> .
81	An explosion has reduced one section of the floor to rubble; a corpse lies beneath the rubble.
82	Mould and mushrooms cover the floor.
83	Rubble fallen from the ceiling covers the floor.
84	An inch of standing water covers the floor.
85	A section of the floor audibly cracks.
86	A pristine tablecloth lies on the floor.
87	A rat emerges from a hole in the floor.
88	Gouts of steam erupt from the floor.
89	Several metal racks rest on the floor; a number of cooling pies sit on the racks.
90	A ten-foot square section of the floor is outlined in a luminescent material.
91	A mild adhesive coats the floor; while sticky, it does not impact movement.
92	Wind swirls a pile of leaves about the floor.
93	A section of floor suddenly explodes.
94	The floor shines with an intense light.
95	The smell of rotten eggs rises from the floor; the odour causes mild discomfort to those who can smell it, but otherwise causes no ill effect.
96	A single platinum coin lies on the floor.
97	Nozzles rise up from the floor and spray oil on the characters ³ ; characters coated in oil catch on fire, if they suffer fire damage.
98	Several unflattering chalk caricatures of the characters cover the floor.
99	Intermittent rust spots dot the floor.
100	The floor is trapped. Refer to "Floor Tricks & Traps."

1. Successful find concealed doors roll spots.
2. Rolling equal or under a character's Dexterity score on 3d6 negates.
3. -10% chance to move silently.
4. Close examination identifies.

FLOOR TRICKS & TRAPS

Of course, floors are not always safe. Occasionally, the dungeon's designer hides clever traps and tricks in key locations throughout the complex. The traps and tricks here are examples of such features that can be used to protect floors.

CANTILEVERED FLOOR

This cleverly engineered trap drops intruders into a pit from which escape is difficult. This engineering marvel gives the illusion of a freestanding floor that gently arcs upward toward a door on the opposite side of the room. Gaps on either side of the floor reveal a 20-foot drop to an earthen pit below. Once intruders are in the pit, they are at the dungeon master's mercy.

Activation: A character activates this trap when they step into the ten-foot square in front of the opposite door. This trap must be manually reset.

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

Defeating the Trap: A character making a successful find/remove traps roll disables the trap. Destroying the fulcrum (AC 2; hp 40) holding the floor in place defeats the trap, but also causes the floor to collapse into the pit. Alternatively, a character making a successful find secret doors roll finds a small switch at floor level that locks the trapped floor in place.

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

Suddenly, the floor tips upward and you start sliding into a pit!

- **See Saw Floor (Round 1):** When a character triggers the trap, the floor dislodges those on it into the pit below (2d6 falling damage; a character rolling equal or under their Dexterity score on 4d6 avoids; multiple targets [all targets on the floor]). Scaling the pit's walls is hard as they are made of packed earth (-10% chance to climb).
- **Fire (Round 2):** Flaming oil falls into the 10 ft. square directly below the trigger section of the floor (THAC0 10; 2d6 fire damage); multiple targets (all targets in a 10-ft.-square area).

Collapsing Ceiling: This version of the trap adds injury to injury as the floor falls into the room below moments after the characters themselves end up in the pit.

- **Falling Debris (Round 3):** The floor falls into the pit, crushing all within (THAC0 5; 4d6 bludgeoning damage).

MUSICAL KEYS

This trap uses music to damage its victims. Before placing it, the GM must determine the correct sequence of notes to bypass the trap. This could be the favourite tune of the person setting the trap, a password spelled out by stepping on certain tiles or the opening bars of a hymn dedicated to some dark, foul power. Whatever the passcode, the characters should have had a chance to learn it in previous encounters; otherwise the trap devolves to a couple of skill checks and possibly a bit of damage.

This ten-foot-square room features a tiled floor; each tile is two-foot-square and has a different colour and pattern to the others. A locked bronze door stands across the room.

Activation: A character activates this trap when they step onto the 21st tile. This trap resets automatically.

Find the Trap: A character using *detect magic* (or similar) detects evocation magic in the area.

Defeating the Trap: A character using *dispel magic* and making a successful roll to dispel the magic of a 9th-level spellcaster dispels the trap's magic elements. A *silence*, or similar spell, defeats the trap, but does not unlock the bronze door.

