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DUNGEON DRESSING:
SECRET & CONCEALED DOORS



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DUNGEON DRESSING: SECRET & CONCEALED 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 secret and concealed doors in your dungeon. Designed to be used both during preparation or actual play, Dungeon Dressing: Secret & Concealed Doors is an invaluable addition to any GM's armoury!

CREDITS

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CONCEALED DOORS

Concealed and hidden doors are a requirement for any suitably interesting dungeon, building or ruin. A secret door is generally a deliberate part of the dungeon crafted when the place is constructed. Concealed doors are somewhat more mundane, and can easily be added at a later date.

In a stratified society, concealed doors permit servants to move from room to room unobtrusively, or provide access to lavatories and less grand aspects of a busy and palatial accommodation. Other concealed doors are simply accidentally obscured from sight.

Any old structure will no doubt see changes in its residents and occasionally the open plan characteristic of a huge complex may be subdivided to accommodate smaller groups. Intersecting doorways could be covered by decorative objects, furniture or hangings; and, finally, one may find such makeshift disguises for ordinary doors that provide the functional means of escape or entry introduced by some new (or long gone) occupant.

REASON FOR CONCEALMENT

Concealed doors are rife in mysteries, and can be hidden for any number of reasons. The following table presents some possible stories and explanations—however vague—for the presence of a concealed door.



D12 REASON FOR CONCEALMENT

1	The concealment of the door was a feature added to the room to indulge a sense of whimsy.
2	The door was concealed because it was no longer needed, and concealing it was cheaper and quicker than bricking it up.
3	The door was concealed by accident or through some sort of renovation.
4	The chamber(s) beyond the hidden door comprises living quarters, perhaps for illicit liaisons or are simply hidden for privacy.
5	The concealed door hides a small chamber used for the original inhabitant's deviant hobby.
6	A secret passage leading outside the dungeon or building is accessible through the hidden door. The original inhabitant was wildly paranoid.
7	The concealed door provides access to a small cell.
8	Beyond the door a narrow set of stairs leads to a different level, and emerges through another concealed door. The previous inhabitant liked to surprise his minions and used the passageway to check up on them.
9	No apparent purpose exists for concealing the door.
10	The concealed door is part of a series of hidden entrances scattered throughout the complex, connected by narrow passages. Hidden peepholes pierce the walls.
11	Renovators or architects created the doorway by accident, and concealed it rather than make good their mistake.
12	The door was added to facilitate an assassination attempt by traitors within the complex.

MAJOR CONCEALED DOOR FEATURES

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

D%	MAJOR FEATURE ¹
01-05	The door is hidden in the rectangular wooden panelling covering the walls.
06-10	The wainscoting in the room conceals a small door sized for a human child or adult halfling.
11-12	The door is concealed behind one of several floor-to-ceiling mirrors fixed to the walls.
13-14	A large hanging painting of a pastoral landscape, in a gilded frame, covers the door.

15-16	An intricate and allegorical tapestry covers the door. The tapestry depicts a dark tunnel lit by faint, shimmering lights picked out with silver thread.
17-18	An image upon the door, and whatever conceals it, depicts a stylised tiger ² .
19-20	A rotating bookshelf allows access to the door. If the bookshelf is rotated vigorously, some of the books fall onto the floor.
21-22	A dumbwaiter, opening to a dark shaft, is concealed behind a sliding panel.
23-24	A narrow opening is revealed when a loose part of the wall's baseboard is removed. The door is so low, explorers must crawl to enter.
25-26	The walls of this room contain inset pictures, framed by moulding; one slides aside into the wall.
27-28	An alternating series of plain and decorative tiles covering the walls, conceals the door.
29-30	A large wardrobe, flush to the wall, contains a hidden panel in its back which opens to a narrow passageway.
31-32	The room's walls are papered with a geometrical design of bewildering complexity; the door fits unobtrusively in their midst.
33-34	The wood panelling along one wall can be opened like an accordion.
35-36	A wide section of wall slides freely along a slender, well-oiled track.
37-38	A portion of one wall is crudely and messily bricked off, but the masonry is easily broken away.
39-40	A ruined and collapsing canopy bed is shoved against the hidden door.
41-42	A hole into the room through the back of a fireplace has been clawed out, leading to an adjacent hearth sharing the same chimney.
43-44	Although painted to resemble the other walls, this wall is made of canvas stretched on a wooden frame. It is easily cut or moved aside.
45-46	A huge and rusty iron maiden stands against the wall, but has a trick back flush against a gap in the wall which opens once the maiden's front is closed.
47-48	The door is weighted and balanced so even a light tap on it makes it swing open ² .
49-50	The door is concealed behind the hide of a huge predatory cat pinned to the wall.
51-52	A narrow panel opens on one of the pilasters framing the room.
53-54	A mural of a ruinous and overgrown garden hides a door, cunningly incorporated as an opening under the boughs of two trees.
55-56	The trigger for opening the door is a moveable floorboard or tile ² .
57-58	The door fits into the brickwork; only the gaps between the mortaring give away its presence.