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

As you step on the floor, a musical note sounds.

- **Tune (Tiles 1-20):** A musical note intones, but has no adverse effect on the character. A character skilled at playing music must roll equal or under their Intelligence score on 3d6 to recognise the note; bards succeed on this roll automatically.
- **Wrong Note (Incorrect tile after 20-tile grace period):** Spell effect (*glyph of warding*; 45-ft.-radius centred on character stepping on erroneous tile [18 fire damage and, deafened for 2d6 rounds; successful saving throw against spell negates deafness and halves damage; multiple targets]).
- **Effect (Correct sequence of tiles):** The door unlocks.

SPINNING FLOOR

This clever mechanical trap works well when used with flying creatures. Alternatively, a dungeon's master might stock the pit with constructs or undead that lurk ready to slay any who fall into their realm.

This circular room has a floor painted with a spiral pattern that seems to twist of its own accord, giving it a hypnotic quality.

Activation: A character activates this trap when they come within 10-foot of the door. This trap must be manually reset.

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

Defeating the Trap: A character making a successful find/remove traps roll disables the trap. Alternatively, a character making a find secret doors roll notes the floor is designed to flip.

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

As you step on it, the floor begins to slowly spin.

- **Spinning Floor (Round 1):** The floor begins to spin slowly, giving the spiral pattern a hypnotic quality. Treat this effect as *hypnotism* (successful saving throw against spells negates) but it is not a spell. It affects all characters in the room, and those failing their saving throw do nothing but quietly stand and stare at the pattern.
- **Speeding Up (Rounds 2-6):** The spinning floor speeds up knocking all creatures on the floor prone (characters rolling equal or under their Dexterity on 4d6 resist). Additionally, characters on the spinning floor become sick with nausea (successful saving throw against poison negates; duration 1d4 rounds after the floor stops spinning) and can do nothing but retch.

- **Tipping Over (Round 7):** The floor flips over dumping anyone on it into a 30-ft. deep pit (3d6 falling damage; characters not nauseated can roll equal or under their Dexterity on 5d6 to avoid). Characters in the pit are trapped until the trap is disarmed or the floor is broken open.

Lurking Monsters: Sometimes creatures lurk below this trap waiting for victims. Treat these creatures as a separate encounter, and remember that at least for a round or two, some of the characters may be too nauseated to act.

VENUS FLOOR TRAP

This clever mechanical trap uses an explorer's greed and lust for treasure to ensnare them. The treasure in each cavity is fake—a careful examination reveals this fact.

Several oblong cavities, filled with coins and other small metal objects, lie in parallel lines leading toward the opposite door. Six-inch long, rounded iron beams, reminiscent of door hinges sit in the floor's centre.

Activation: The trap activates when 50 lbs. or more of weight comes within 5 ft. of a cavity. The trap resets after 30 minutes.

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

Defeating the Trap: A character making a successful find/remove traps roll disables the trap. Alternatively, a character making a successful find secret doors roll finds a small switch near the door that activates and deactivates the trap. A ranger has a base chance of 35% to uncover a circuitous, safe path among the cavities which avoids triggering the trap. Finally, destroying the hinges (AC 3; hp 20) by each cavity defeats the trap.

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

- **Snaps Shut (Round 1):** The floor snaps shut around each cavity (5d6 bludgeoning damage; successful saving throw against breath weapons negates); multiple targets (all targets in the area); those taking damage are trapped within a cavity (AC 3, hp 40).
- **Acid Attack (Rounds 2-9):** Cavities fill with acid (2d6 acid damage per round); multiple targets (all targets taking damage from the first effect).
- **Acid Drains Away (Round 10):** Small holes open in the cavities and the acid drains away; Trapped targets who have died are dissolved and disappear down the drain.

Hungry Vermin: Instead of acid filling the cavities, small monsters such as rats, giant centipedes and the like could swarm forth to devour trapped characters.



TRAPDOORS

Trapdoors come in many different shapes and sizes. They are one of the most basic dungeon features and often provide access to hidden chambers, treasure vaults, cellars, prisons and so on.