59-60	The walls of this room are lined with false doors. Two, however, are real.
61-62	The door will not remain open unless a heavy counterweight is left on a piece of furniture fixed on the far side of the room ² .
63-64	The door, which slides up, possesses a razor-sharp blade on the opening edge ² .
65-66	By design, constant pressure must be exerted on the trigger for opening the door, or it slams shut ¹ .
67-68	Built into, or even forming, the concealed door is an enormous, ornate clock. The door only opens at specific times.
69-70	Hidden on the side of an ascending staircase is a small triangular door.
71-72	The door is concealed in the vaulted ceiling. When it is opened, a rope ladder unravels to enable access to the space above.
73-74	The front of a false chest of drawers comes off, revealing a cramped tunnel.
75-76	A bookshelf slides backwards from the top, forming a cluttered set of steps.
77-78	Moving the rug on the floor reveals a trapdoor.
79-80	A cylindrical hole pierces the wall behind a large wood settle.
81-82	The mechanism opening the hidden door is a complex numerical puzzle or rebus-based riddle that must be physically solved.
83-84	The seat of a stone bench set into the wall rises, allowing access to a child-sized passage beyond.
85-86	An enormous grotesque demonic or devilish mask takes up a large portion of the wall; opening the mask's jaws reveals a passageway.
87-88	A peephole is hidden in the portal ² .
89-90	The door is hidden in the upper part of a floor-to-ceiling bookshelf. A rolling ladder lies broken on the ground.
91-92	The enormous and off-key pipe organ here slides to one side if the correct keys are played.
93-94	A permanent <i>darkness</i> spell envelops the door.
95-99	By some dweomer, the door is only visible and accessible when one averts one's eyes. Looking directly at it causes it to appear as nothing more than be a blank wall.
100	The chamber itself—by magic or cunning—changes orientation when the proper actions occur, transposing any doors to different sides of the room.

- 1: A roll of 1-2 on a d6 is sufficient to find most concealed doors.
2: Roll again to determine what conceals the door, ignoring inappropriate results.

MINOR CONCEALED DOORS FEATURES & DRESSING

Use this table, to generate interesting features for your concealed 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's mechanism requires two hidden levers—on opposite sides of the room—to be pulled simultaneously.
02	Opening the door requires placing an object in the open hand of a nearby statue.
03	Though the ornate iron key for the concealed door lies in the middle of the floor, where is the lock?
04	Twisting a chair pinned by one leg to the floor opens the hidden portal.
05	A pair of rotten, once handsome, leather boots sit near the obscured door.
06	The door is jammed from disuse or age ¹ .
07	A faint breeze hints at a hidden portal.
08	The door opens with a loud squeaking noise.
09	A brief sound of muffled footsteps comes from behind the hidden door.
10	A chalk "X" marks whatever hides the door.
11	Examination of footprints provides evidence for a hidden door.
12	The door cannot normally be opened from this room; the handles or levers are elsewhere.
13	The mechanism for this door is rusted shut ¹ .
14	Sticky glue covers the door's handle.
15	The door slams shut with a thunderclap-like noise as soon as someone passes through the portal.
16	The door has clearly replaced a better fitting one, once it has been revealed.
17	Wax seals the door's surrounds.
18	The door is intensely hot, burning exposed flesh pressed against it.
19	A distant sound of chuckling comes from beyond the hidden door.
20	A mattress stands against the wall, obscuring the door.
21	A rack of worn and rotting clothes conceals the door.
22	Debris and accumulated rubbish covers the door.
23	A carefully arranged stack of bones, artfully fitted and glued, obscures the door and part of the nearby wall.
24	A pleasant, floral aroma cloaks the door.
25	A foul, foetid odour wafts from the door.
26	The door's opening mechanism—whether a level, moving book, doorknob or chain—has been torn away.

27	Opening the door causes a large, tatty taxidermied monster to swing down into the doorway.
28	A vaguely audible mechanical humming comes from behind the door.
29	A face-down corpse lies before the door, turned away from it. A dagger is buried in its back.
30	Contact poison covers the door's handle.
31	Careful examination shows a door was once here, but it has been plastered and painted over.
32	An infestation of burrowing vermin has left the portal delicate and easily destroyed.
33	The existence of this door is masked by a thick patch of mould growing over the wall.
34	Vines and flowers have overgrown the wall, obscuring the door with foliage.
35	A veil of webs and dust obscures this door.
36	A huge smear of blackened grease and unidentifiable remains covers this small door and the surrounds.
37	A slowly spreading pool of brackish water is oozing from below the hidden door.
38	A fragile strand of golden hair is affixed across the door and its frame.
39	An open, humanoid eye is vividly and realistically painted on the secret panel.
40	The door's mechanism needs a drop of blood to work; it features a grotesque mouth with sharpened fangs.
41	If the room is plunged into darkness, one can find the door's mechanism because of its faint luminescence.
42	Though the door resembles the surrounding wall, it is made of a distinct material: metal or wood on a stone wall or vice versa.
43	Discolouration and irregularly faded sections make this portal detectable.
44	The door is painfully cold, to the touch.
45	This portal, once flush to the wall or floor, is now warped and does not fully close. Even a cursory examination of the room reveals the door.
46	A trail of melted candle wax leads from the hidden door to another exit.
47	While the door once featured a metal lock, it has been broken by brute force.
48	A music box is attached to the door's mechanism so that a haunting, slightly metallic melody briefly fills the room when the door is opened.
49	The corpse of a long-dead humanoid lies crumpled by the door, his or her arm extended toward it.
50	The space beyond the hidden door is a sealed vacuum, and anyone opening it must overcome the pressure differential ¹ .
51	While the door can be opened, its mechanisms have decayed so badly it resists being closed ¹ .

52	A subtle feeling of palpitations traces the exposed flesh of anyone passing through the door.
53	A scrap of paper is adhered to the handle has the rubric: "Open Me."
54	A scattering of dried seeds lies in an oddly regular pattern along the door's threshold.
55	The surface of the door—whether veneer or paint—is flaking and warped.
56	Written on the floor in dark brown scrawl are the words "Do you need a Clew?"
57	The room is ransacked—though the door's location remains hidden.
58	Hidden on the far side of the door is a collection of bottles containing inexpensive liquors.
59	The door has been reinforced by iron on the far side.
60	Someone has carved the initials A.S. into the door.
61	Lily soot cakes the door's opening mechanism.
62	The door has a considerable static charge.
63	The handle of the door (or lever to reveal it) is loose and feels as if it will fall off.
64	The door is held slightly ajar by a slender, leather-bound book.
65	Hanging from the handle or lever is a gaudy earring.
66	The pattern of the surrounding walls—whether in paint, stonework or other substance, is slightly asynchronous between the door and its surroundings.
67	Dried pitch seals this door shut.
68	The mechanisms for opening the door have been gnawed away by rats or other small creatures, which still live inside the wall.
69	Replacing the original lever, the mechanism is triggered by a heavy iron ring attached to the wall.
70	Shattered, tiny fragments of glass lie strewn on the ground before the door.
71	The addition of this hidden door has badly weakened the fabric of the wall, ceiling or floor, making for a considerable danger of collapse if it is left open.
72	A blinding flash of light erupts from beyond the door when it is fully opened.
73	Wet paint covers the door.
74	Scratches mar the door's lower quarter.
75	Hurriedly hammered in nails keep the door fixed to its loose frame.
76	Opening the hidden door releases a swarm of vermin or rodents.
77	A crude "NO" (or perhaps "ON") marks the door or its lever.
78	The sound of a ferocious barking dog erupts when one opens the door, but no dog lurks beyond.
79	A magically recorded voice cries out a muffled "Welcome!" when one opens the door.

80	The door has a child's drawing in crayon or charcoal scrawled across it.
81	One of the hinges of the door has been replaced by a mismatched one, making it wobble when opened.
82	A string attached to a yellow, stained canine tooth dangles from the door, giving it away.
83	The scuffed marks of the door's opening and closing are visible on the floor ² .
84	The inside of the door and the near sections of wall are baffled with sound-dampening tapestry.
85	On the inside of the door, written in a shaky hand in blood, is the word "treachery."
86	The hidden door opens normally, but the passage it reveals is blocked or bricked over.
87	A picture, painting or mural on the opposite wall depicts a cloaked figure indicating the hidden door's location with an outstretched finger.
88	Sitting on the far side of the door is a dusty bedroll, a coverless chapbook and an extinguished lantern.
89	Someone has placed a long dead fish on the hidden side of the door.
90	The key to this hidden door is hidden in a compartment elsewhere in the room.
91	While there was once writing on the tiny brass plate hidden by the door or the lever, it has been obviously and crudely effaced.
92	Fragments of wax are visible around the keyhole.
93	Someone has gripped the edge of the door hard enough to leave the impression of a hand.
94	A single, torn playing card is caught under the door.
95	Compasses and loadstones spin wildly in the portal's immediate vicinity.
96	Careful mapping, or examination of the plans of this part of the edifice, shows the concealed door and space beyond should not fit into the walls.
97	The door opens of its own accord when anyone approaches within 5 feet.
98	The hidden door is in fact a trigger for a pre-programmed <i>teleport</i> spell.
99	By some enchantment—perhaps a modified <i>wall of stone</i> —the concealed door transforms into a featureless wall a few minutes after it is opened.
100	A permanent <i>silent image</i> makes the door appear to be a blank section of wall.

1: Decrease the chance to open this door by 1 in 6.

2: Increase the chance of a character finding this door by 1 in 6.

CONCEALED DOOR TRICKS & TRAPS

Of course, concealed doors 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 concealed doors.

CRUSHING DOOR

This concealed door is designed to pivot about a horizontal axel at its base, and due to its connection to a very heavy counterweight the door slams down on top of the character opening the door.

Activation: The trap activates, when a character opens the door. The trap must be manually reset, once activated.

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, disarms the trap. Alternatively, destroying the door defeats the trap by causing only a small portion of it still connected to the counterweight to pivot downwards.

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

A loud metallic thunk is your only warning before the door swings down toward you at great speed!

- **Falling Door:** When the handle is turned, the door slams down with great force catching the character opening the door between it and the floor. The falling door inflicts 5d8 damage and knocks the character prone (a successful save against breath weapons halves the damage). The prone character is unable to free themselves from under the door until they roll under their Strength score on 5d6. The character's companions can assist the trapped character; for every ally assisting the trapped character reduce the number of d6s the trapped character must roll by 1.

Variants: The crushing door sprouts spikes as it falls, to impale its target. These spikes inflict an additional 1d8 damage and increases the number of d6s that must be rolled by a trapped character to free themselves to 6d6.

DEVOURING DOOR

This trap draws the attention of thieves and other uninvited guests; the imperfect concealment of the door stirs the curiosity of the interloper, while the passage beyond is a lure. In fact, moving through the door triggers a nasty disintegration trap. As a practical measure, the devouring door also makes a good way for disposing of organic remains and unwanted objects.

Some devouring doors seem to become semi-sentient, and gain the ability to animate themselves, slamming into victims, and, according to rumour, actually moving, while unwatched, along walls. Wary adventurers would be wise to avoid doors that suddenly appear where none has been before.

Activation: The trap activates, when a character opens the door. The trap must be manually reset, once activated.

Find the Trap: A character casting *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 12th-level wizard. Alternatively, destroying the doorframe defeats the trap.

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

As you step through the door a green ray strikes you full in the chest, and pain blossoms through your body,

- **Disintegrate (Round 1):** The character stepping through the door is targeted with a *disintegrate* spell (a successful saving throw against spells negates).
- **Reset (Round 11):** The trap resets, and is ready to use *disintegrate* again.

OBSCURE DOOR

Some concealed doors are enchanted to enable characters to move quickly about the dungeon. This can be a practical way to escape pursuit or simply travel about a large dungeon or building unnoticed. Obscure Doors are always draped in shadows, seemingly emanating a shroud of gloom. Lights flicker near their hazy twilight. Once someone has activated the door, it becomes inert for one hour; the shadows drift away and the door appears normal. Normally, the cavity beyond is revealed to be an empty closet or other small, unfurnished space.