MAJOR TRAPDOORS FEATURES

Use this table, to generate interesting characteristics for your dungeon trapdoors. 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 door is made of ossified bone and has half a skull embedded in its surface. The skull is worn smooth, as if stroked by many hands.
06-10	This rusted brass door oozes a red liquid, as if it was holding back a rising tide of blood. When opened, it reveals nothing but empty space.
11-12	The door and the floor around it are carved to resemble a yawning maw filled with pointed teeth.
13-14	This black iron door has Abyssal runes etched into its surface. They read, "Descent into Madness."
15-16	This trapdoor opens onto a long, darkened shaft. The door triggers a <i>magic mouth</i> that loudly roars and growls from the bottom of the shaft.
17-18	This door bears the motif of a coiling snake, set with alien runes that refuse translation.
19-20	The trapdoor looks eerily similar to an ordinary door one might find in someone's cellar. It's disturbing blandness gives an unsettling feeling, as if it was merely a façade hiding something truly horrific.
21-22	Unlike normal trapdoors, this door is located in a wall. The odd location and shape means one must climb through it awkwardly.
23-24	This iron trapdoor bears the symbol of a giant, unblinking eye. The eye seems to follow one's movement around the room.
25-26	When this trapdoor is open, a <i>magic mouth</i> sings a jaunty, merry tune about the horrible, grisly end intruders will meet if they pass through the door.
27-28	Magically-preserved skin covers the trapdoor. This flesh-covering is made from discoloured, mismatched pieces, obviously from different creatures; poorly-done stitches mar its uneven surface.
29-30	This trapdoor is of dwarven artifice. It is shaped like a stylised dwarf face; the key fits into the dwarf's mouth.
31-32	A brass carving adorns this well-crafted iron door. It depicts a group of elven nobles sitting at an extravagant feast. On closer inspection, sharpened fangs fill the nobles' mouths and the fare comprises humanoid remains.

33-34	This door bears a motif of roiling waves, with half a dozen tentacles breaching the water and reaching towards the frame.
35-36	Carved from solid granite, this door bears a bull's head on its surface. The bull's horns form the door's handle.
37-38	A large, brass symbol depicting an eight-pointed star adorns the trapdoor. A purple hued ruby is embedded in its centre (value 500 gp).
39-40	This trapdoor comprises four inches of smoked glass. Indistinct shapes can be made out beyond.
41-42	This door appears to be of extremely shoddy manufacture, but it is not ¹ .
43-44	This trapdoor bears the image of a smiling man, but the eyes are mere slits and the smile is stretched to disturbing proportions.
45-46	Sleek marble scales laid out to form the Celestial rune for "dragon" cover this trapdoor.
47-48	This door is designed to blend seamlessly with the surrounding floor ¹ .
49-50	A pair of crossed scimitars are emblazoned on this trapdoor, set about a painted diamond-shaped ruby.
51-52	A six-pointed star-burst, surrounded by a series of smaller ones and carved from purplish marble, are emblazoned on this trapdoor.
53-54	This trapdoor bears the symbol of a wagon wheel; each spoke ends in a sharpened point.
55-56	A large keyhole pierces the centre of this iron trapdoor. It appears locked, but this is a ruse.
57-58	A stylized goat's skull adorns this trapdoor. A carving written in Abyssal reads, "The prince shall return."
59-60	The image of a beautiful horned winged woman standing in front of an adoring crowd of robed figures decorates this trapdoor.
61-62	This wooden trapdoor is painted in a series of garish colours, nearly nauseating in their brightness.
63-64	When opened, this trapdoor activates a <i>magic mouth</i> , which gives a blood-curdling, banshee-like scream.
65-66	A painted image of the night sky adorns this trapdoor.
67-68	A large, open hand is emblazoned on this trapdoor; a stylised eye decorates the centre of the hand's palm.
69-70	A carving of a roaring fire adorns this trapdoor. Strangely, it is warm to the touch.
71-72	This simple iron trapdoor has the phrase "Never to return" written in Gnome carved into it.
73-74	This circular trapdoor, emblazoned with strange dwarven runes, opens via a complicated, steam-powered, piston-like mechanism.
75-76	A porthole lies in the centre of this trapdoor; a sliding latch allowing one to look through the door.

77-78	This wooden trapdoor is carved to resemble a snarling wolf's head.
79-80	This iron trapdoor is almost unbearably cold. Those touching it suffer 1 cold damage.
81-82	The stylised symbol of a star and a crescent moon decorate this trapdoor. Under the symbol, words written in Elven read, "Under Moon-and-Star."
83-84	This trapdoor has a painted compass rose upon it which points to the north.
85-86	This trapdoor seeps a bubbling, disgusting, foul-smelling goo, like rotting pus.
87-88	This trapdoor is almost dome-shaped, jutting out of the floor, and has a release valve on top.
89-90	A picture of a woodland scene adorns this trapdoor; the picture's colours change and shift hue when looked at from different angles.
91-92	When this trapdoor opens, it releases an illusory swarm of butterflies that disappear in a pattern of scintillating colour.
93-94	A crest of a lion's head in front of two crossed swords adorns this trapdoor.
95-99	When this trapdoor is opened, the faint sound of chimes and whispered chants fill the air.
100	This door bears the alien visage of some twisted monster; vacant blank eyes sit atop a writhing nest of coiled tentacles.

1. Successful find secret doors roll locates.

COMMON TRAPDOOR CHARACTERISTICS

Trapdoors have several common characteristics:

- **Cover:** A raised trapdoor gives 25% cover (+2 AC).
- **"Detect" Spells:** Most "detect" spells can penetrate a normal trapdoor as it takes three feet of wood or one foot of stone to block the spell's effect.
- **Hear Noise:** A closed trapdoor inflicts a -5% penalty to hear noise rolls made to listen to the area beyond the door.

CONSTRUCTION

Most trapdoors are wooden affairs, but in dungeons where access to wood is limited or nonexistent, stone is often used.

- **Simple Wooden Trapdoor:** These trapdoors will not keep out determined intruders.
- **Strong Wooden Trapdoor:** These wooden trapdoors are bound with iron and often ward important areas.
- **Stone Trapdoor:** These trapdoors are difficult to break through. They are a feature in dungeons built by deep-dwelling races such as dwarves and drow. Stone trapdoors are often decorated with ornate carvings.

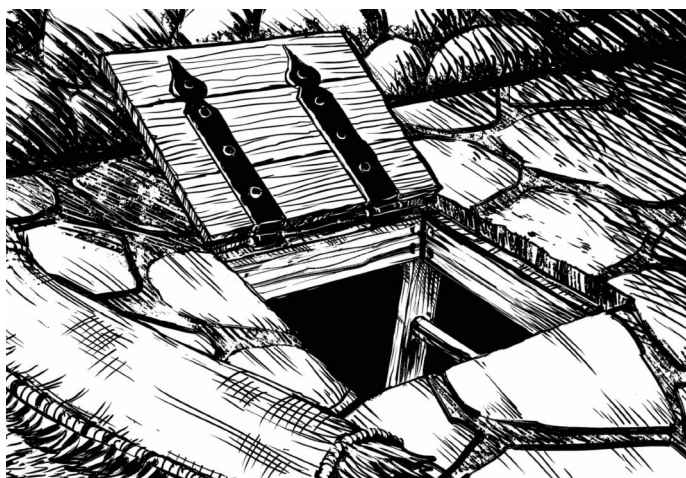
- **Iron Trapdoor:** The toughest of nonmagical trapdoors ward vaults, burial chambers and other important areas. Iron trapdoors are often decorated with ornate carvings

CONCEALED TRAPDOORS

Sometimes, trapdoors are concealed from casual sight. Finding a concealed trapdoor normally requires a successful find concealed doors roll. Use the table below to determine what conceals such a trapdoor:

D20 TRAPDOOR IS CONCEALED UNDER...