Wizards and sorcerers sometimes create these doors to permit easily access to and from certain points in the dungeon—perhaps a hidden treasure vault, refuge of last resort or prison cell. An Obscure Door can serve as an access point to an entirely different part of the dungeon.

Because of their oddity, Obscure Doors are frequently hidden behind furnishings in a well-trafficked room.

Activation: The trap activates, when a character passes through the door. The trap resets, after one hour.

Find the Trap: A character casting *detect magic* (or the like) 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 9th-level wizard. Destroying the doorframe defeats the trap.

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

As you pass through the door, you observe the walls and surfaces around you grow more faded, and even your own body grows dim.

- **Dimension Door:** Anyone passing through the door is affected by a variant *dimension door* (a successful saving throw against spell reset the effect) which transports them to a pre-defined place in the dungeon.

Twin Doors: Sometimes, wizards and the like craft twin Obscure Doors that lead to one another. In this way, they can travel to and from the desired locations quickly and safely.

Variants: A one-way Obscure Door—that is one not twinned with another—could deposit those passing through the doorway into a prison cell or other equally difficult-to-escape-from locale. Some particularly cruel wizards might make a one-way Obscure

Door particularly easy to find and have those passing through it appear above a deep gorge, raging river or the like.

TELEPORT SPLITTER

Divide and conquer has always been a successful strategy in war, and it is just as effective when dealing with nosey explorers. When a victim passes through the door, they and all nearby creatures are targeted with an effect that teleports them into separate dark cells located elsewhere in the complex. Unfortunately for them, a ward in each cell triggers one round after anyone teleports into the cell, targeting a trapped character with a *feeblemind* spell.

Activation: The trap activates, when a character passes through the concealed door.

Find the Trap: A character casting *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 9th-level wizard.

Characters carrying a token found elsewhere in the dungeon are immune to the trap's effects. One of the bricks in the wall near the door is inscribed with a teleportation glyph; destroying the glyph destroys the trap.

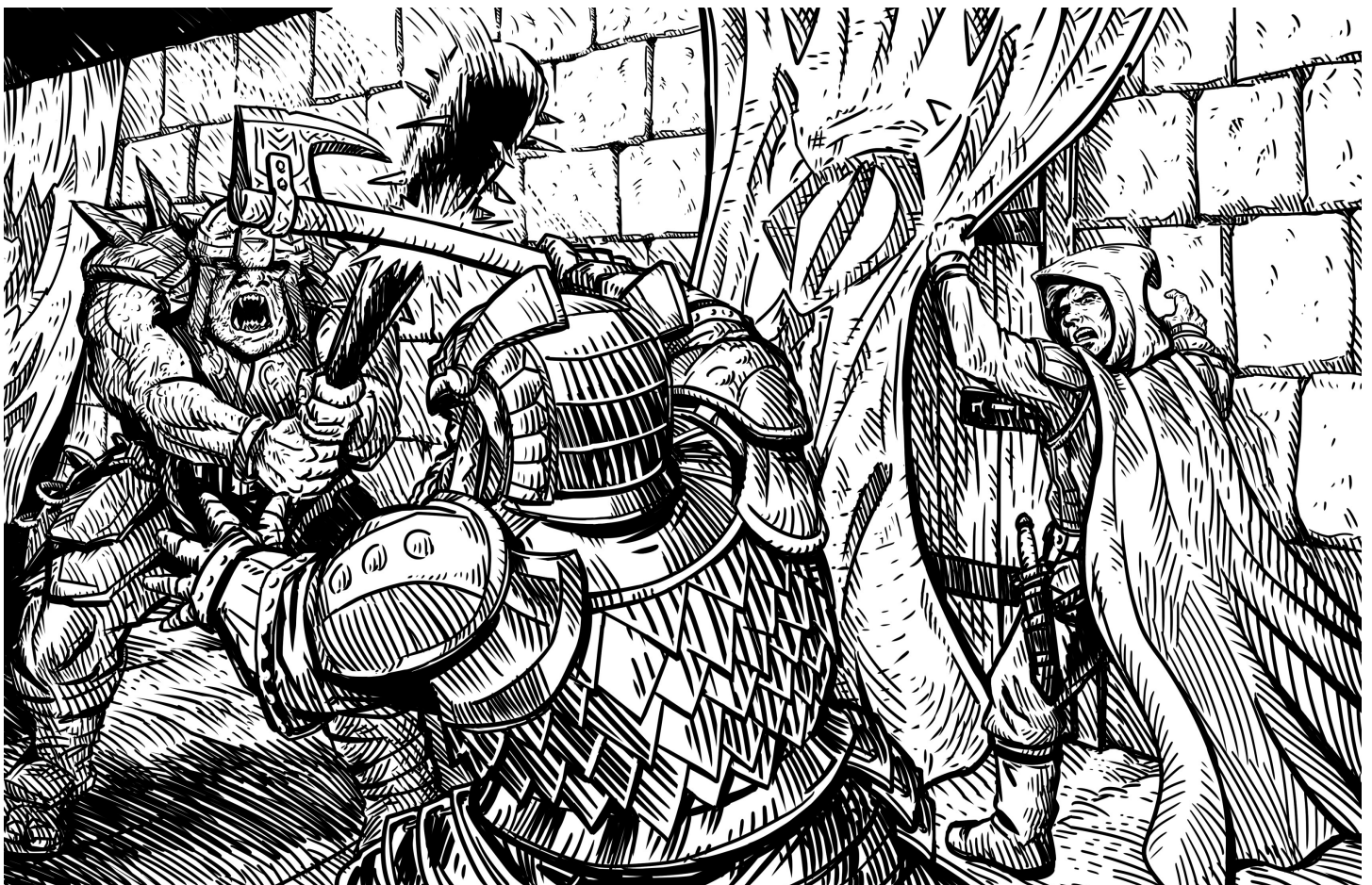
Effect: When triggered, the trap has the following effects:

There is a flash of light as you open the door and now you are standing in the middle of a dark, dank cell. Fortunately, a green radiance fills the cell a few seconds after you arrive.