1	An ornate rug
2	A plain rug
3	Thick dust
4	Reeds, rushes, leaves or other vegetation used as a floor covering
5	A table
6	A large chair
7	Water (it is at the bottom of a pool)
8	A barrel or box
9	Rubbish/detritus
10	Rubble
11	A false section of floor
12	An illusion
13	An animal pen or bed
14	A large piece of furniture such as a bed, wardrobe, chest of draws, chest and so on
15	Discarded clothing
16	Trade goods
17	A pile of bodies or bones
18	A sarcophagus
19	An altar
20	A statue



MINOR TRAPDOORS FEATURES & DRESSING

Use this table, to generate interesting features for your trapdoors. 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	Two keyholes adorn each side of this double trapdoor; time has long since corroded its locking mechanism.
02	This trapdoor, of once fine craftsmanship, has of late been used as a privy by some foul creature with even fouler hygiene.
03	This door's hinges are so thoroughly rusted the slightest pressure snaps them.
04	A thick coating of charred ash, perhaps from some long ago explosion, coats this trapdoor.
05	The words "Where is the dragon's hoard, anyway?" are daubed just above the door in what appears to be dried blood.
06	This wooden trapdoor is rotten to the point the door sags under its own weight.
07	A patch of sickly and disgusting brownish mould encrusts this trapdoor.
08	This wooden trapdoor appears to have buckled upwards, the wood splintered as if some tremendous force hit it from below.
09	Deep, jagged gashes, giving it the appearance of horrifically scarred flesh, mar this trapdoor.
10	The wood of this trapdoor is charred and burnt, yet its structure remains sound.
11	The stonework surrounding this door is chipped and cracked, as if someone had tried to pry the door up.
12	A swirling pattern is daubed on this door with a foul-smelling, yellowish paste.
13	A deep, jagged cleft runs across this door, as if someone had slashed it with a heavy weapon.
14	This metal door is covered with shallow pockmarks, as if something caused the very metal to boil and bubble.
15	Dozens of claw marks mar the surface of this door, the patterns reminiscent of the frantic pawing of a frightened animal.
16	Gibberish written in Abyssal is scribbled in blood on this trapdoor.
17	The patterns of caked-on rust on this door are reminiscent of the Infernal rune for fire.
18	This shoddily built door is jammed ¹ .
19	Clearly centuries old, numerous cracks and fissures mar this stone trapdoor.
20	Where a trapdoor used to be, lies nothing more than a plank of splintered wood attached to a pair of hinges.
21	Several humanoid teeth have been hammered into this wooden trapdoor.

22	An inebriated orc has carved a rude limerick into this door in his native tongue.
23	Several bloody handprints cover this trapdoor; some of the prints are distinctly non-human.
24	This metal door is more rust than metal.
25	Some demonic taint has caused this door to sprout several blinking eyes and a fanged mouth, complete with tentacled tongue.
26	The wood of this trapdoor appears to be infested with some horrible parasite.
27	The mould covering this door grows in weird, disturbing patterns of obviously unnatural origin.
28	A deformed hole, as if something immensely hot lanced straight through it, pierces the centre of this metal trapdoor.
29	A filthy-minded cretin has carved a crude caricature of two "well" proportioned women engaged in amorous activity into the door.
30	This trapdoor is charred black, save for a single handprint in the centre.
31	The wood of this door has grown so moist it supports several colonies of mushrooms.
32	Several iron pitons have been rammed through this door ² to keep it shut.
33	The unholy symbol of some dark god is scorched onto this trapdoor.
34	The bones of some diminutive creature lie half-crushed under this trapdoor.
35	A throwing axe is embedded in this trapdoor; old blood encrusts its blade.
36	A plank of wood is wedged under this trapdoor's jam, preventing it from closing.
37	The metal of this trapdoor is warped, resembling a rippling wave.
38	A giant, nauseating mushroom grows out of this door; its cap resembles a skull.
39	Three severed hands are nailed to this door.
40	This rotten wooden door is more fungus than wood.
41	For some inexplicable reason, someone has carved "Very Safe" into the trapdoor.
42	The metal of this door has formed into a horrific parody of a humanoid face twisted into an unending silent scream.
43	This trapdoor appears to have been chewed on by some great beast.
44	A long, thin burn mark snakes its way across the trapdoor, as if made by some flaming serpent.
45	This trapdoor once bore engraved writing, but deliberate vandalism has rendered it illegible.
46	Someone has deliberately scratched away the insignia that once marked this trapdoor.

47	Several daggers are embedded in the underside of this trapdoor.
48	Someone has daubed a long streak of red paint over the finely varnished coat of arms adorning this door.
49	The lacquer coating this wooden trapdoor has long since cracked with age.
50	This metal trapdoor bears several dents, as if struck repeatedly with a hammer.
51	A long and deep perfectly straight crack runs diagonally across this door.
52	Several throwing stars are embedded in this trapdoor, in a star-shaped pattern.
53	This wooden trapdoor has sprouted a thorny vine.
54	Some simpleton has painted a rather large smiley face on this trapdoor, in yellow paint.
55	A crudely painted sign hangs above this door. It reads "Free Meat." An arrow points downwards.
56	Massive dried bloodstains cover this trapdoor, splattered in some terrible act of violence.
57	Written in chalk above this trapdoor are the words, "Don't Go! Stay Away!"
58	The floor around this trapdoor has crumbled away, causing it to fall slightly inwards.
59	A withered skeleton lies on the ground, its arm trapped underneath this heavy iron trapdoor.
60	Someone has placed several humanoid skulls in a circle around this trapdoor.
61	A dozen blood red candles surround this trapdoor, their flames cast flickering light over the floor.
62	A pile of burnt torches lies next to this trapdoor.
63	A piece of masonry has fallen from the ceiling and crashed straight through the trapdoor.
64	Water leak through the ceiling, forming a puddle that trickles down and through this trapdoor.
65	A rusted dagger pins a skull firmly to this trapdoor.
66	Dozens of bone charms and trinkets on strings hang from the ceiling, above this trapdoor.
67	Many yellowed animal teeth are embedded in this trapdoor, in a circular pattern.
68	Someone has nailed a wolf's hide to this trapdoor.
69	Words scrawled above this trapdoor reads, "One Flumph, Two Flumph, Red Flumph."
70	A severed elf head rests on this trapdoor. A lit candle protrudes from the elf's mouth.
71	This door is in extremely poor condition, its wood is sodden and rotten.
72	This door is heavily corroded, most likely from some form of acid.
73	Passages from the bawdy play " <i>The Lusty Serpentfolk Maid</i> " are scrawled on the floor close to this trapdoor.
74	This trapdoor is slick with gore and horrible fluids.

75	Several patches of cockatrice feathers are attached to this door with thick tar.
76	This door is held shut by hastily attached chains ² .
77	A clawed hand is held firmly between this trapdoor's frame. The severed stump has been chewed off.
78	A spilled bottle of glue is stuck to the trapdoor.
79	Jagged pieces of glass and the remains of a hooded lantern, lie scattered around this trapdoor.
80	The engraved markings on this trapdoor have been deliberately filled with blood.
81	On close inspection, the markings on this trapdoor are not words, but innumerable carved small, wriggling questing tentacles.
82	Several small hoof prints, about the size of a pony's, are burned into this door.
83	The moss and fungus on this door grow in the shape of the Abyssal word for "Forbidden."
84	An expertly painted landscape scene on this trapdoor is rendered in dried blood.
85	The words "The worms of the earth crawl inside my head" are scribbled onto the trapdoor.
86	A steel gauntlet is fused to this iron trapdoor.
87	This door has been nibbled by a multitude of rats.
88	This door once opened via a lever to the side; said lever is now broken and jammed ² .
89	Three yellowed skulls tied to this trapdoor by rope made from sinew clack when the door is opened.
90	A half-burnt (but now extinguished) torch is wedged between this trapdoor and the floor.
91	A nauseating array of fungus encrusts this trapdoor.
92	Whatever carving that adorned this stone trapdoor has been deliberately smoothed off.
93	This trapdoor is painted to appear part of the floor ³ .
94	A skeleton lies next to this open trapdoor, its hand pointing downwards into the darkness. Above it are scrawled the words, "Have Fun."
95	A series of leather straps hold the upper portion of a half-rotted halfling's torso to this trapdoor.
96	A jagged ice-shard is embedded in this trapdoor. When removed, it melts away to nothingness.
97	Stringy, fibrous ropes connect this trapdoor to a mass of fungal matter on the nearby walls.
98	Seven humanoid tongues are nailed to this trapdoor.
99	The tattered remains of a black cloak lie on this trapdoor; soot stains the surrounding floor.
100	A copper coin, placed under the trapdoor's rim, keeps this door slightly open.