- **Teleportation (Round 1):** The trap targets all creatures within 15 ft. of the open door with a teleportation-like effect (save against spells resists) that transports each target into a separate locked cell. (Treat the effect as a 5th-level spell cast by a 9th-level wizard). Those that do not resist the trap find themselves in a 10 ft. by 10 ft. cell with a locked iron door.
- **Feebleminded (Round 2):** One round after a character arrives in the cell, a spell glyph in the floor targets the trapped character with a *feeblemind* spell. Quickly destroying the glyph stops the second portion of this trap activating

Variant: This trap is particularly appropriate to mad wizard's towers or ruined temples of chaotic deities in which the character could be teleported to random places throughout the dungeon. Be aware however, this increases the trap's danger significantly if the characters are widely separated by several encounter areas (and increases the amount of play time the party remains split).

Cell with Added Complication: Perhaps each cell contains a hungry monster, is filled with water, has an alarm to alert nearby guards or has another death trap of its own.



SECRET DOORS

Secret doors are prolific in literature and even more ubiquitous in fantasy gaming. Rare is the dungeon crawl that doesn't feature a handful of cunningly hidden secret doors. The challenge for the GM is making each door a unique experience worth a few moments of wonder instead of just another excuse for a Perception check.

Remember, the construction of a secret door is a costly and time consuming process and so secret doors are always placed for a reason. While that reason may no longer exist due to the passage of time or changes subsequent dungeon denizens have made, secret doors should not be placed on a whim. A bolthole to hide from enemies stocked with food and arms, a hidden treasure room, an alternate route bypassing a trapped corridor or a cunning trap luring in victims who think the secret door must be the safe path are all good reasons to place a secret door.

TRAPS & SECRET DOORS

Having found a secret door, the standard response from most characters is to check it for traps. After all, if a door was important enough to hide, it might be important enough to trap. There are two useful pieces of advice to consider when placing traps.

First, when placing traps use them sparingly. If every secret door is trapped the players quickly come to expect that everything is trapped, which slows the game down and rapidly becomes boring.

Second, consider placing traps in locations other than the secret door. Not every secret door needs to be directly protected by a trap. Traps in the room on the other side of the door, on the wall opposite the secret door, or attached to the opposite side of the secret door make it harder to spot (increasing the difficulty or making it entirely impossible) and may catch the unwary; adding spice to your dungeon. Don't use this trick too often, however, or your players will quickly become frustrated with their inability to use their skills and abilities.

MAJOR SECRET DOORS FEATURES

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

D%	
01-05	The secret door has no lock or obvious opening mechanism. Instead, it opens when a small gong nearby is struck two times in rapid succession. Three strikes on the gong closes the secret door.
06-10	The secret door is hidden inside a large cupboard, set into its wood-panelled back wall behind several hanging cloaks and coats.
11-12	A <i>permanent illusion</i> ¹ covers the secret door so that it appears the same as the wall in which it is set.

13-14	The secret door is one-way. There is no way to open the door from one side.
15-16	The secret door is oddly shaped, being wider at the bottom than at the top.
17-18	The secret door is underneath an elaborately woven tapestry depicting a knight in full armour astride a galloping white stallion (or other thematically appropriate scene).
19-20	The secret door's mechanism is well oiled and opens silently as it slides into the floor.
21-22	Immediately behind the secret door is a locked ² iron portcullis which must be pushed up once unlocked.
23-24	Opening the secret door releases a strong gust of wind that extinguishes torches, lanterns and other mundane light sources.
25-26	The secret door is hidden behind natural foliage (vines, bushes, fungus, lichen etc.) grown specifically to conceal it. The first time the door is opened, the foliage must be cleared away.
27-28	Decorative, false stained glass windows that appear to have only walls behind them decorate this area. One of the windows is a secret door.
29-30	A hidden flight of stairs can be triggered by a secret catch to rise up from the floor.
31-32	The secret door, which opens by pulling up on the grate or down on a nearby sconce, is behind the back wall of a fireplace.
33-34	The secret door is through a giant tun, that opens by twisting the tap protruding from the cask.
35-36	The secret door is hidden halfway up the wall. Characters must scale the wall to be able to reach the opening mechanism.
37-38	A massive grandfather clock tick tocks as normal, but its hands never advance. If set to a specific time (hour and minute), the body swings open revealing a passageway.
39-40	A peephole ⁴ is inconspicuously drilled through the secret door allowing someone to spy on the other side when a plug is removed.
41-42	The secret door is in the middle of a large wall fresco. The fresco depicts a pastoral setting with peasants working in the fields. Careful examination notes small devilish imps hidden throughout the artwork causing trouble such as unhitching horses or setting fire to a haystack. Pushing one of the imps opens the door.
43-44	The secret door is tied to another nearby door. Both cannot be open at the same and if one is open when the other opened, it slams shut.
45-46	The secret door is protected by a good lock ³ hidden under a flagstone in the floor ⁴ .