1. Successful open doors roll opens.
2. Successful open locked doors roll opens.
3. Successful find concealed doors roll spots.

TRAPDOORS TRICKS & TRAPS

Of course, trapdoors are not always safe. Occasionally, the dungeon's designer hides clever traps and tricks in key locations throughout the complex. The traps and tricks here are examples of such features that can be used to protect trapdoors.

BASHING DOOR

This spring-loaded trapdoor is locked (successful open locks roll unlocks) and attacks the first intruder to climb down the ladder below the trapdoor.

Activation: A character triggers this trap when they climb down the ladder. This trap resets after one minute.

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

Defeating the Trap: A character making a successful find/remove traps roll disables the trap. Alternatively, a successful find secret doors roll finds a small switch on the trapdoor's hinge that controls the trap. Destroying the trapdoor defeats the trap.

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

As you set your feet upon the ladder below this trapdoor, the trapdoor itself suddenly flies forward to smash you in the face.

- **Smash and Push (Round 1):** When the first explorer sets foot on the ladder, the trapdoor flips forward and attacks (THAC0 10, 2d6+3 damage). If the trapdoor hits, the target must roll equal or under its Strength score on 3d6 or fall from the ladder, suffer 3d6 damage and land prone.
- **Slam Shut (Round 2):** The trapdoor slams shut and locks.

Falling Further: This trap's lethality can be adjusted by modifying the distance the attacked character falls.

Lurking Monsters: Sometimes creatures lurk below this trapdoor waiting for victims. Treat these creatures as a separate encounter, and remember that at least for a round or two, only one character will be fighting the monster(s).

FLOODING CHAMBER

This trap floods the chamber the characters are in. The area below the trapdoor is flooded and the water—under pressure—sprurts forth as soon as the trapdoor is opened.

Activation: A character activates this trap when they open the trapdoor. This trap resets automatically after one hour.

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

Defeating the Trap: A character making a successful find/remove traps roll disables the trap. Destroying the stone trapdoor (AC 3, hp 20) defeats the trap, but still results in the chamber flooding. Alternatively, once the trap is activated the characters can try and shut the trapdoor:

- **Shutting the Trapdoor:** The characters can shut the trapdoor to cut off the flow of water into the chamber. Doing so takes a full round and characters adjacent to the trapdoor can assist their fellow. To succeed at this task, the character must roll

equal or under their Strength score on a number of six-sided dice as noted below. Reduce the number of dice by 1 for every two characters assisting their comrade:

- **1 ft. Deep:** 2d6.
- **2 ft. Deep:** 3d6.
- **3 ft. Deep:** 4d6.
- **4 ft. Deep:** 5d6.
- **5 ft. Deep (and Deeper):** 6d6.

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

As you open the trapdoor, a spray of water—that quickly turns into a raging torrent—bursts into the chamber from a flooded area below.

- **Door Shuts (Round 1):** The door to the chamber slams shut, unless it has been wedged or spiked open.
- **Water Jet (Round 1):** A powerful jet of water erupts from below the trapdoor and might push all characters adjacent to the trapdoor away. Such characters must roll equal or under their Strength score on 4d6. Failure indicates the character is pushed back 5 ft. Characters failing the roll by 5 or more are also knocked prone. The room begins to flood; every round the water's depth increases by half a foot. Water levels in the chamber have the following effects:
 - **Depth 1 ft. - 3 ft.:** Small or larger creatures treat the floor as difficult terrain (movement costs are doubled in the room due to the water's depth).
 - **Depth 4 ft. - 6 ft.:** Small or smaller creatures must swim to move about the chamber. Medium or larger creatures treat the floor as difficult terrain (movement costs are doubled in the room due to the water's depth).
 - **Depth 6 ft. and Deeper:** All characters in the chamber must swim to move about the chamber.
- **Drain (1 hour):** The room drains slowly through tiny holes refilling the chamber beneath the trapdoor.

Variant Traps: Other versions of this trap can feature sand, mud or other liquids—or semi-liquids. In all other regards, it has the same statistics, but the GM should change the trap's flavour text as appropriate.

Particularly nasty versions of the trap could employ much more destructive substances such as magma, acid, flaming oil and the like. Such traps are far more deadly than the standard version of this trap.

WHAT GOES UP...

This magical trap is insidious and comprises several components.

When the trapdoor is opened a *reverse gravity* spell blankets the area and interlopers fall upwards to the ceiling (which is festooned with sharp, jagged stones).

Once the *reverse gravity* spell fails, the hapless interlopers plummet back to the ground.

Activation: A character activates this trap when they touch the trapdoor. This trap resets automatically after one hour.

Find the Trap: A character casting *detect magic* (or similar spell) detects a strong transmutation aura in the area (the *reverse gravity* spell).

Defeating the Trap: A character using *dispel magic* and making a successful roll to dispel the magic of a 14th-level spellcaster dispels the *reverse gravity* spell.

Alternatively, a character making a successful find secret doors roll discovers the Draconic rune for magic on the trapdoor; tracing the sigil disarms the trap.

Finally, destroying the trapdoor activates the trap but destroys its ability to reset.

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

As you open this trapdoor, your stomach flips and you begin falling up toward the ceiling!

- **Falling onto Spikes (Segment 1):** A *reverse gravity* spell blankets a 30 ft. by 30 ft. area around the trapdoor. Characters within the area fall upwards to the 20 ft. high ceiling, taking 2d6 falling damage and landing prone. The character opening the trapdoor can try to roll equal or under their Dexterity score on 4d6 to grab hold of the trapdoor as they fall. If they are successful, adjacent characters can attempt to roll equal or under their Dexterity score on 4d6 to grab onto their companion to arrest their own fall.
- **Spiked Stones (Segment 1):** Characters hitting the ceiling might be damaged by the small spiked stone festooning the area (THACO 10, 1d8 damage). Characters hitting the ceiling

can try to grab onto the ceiling. Such characters making a successful climb walls check (with half the normal chance of success) succeed in doing this.

- **Falling (Segment 2):** The *reverse gravity* effect ends and characters within its area of affect who did not grab onto the ceiling plummet to the ground suffering 2d6 damage and landing prone. Character hanging onto the ceiling remain on the ceiling, and may need assistance to rejoin their companions. The arrival of flying monster (see "Flying Monsters" below) could further complicate the encounter.

Flying Monsters: Combining this trap with flying monsters or ones with ranged attacks that can remain outside the area of affect of the *reverse gravity* can provide an interesting tactical problem for the characters to overcome.

Falling Further: Increasing the distance by which the characters fall up to the ceiling increases the danger of this trap (remember the characters will also fall back down again). Particularly long falls may be problematic to justify given the layout of the dungeon.



The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE: Open Game License v 1.0 ©2000, Wizards of the Coast, Inc.

Open Game License v1.0a. Copyright 2000, Wizards of the Coast Inc.

System Reference Document: ©2000, Wizards of the Coast, Inc. Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Dungeon Dressing: Floors. ©Raging Swan Press 2014; Author: Mike Welham.

Dungeon Dressing: Trapdoors. ©Raging Swan Press 2013; Author: Thomas King.

Dungeon Dressing: Floors & Trapdoors. ©Raging Swan Press 2020; Author: Thomas King and Mike Welham.

To learn more about the Open Game License, visit wizards.com/d20.

Product Identity: All trademarks, registered trademarks, proper names (characters, deities, artefacts, places and so on), dialogue, plots, storylines, language, incidents, locations, characters, artwork and trade dress are product identity as defined in the Open Game License version 1.0a, Section 1(e) and are not Open Content.

Open Content: Except material designated as Product Identity, the contents of *Dungeon Dressing: Floors & Trapdoors* are Open Game Content as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission. The moral right of Thomas King and Mike Welham to be identified as the author of this work has been asserted in accordance with the Copyright Designs and Patents Act 1988.



GLOAMHOLD AND ITS SURROUNDINGS