47-48	Paper painted to appear as the rest of the door fills a hole in the door. A loaded crossbow is mounted in front of the small hole allowing someone to fire on anyone in front of the door.
49-50	The secret door is behind a pile of rubble, placed on purpose to appear as though there has been a cave-in. Careful investigation ⁴ reveals several faint footsteps in the rubble leading to the secret door.
51-52	The secret door opens down the middle and each half slides soundlessly into the wall rather than opening like a standard door.
53-54	The secret door is underneath or behind a large potted plant. The plant may be alive or long since dead from lack of sunlight and water. The plant and its pot are heavy to move. (The plant could even be a sentient guardian creature).
55-56	The secret door is part of a large bas relief on the wall depicting a deity or holy symbol. Pushing firmly on the carving causes the door to open.
57-58	The secret door is designed to make a loud noise when triggered ⁴ so that whoever or whatever lurks beyond is alerted to the presence of intruders.
59-60	The secret door is only three-foot high. Medium or larger characters must squat down to pass through the doorway, leaving them vulnerable to attack from whoever or whatever lurks beyond.
61-62	The secret door is set high up in the wall—over five-foot above the floor. Opening the secret door—by pushing firmly on its bottom left corner—also causes a small set of steps to emerge from the wall.
63-64	The secret door hides in the bottom of a fountain. Opening the door turns off the fountain and causes the water in the fountain's pool to flood into the open portal and down the stairs within. Surprise is—unsurprisingly—impossible.
65-66	The secret door is in the ceiling, and opens by pulling down on a chandelier mounted in the middle of the door. When it is opened, a rope ladder drops out of the doorway to facilitate access to the area above.
67-68	The ceiling of the area behind the door has collapsed, and due to the large amount of rubble, the door cannot be opened more than a few inches.
69-70	Someone has used a <i>stone shape</i> (or similar spell if the door is not made of stone) to seal the secret door. It can no longer be opened and must be broken down.
71-72	The room behind the watertight secret door is flooded. Anyone standing within ten feet of the door when it is opened is knocked down and pushed back ten feet as the water rushes outward ⁴ .
73-74	The secret door is keyed to a statue of two lovers staring longing towards each other. The statues are on pivots and the door is triggered when the statues are pushed together to "kiss."

75-76	Part of a complicated design depicting two lovers looking into each other's eyes, the secret door was not designed to be opened and closed repeatedly. Opening it breaks the plaster that filled in the cracks around the edges of the door making it a still fully functional door, but obvious to future explorers.
77-78	The secret door comprises a pivoting bookcase which noiselessly spins about a central axis to partially block the entrance. Medium-sized or larger creatures must squeeze to get passed the bookcase. The opened bookcase blocks line of sight; thus it is possible someone might go through the door on one side, while someone (or something) is coming out the other.
79-80	The secret door has been carefully removed by previous explorers and is propped up in a corner on the other side of the doorway.
81-82	The door is designed to open automatically, but age has damaged the mechanism and it take two full rounds to open. After one round, there is enough space for a Small creature to pass through, but Medium-sized creatures must squeeze or wait for another round.
83-84	The ghostly image of an explorer who died trying to find the secret door can be seen walking through the wall at the appropriate point.
85-86	The secret door comprises several sheets of wood painted to look like stone (or whatever comprises the surrounding wall); it is comparatively easy to break down or pry open.
87-88	Glazed floor tiles of a variety of different heraldic devices and religious sigils comprise the floor of the area. Pressing down on two tiles simultaneously opens the door.
89-90	The secret door has a thin sheet of lead affixed to the back so that <i>detect magic</i> and the like will not reveal what lies beyond. (Alternatively, the lead sheet could protect a magical trap from detection).
91-92	A tapestry depicting a hellish scene of torment and suffering obscures the secret door. The secret door is badly made and easier than normal to detect ⁵ .
93-94	The secret door's opening mechanism has a one-minute delay.
95-99	A <i>magic aura</i> spell wards to the door to make it appear as if a magic trap protects the portal.
100	The door is trapped. Refer to "Secret Door Tricks & Traps" for example traps.

1: Saving throw vs. spells to disbelieve.

2: -10% chance to open locks rolls to unlock.

3: -15% chance to open locks rolls to unlock.

4: Decrease the chance of finding the door by 1 in 6.

5: Increase the chance of finding the door by 1 in 6.

MINOR SECRET DOOR FEATURES & DRESSING

Use this table, to generate interesting features for your secret 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
1	The door is in pristine condition.
2	Crates are piled against the secret door.
3	The secret door was trapped, but the trap has since been set off and is obvious once the door is opened. A host of darts stud the backside of the door (which is stained with dried poison).
4	Ash is smeared on the door.
5	A yellow chalk mark has been left on the door by a previous adventurer.
6	The secret door is open.
7	A broken silver longsword lies in front of the secret door in a puddle of dried blood. The longsword could serve as an improvised dagger, in extremis.
8	A male human's corpse is pinned to the secret door by a spear ¹ . The corpse is rotten and several days old.
9	The sound of dripping water echoes from nearby, possibly from the other side of the secret door.
10	A skeleton lies on the floor in front of the secret door, its skull caved in by an ancient injury.
11	The door is smeared with dried animal droppings.
12	A sticky residue covers the secret door. The resin's source is not readily apparent, but it tastes sweet if anyone is brave enough to try it.
13	Faint drag marks on the floor ² show the arc of the secret door when it is opened.
14	The secret door's hinges are rusty and stiff.
15	The secret door has not been used in some time and is covered in cobwebs.
16	A splash of red paint splatters the secret door.
17	A bottle of red wine has been smashed on the secret door. The stain is still damp.
18	When the door is opened, a cloud of moths fly out. They are harmless, but are attracted to light.
19	The secret door is broken and when an attempt is made to open it, it falls from its frame.
20	The door is pitted and damaged from an ancient brush with acid. The damage is cosmetic and the door has not suffered any significant damage.
21	The secret door (and the entire wall) has been plastered over and painted a bright, garish colour. The plaster must be broken away if the characters are to use the door.
22	The body of a decapitated orc is slumped in front of the door. Its head lies in its lap.

23	Once opened, the door shows obvious signs of having been broken down and repaired; it is reinforced with timber planks on the inside.
24	The door smells strongly of sweat or musk.
25	The door is trapped, but time has damaged the trap's mechanism. When the secret door is opened, there is a host of ominous noises, but the trap fails to trigger.
26	The secret door does not fit perfectly into the surrounding wall ² .
27	The secret door's frame has scratch marks from a previous explorer who suspected the door's presence but failed to get it open with a dagger ³ .
28	The door no longer seals completely and a breeze can be felt blowing through a faint crack ² .
29	The secret door is slightly ajar. Any character searching the room automatically finds the door.
30	A burrowing animal has made a tiny, ragged hole in the secret door ³ .
31	In the years since the secret door was built, the hallway or room that the secret door exits into has been covered in false wooden doors. Coincidentally one them has been placed over the secret door.
32	As above, but the false door is not directly over the secret door. Rather it partially occludes the secret door which means creatures larger than Small must squeeze through the door or remove the false door.
33	A stained and beat-up green chair lies on its side in front of the secret door. The chair smells of mildew.
34	About two feet off the ground, the words "Secret Door" in Halfling are painted on the secret door in old, faded blue paint.
35	A crude noise-making trap is set up on the other side of the secret door and is designed to alert nearby foes to the opening of the door by knocking over some old and battered metal shields.
36	Two bloody handprints mark the wall, opposite the secret door.
37	A silver coin has been crushed between the door and its frame ³ . Opening the door without caution causes the silver coin to tinkle to the floor.
38	A banner decorated with the symbol of a chivalrous order of knights hides the secret door.
39	A copper coin is partially wedged under the door.
40	A full-length silvered mirror in a wooden frame hangs on the door from a single wooden peg.
41	A shattered, old femur lies in front of the door.
42	There has been a fire on the other side of the secret door, causing escaping smoke to stain the secret door's outline ³ .
43	A small shelf is nailed to the secret door.
44	A large rusty spike impales a rag doll in the middle of the secret door.

45	A barrel filled with water or wine blocks easy access to the door.
46	A set rat trap is in a niche in the door.
47	A trail of blood, slime or dirt leads under the door ³ .
48	A noose hangs from a ceiling beam in front of the secret door.
49	A torch sconce is affixed to the door.
50	Something has been scrapped off the door. Flecks of black paint and deep scratches remain.
51	Drips of melted wax cover the opposite wall.
52	A colony of bats roost on the other side of the door. Any noise or light disturbs them.
53	Three wooden pegs are embedded in the door.
54	The long decayed corpse of a dungeon delver lies near the secret door.
55	The tip of a broken dagger lies on the floor, by the secret door.
56	The room beyond the airtight secret door is filled with foul air. When opened, the gases have a 75% chance of extinguishing unprotected flames.
57	The door is barred from the other side.
58	A stain radiates across the door in a sunburst pattern from where a whiskey bottle was smashed against it. Shards of glass and a cork are spread across the floor.
59	Due to the hollow space behind it, the door is colder than the surrounding walls ² .
60	A shield painted with the heraldry of a now lost ancient nation hangs on the door.
61	Moss grows along the bottom of the door.
62	A howling wind—that sounds like the screams of some foul beast—echoes on the other side of the secret door.
63	A trace of lavender perfume lingers near the door.
64	A decorative frieze of a pack of dogs chasing a fox through the wood has crumbled and fallen from above the secret door.
65	A tiny "X," no larger than a human child's fingernail, is faintly scratched into the door just above the floor.
66	A <i>continual flame</i> has been cast on the secret door.
67	The secret door does not sit flush with the floor. When it is opened, a small lip on the floor lurks ready to trip the unwary.
68	The secret door has aged poorly, warping and its hinges growing stiff. Once opened, the secret door cannot be reclosed without repairs.
69	A smudge of charcoal on the floor on front of the door shows where a torch guttered out long ago.
70	A dented pewter goblet lies in front of the door.
71	An arrow has been drawn onto the other side of the secret door in white chalk.
72	An unlit lantern hangs from an iron hook mounted on the secret door.

73	Heavy wooden planks nailed to the wall prevent the secret door from opening from the non-secret side. Some of the planks are splintered as if something very strong tried to force its way through the door.
74	"Help Me" is written on the door in dried blood.
75	There are deep, jagged claw marks on the lower right side of the door.
76	Once the characters have spotted the secret door, a tiny spider scuttles out of the tiny gap between the door and its frame.
77	Some of the mortar comprising the door is a different colour to that in the surrounding wall ³ .
78	The area beyond the door is two-foot lower than this area; characters must step or jump down into it.
79	The dungeon occupants do not know this door exists.
80	The area beyond the door is colder than this area.
81	Tiny splatters of dried blood mark the door's location.
82	The faint smell of wet dog—or some other animal—lingers in the air around the door.
83	A splintered crossbow bolt lies on the floor.
84	The door is loosely spiked shut from the other side ⁷ .
85	A muffled sound from behind the door gives the characters a clue as to its location ² .
86	A discarded water flask lies against the wall.
87	The bricks or stones comprising the secret door are cooler than those of the nearby wall.
88	The initials "S.H" along with a date not two weeks ago are carved into the door.
89	The skeletal remains of a small dog is curled up in front of the secret door. The dog's nose points toward the secret door.
90	The secret door is locked. A key fills the lock on the other side of the door.
91-93	The secret door is well hidden ⁵ .
94-96	The secret door is exceptionally well hidden ⁶ .
97-99	A character finding the secret door mistakenly believes the door is trapped.
100	The door is trapped. Refer to "Secret Door Tricks & Traps" for example traps.

- 1: A character rolling equal to less than their Strength score on 3d6 wrenches the spear free.
- 2: Increase the chance of finding the door by 1 in 6.
- 3: Increase the chance of finding the door by 2 in 6.
- 4: The water knocks over and pushes back the character if they fail to roll equal to less than their Strength score on 4d6.
- 5: Decrease the chance of finding the door by 1 in 6.
- 6: Decrease the chance of finding the door by 2 in 6.
- 7: Decrease the character's chance of opening the door by 1 in 6.

SECRET DOOR TRICKS & TRAPS

Of course, secret doors 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 secret doors.

BUCKET OF ACID

Taken from the annals of practical jokers everywhere, the bucket balanced on a lip above the door is not only classic, it is particularly hard to disable when all of the trap is on the other side of the door.

Activation: The trap activates, when a character opens the door. The trap must be manually reset, once activated.

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 disarms the trap. Alternatively, destroying the door defeats the trap, but causes the bucket of acid to spill on the floor.

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

Opening the door, the sound of something falling is preceded by burning liquid pouring down your back.

- **Pouring Acid (Round 1):** Acid pours down on whoever opens the door (3d6 acid damage; save against breath weapon for half damage).
- **Ongoing Acid Damage (Rounds 2 and 3):** A character that failed the initial saving throw against breath weapon to avoid the falling acid suffers 1d6 acid damage. A character rolling equal or under their Dexterity score on 3d6 escapes the acid off before suffering this additional damage.

Variants: Acid can easily be substituted with flammable oil ignited by a spark from flint and steel struck when the door opens.

Variants: Some variations of this trap have particularly large volumes of acid (or flammable oil) and are designed to inflict splash those nearby the door when it is opened. Instead of simply targeting the victim opening the door, the acid splashes all characters within 10 feet.

DOOR-MOUNTED CROSSBOW

Particularly useful for secret guard rooms or similar places, this trap utilises a heavy crossbow mounted on the other side of the door rigged to fire through a small hole in the door. The hole has been covered over with paper that has been painted to look like the rest of the door.

Activation: The trap activates, when a character opens the door. The trap must be manually reset, once activated.

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 disarms the trap. Alternatively, destroying the crossbow disarms the trap.

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

A twang immediately followed by the sound of ripping paper sounds as you open the door.

- **Attack:** The heavy crossbow shoots its bolt at the character opening the door (+10 to hit, 2-5 damage [size S or M] or 2-7 damage [size L]).

FALSE HALLWAY LURE

A golden chest behind a secret door may be too good to be true and instantly arouses suspicion, so instead of offering the reward at the end of a journey, this trap offers additional exploration opportunities. The secret door the characters have found leads to what appears to be a well-appointed hallway, but twenty feet inside the hallway is a pressure plate that causes the door to slam shut while poison gas is pumped into the hallway. Sadly, the long hallway is simply a *permanent illusion* of a hallway cast on the wall twenty-five feet from the door.

Activation: The trap activates, when a character stands on the pressure plate 20-foot beyond the secret door.

Find the Trap: A character making a successful find/remove traps roll finds the pressure plate in the floor. A character casting *detect magic* (or similar spell) spots the *permanent illusion's* magical aura on the far wall. The *permanent illusion* can be disbelieved with a successful saving throw against spell.

Defeating the Trap: A character making a successful find/remove traps roll disarms the press plate. A character using *dispel magic* (against a 12th-level caster) to dispel the *permanent illusion* reveals the hallway as an elaborate trap.

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

As you get halfway down the hallway the door behind you slams shut and you hear the hiss of escaping gas.

- **Slamming Secret Door (Round 1):** The secret door slams shut and poison gas quickly begins to fill the hallway.
- **Poisoned (Round 3):** The hallway fills with poison gas. Characters in the hallway must save against poison or suffer 5d6 damage as the poison enters their lungs.

Variants: Sometimes it is useful to take prisoners rather than killing every nosey intruder. A variant of this trap replaces the damaging poison gas with aerosolised sleep poison. Characters in the hallway when the trap activates must make a saving throw against poison or fall asleep for 1d3 hours. This variant of the trap is also frequently connected to a bell somewhere else in the dungeon to alert guards that they have caught something in their trap.

MISDIRECTING COLLAPSING CEILING

Experienced adventurers can get sloppy and rely on traps working the way they always have in the past. This trap relies on that laziness and two secret doors to lure their victims to their doom. The first secret door is trapped with a collapsing ceiling, but that trap is easy to detect. What is not as easy to notice is that disabling that first trap arms the second trap, another collapsing ceiling over the second secret door. To make this trap even more complicated, both doors are designed so they cannot both be open at the same time. Opening the second secret door rearms the first trap—creating a potentially lethal surprise, from a trap they thought they'd already disarmed, when the characters try to retrace their steps.

Activation: The trap activates, when a character opens the first door. Once a ceiling collapses, this trap cannot be reset.

Find the Trap: A character making a successful find/remove traps roll finds the trap on a door. A character rolling under half their chance to find the trap realises the trap's mechanism is linked to the second door. (For example, a character with a 50% chance of finding the trap realises the two doors' mechanisms are linked if they rolled 25% or under on their find/remove traps roll).

Defeating the Trap: A character making a successful find/remove traps roll disarms the trap on the first door. A character rolling under half their chance to disarm the trap deactivates the mechanism linking the doors. (For example, a character with a 50% chance of disarming the trap disarms the linking mechanism if they rolled 25% or under on their find/remove traps roll). Alternatively, destroying a door defeats that door's trap.

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

- **First Door's Collapsing Ceiling:** The ceiling collapses in a 10 ft. by 10 ft. area (5 ft. on either side of the door). Characters hit by falling rubble suffer 6d6 damage (a successful saving throw against breath weapon halves the damage). Opening this door closes the other door, if it is open. Disabling this trap or closing this door arms the trap on the second door.
- **Second Door's Collapsing Ceiling:** The ceiling collapses in a 10 ft. by 10 ft. area (5 ft. on either side of the door). Characters hit by falling rubble suffer 6d6 damage (a successful saving throw against breath weapon halves the damage). Opening this door closes the other door, if it is open. Disabling this trap or closing this door arms (or rearms) the trap on the first door.



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